



CONQUEST OF GALAXAS is a domination-style map league for Warhammer 40,000. In CONQUEST OF GALAXAS players play games of Warhammer 40,000 to aid them in their expansion throughout the system.

SET UP

Players take turns selecting any one territory to begin. If possible this territory must be vacant. If possible this territory must be at least two spaces away from any existing player's territories. New players may join in at any time, selecting a new territory. Players that are eliminated may re-deploy by selecting a new territory that must be on a different planet.

WEEKLY UPKEEP

Each week players are given 2 Action Points (APs). These APs can be spent on invasion, expansion, as well as some other actions. To claim their 2 free Action Points a player must show up at some point ready to play during the week, and let the game moderators know they are there.

SPENDING ACTION POINTS

Players may spend their APs any time they wish, to do so simply alert the game moderators that you are doing so and they will deduct the points from your current total. APs don't expire and can be hoarded by players if they wish, however a player/alliance can never have more than 10 banked. Here are the possible actions you can spend APs on:

Skirmish: Spend 0 AP and play any other player in the league. The winner gets 2 AP, the loser gets 1 AP – may only be done once a day. Players in an alliance may not skirmish each other.

Expansion: Spend 1 AP to claim an adjacent empty territory

Invasion: Spend 2 AP to attack an adjacent enemy territory. Play a game with the enemy player: if you win take control of the territory. If they win they get 1 AP and keep the territory. If the defending player/alliance is not present, mark the invasion with a rubber band. If the defenders are unable to play on or by the next game night they immediately must forfeit 1 AP to the invading player (if the invading player is there on game night). If they are unable to do so for one more week, the territory is forfeit to the attacker. If it is the invading player that is unavailable in the same way, the invasion fails.

Fortify: Spend 1 AP to fortify any of your existing territories. Place a Fortification Marker on the territory. If an enemy attempts Invasion on the territory you may spend an extra 200pts on fortifications for you to use to defend it – discard the Fortification Marker regardless of outcome.

Reserves: Before engaging in a Skirmish or Invasion game you may spend 1 AP to call up special reserve troops. To do so requires a Special Location. Each location may only be used once per battle, but multiple locations may be used in the same battle. Each location gives you up to 150 points to spend on a selection (**Hive City=HQ**, **Ore Mines=Fast Attack/Heavy Support**, **Factory=Troops/Elites**), these points are not transferable.

Search Ruins: Before engaging in a Skirmish or Invasion game you may spend 1 AP to search the ruins. To do so requires a Ruins Special Location. Each location may only be used once per battle, but multiple locations may be used in the same battle. Roll a D6: on a 1-3 nothing happens and the 1 AP is wasted. On a 4-5 you may add a unit to your game from a different army other than yours, worth up to 150pts, these points are not transferable. On a 6 immediately add 3 AP to your store.

ALLIANCES

Players may, at any point, join forces and form an Alliance. No more than 3 players may be in an Alliance at a time. Players may only join 1 alliance a week, and dissolve one alliance a week.

Forming an Alliance: If two players wish to form an alliance, or a third player wishes to join a 2-player alliance, and the alliance agrees, the territories of all parties are immediately merged. An alliance collectively gets 2 Free APs each week (not 2 per player). Any player in the alliance may spend the APs, and any player in the alliance may fight the battles the alliance is engaged in.

No alliances may be formed in the final two weeks of the league.

Dissolving an Alliance: If any player in an alliance wishes to abandon the alliance, then the alliance dissolves. All players in the alliance roll off to determine the order they select territories. Then, in order, they select which territories they will keep for themselves. In a 3-player alliance two players may elect to remain together, in which case their selections are for the alliance, and the other player's selections are for themselves.

PLANETS

There are ten planets in the Galaxas System. Each planet has one Special Location, and one or two Spaceports which are territories that connect to adjacent planets (See next page for details on each planet).

GAMES

When players are set to play they use the following guidelines:

1500pts Battleforged, all current source material is allowed, including GW Codexes, Data Slates, Formations, current and experimental Forge World units. Your Warlord must always be from the faction that you register with, but you may add allied forces in the usual way. Players can agree to play a larger game – if you do scale up any bonus forces/fortifications a player gets proportional to the size of the game.

Scenario: Players randomly select a Maelstrom scenario from the rulebook.

Fully Painted: All models in this league must be **FULLY PAINTED**

END GAME

At the end of the league we add up the total victory points for each player/alliance. Victory Points are earned in two ways: some territories are marked with a number of Victory Points, players/alliances gain 1 Victory Points for every 2 remaining APs rounded down, finally if a player/alliance controls an entire planet they gain the Planetary Bonus for that planet. The players/alliances with the highest scores are victorious and earn a prize (alliances must split their prize amongst themselves)

GOOD LUCK!



DESIGNATION: MAGMENTA
POPULATION: 10,431
TERRITORIES: 7
PLANETARY BONUS: 2
SPECIAL LOCATION:
-GAS MINES: GAIN +1 AP EACH WEEK



DESIGNATION: BENELUX
POPULATION: 5,045,431,660
TERRITORIES: 17
PLANETARY BONUS: 5
SPECIAL LOCATION:
-HIVE CITY: SPEND 1 AP TO ADD 1 HQ TO YOUR FORCE (UP TO 150PTS) FOR ONE BATTLE. GAIN +1 AP EACH WEEK



DESIGNATION: GAZEXAL
POPULATION: 5,296,038
TERRITORIES: 7
PLANETARY BONUS: 2
SPECIAL LOCATION:
-GAS MINES: GAIN +1 AP EACH WEEK



DESIGNATION: AUSPINILAX (THIRD MOON OF GAZXAL)
POPULATION: 287,543,001
TERRITORIES: 7
PLANETARY BONUS: 2
SPECIAL LOCATION:
-RUINS: SPEND 1 AP AND ROLL A D6: 1-3 NOTHING FOUND, 4-5 ADD 1 UNIT FROM ANOTHER ARMY (UP TO 150PTS) FOR ONE BATTLE, 6 GAIN 3 AP.



DESIGNATION: OBLITERON
POPULATION: 1,000,034,379
TERRITORIES: 10
PLANETARY BONUS: 3
SPECIAL LOCATION:
-ORE MINES: SPEND 1 AP TO ADD 1 FAST ATTACK/HEAVY SUPPORT TO YOUR FORCE (UP TO 150PTS) FOR ONE BATTLE.



DESIGNATION: SEPTICRON
POPULATION: 2,193,486,987
TERRITORIES: 17
PLANETARY BONUS: 5
SPECIAL LOCATION:
-ADVANCED SPACEPORT: WHILE IN CONTROL OF THE ADVANCED SPACEPORT YOU CAN ATTACK ANY SPACEPORT



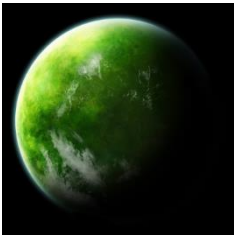
DESIGNATION: CANBELLA (ONLY MOON OF SEPTICRON)
POPULATION: 57,701
TERRITORIES: 2
PLANETARY BONUS: 1
SPECIAL LOCATION:
-FACTORY: SPEND 1 AP TO ADD 1 TROOP/ELITE TO YOUR FORCE (UP TO 150PTS) FOR ONE BATTLE.



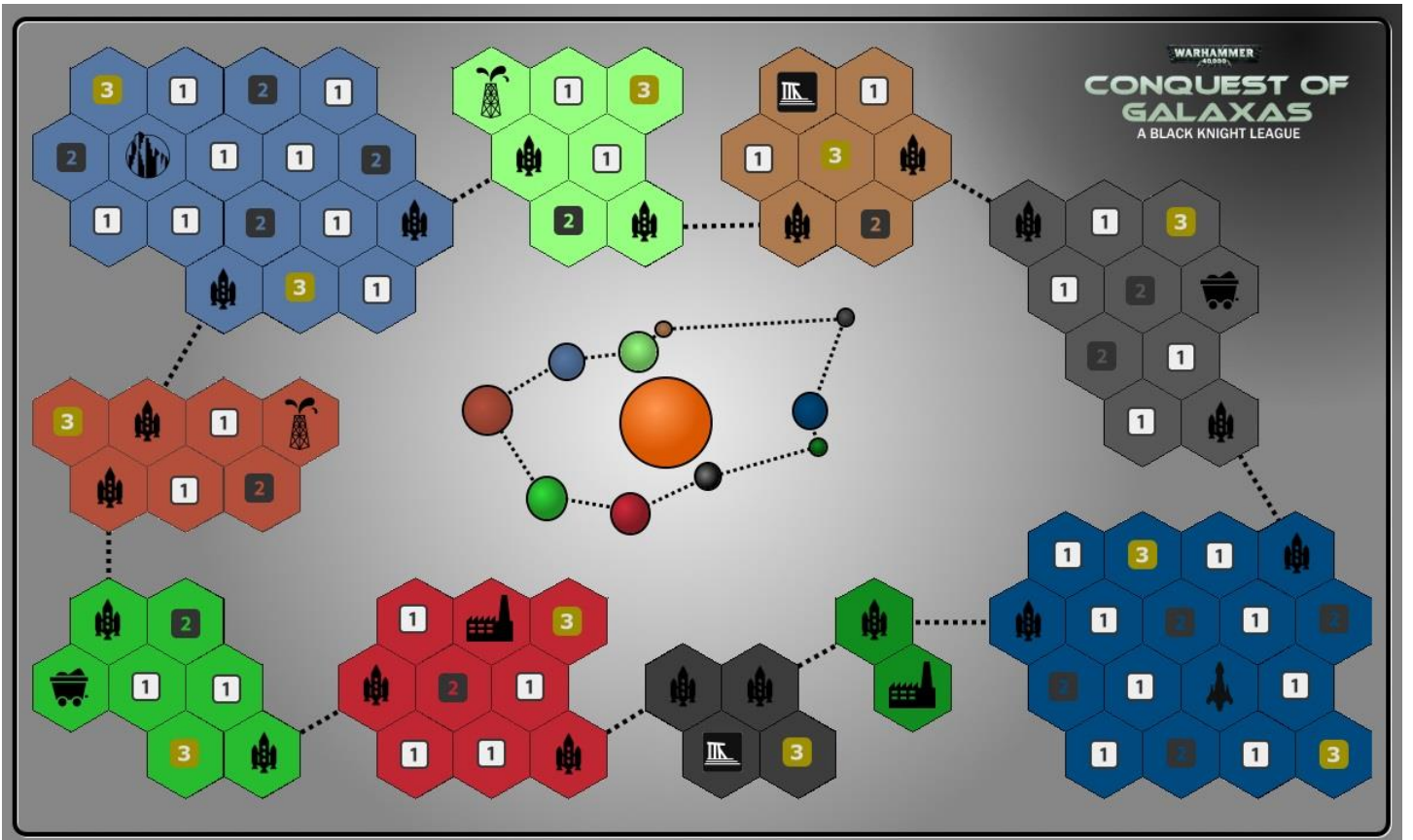
DESIGNATION: MORDICA
 POPULATION: 291,482
 TERRITORIES: 4
 PLANETARY BONUS: 1
 SPECIAL LOCATION:
 -RUINS: SPEND 1 AP AND ROLL A D6: 1-3 NOTHING FOUND, 4-5 ADD 1 UNIT FROM ANOTHER ARMY (UP TO 150PTS) FOR ONE BATTLE, 6 GAIN 3 AP.



DESIGNATION: PARDALON
 POPULATION: 1,356,654,634
 TERRITORIES: 9
 PLANETARY BONUS: 4
 SPECIAL LOCATION:
 -FACTORY: SPEND 1 AP TO ADD 1 TROOP/ELITE TO YOUR FORCE (UP TO 150PTS) FOR ONE BATTLE.



DESIGNATION: ZYMPH
 POPULATION: 89,295,002
 TERRITORIES: 7
 PLANETARY BONUS: 2
 SPECIAL LOCATION:
 -ORE MINES: SPEND 1 AP TO ADD 1 FAST ATTACK/HEAVY SUPPORT TO YOUR FORCE (UP TO 150PTS) FOR ONE BATTLE.



- HIVE CITY
 - ADVANCED SPACE PORT
 - FACTORY
 - GAS MINE
 - ORE MINE
- RUINS
 - SPACE PORT
 - WORTH 1 PT
 - WORTH 2 PTS
 - WORTH 3 PTS