GALACTIC CONQUEST

AN UNOFFICIAL WARHAMMER 40K EXPANSION/CAMPAIGN

INTRODUCTION

Welcome to Galactic Conquest, the Unofficial Campaign creation set based on Games Workshops 40k Strategy game. This Expansion will allow you to create Solar Systems, Sub-Sectors and even Galaxies to fight across in a Map-based campaign. This set of rules is based on the 1990 Mighty Empires rules, which can be found on the Games Workshop Website, under the Specialist Games Resources section.

WHAT YOU WILL NEED:

To play games using this expansion you will need:

- At least 2 people, each with at least 1 1500 point Warhammer 40,000 army each.
- A copy of the relevant Codex for each players Army.
- A copy of the Warhammer 40,000 Rulebook.
- A copy of the Cities of Death 40k Expansion.
- A copy of the Planetstrike 40k Expansion.
- Equipment for Building your Campaign map (Details can be found on page 24.)

LEGAL DISCLAIMER

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"Strategy without tactics is the slowest route to victory. Tactics without strategy is the noise before defeat."
- Sun Tzu

RULES

This section contains all the rules you need to set up and play a Game of Galactic Conquest.

SETTING UP YOUR CAMPAIGN

FIRST FIND YOUR GALAXY…

To play a game of Galactic Conquest, you must first have a galaxy to conquer, or at least a small sub-sector. In this game the area of play is represented by a map made out of interlocking hexagonal tiles, which represent the planets, arranged in groups of 7 to form Systems, these are then placed together to form the wider field of play. Full Instructions for creating your map can be found on page 24.

Choose one person to be the Game-Master, this person may not play a part in the campaign, but instead oversees the campaign phases and places anything that needs to be placed impartially. At the start of the campaign, each player has only one system, referred to as his Home System. This system is the heart of the player's empire, and must be defended at all costs.

After creating your board, you will need to set up your game. All the players roll a D6 (rerolling ties) and the highest gets to place his Home System anywhere on the map, in whatever system he wishes. All the other players, starting from the next highest roll, may then place their Home Systems, as long as they are not adjacent to any other player's Home System. After all Home Systems have been placed, using his private map, the GM secretly places the 3 Mystery planets. These represent planets that confer bonuses to the Owning player; the GM may not place two special planets in one system, nor may he (if at all possible) place the special planets in an adjacent system to one already owned by a player. The Mystery Planets are created by the GM.

PLANET CREATION

Once everyone has acquired a Home System, and all mystery planets have been placed, the players must find out what kind of planets their Home Systems contain.

The Central planet of each home system is automatically a Hive World and is the capital of the empire. Each Player must place a Hive world Tile in the central Hexagon of their Home Systems. For Every other planet in players Home Systems, Roll 2D6 on the following Chart. In addition, one planet in the home system must be designated a Space Port by the owning player.

After rolling on the chart, place a planet tile that corresponds to the result on the hexagon you rolled for.

2D6	Planet Type
2	Dead World
3	Dead World
4	Dead World
5	Agri-World
6	Agri-World
7	Agri-World
8	Agri-World
9	Forge world
10	Forge World
11	Hive World
12	Hive World

TILE TYPES

In the galaxy of M41, there are many different types of planet, with untold millions of variations. For simplicity, in the game of Galactic Conquest, there are only 6. These represent the 'typical' types of planet you are likely to find while exploring the Galaxy. The descriptions are all from an Imperial point of view, but can be transferred to most races in the 40k galaxy quite easily.

AGRI-WORLD
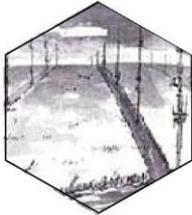
- The Agri-worlds of the Imperium are the prime generators of food for the untold millions under the Emperors rule. They are sparsely populated, but as the entire planet is given over entirely to producing food, there is always enough to eat.

Subsistence Value: 3

Revenue Value: 1

FORGE WORLD

- These worlds exist to produce weapons and are ruled over by the shady Tech-Priests of the Mechanium. They create every single gun, tank or explosive found in the Imperium at a fantastic rate. As such, there is very little food to be found on a Forge World, but the benefits in weapon production outweigh this enormously.

Subsistence Value: 1

Revenue Value: 4

HIVE WORLD

- The primary population centers of the Galaxy, these planets have the potential to contain billions of people. They are generally barren wastelands outside of the Hive-Cities and have atmospheres that are so full of CO_2 that they need to be constantly filtered and re-filtered to remove all the deadly toxins that are created by the population.

Subsistence Value: 2

Revenue Value: 3

DEATH WORLD
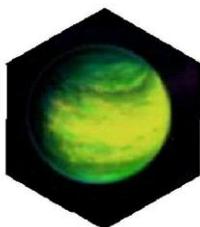
- These Planets have been classified as completely uninhabitable, not because they cannot sustain life, but because the very planet itself seems to be hostile, with the various Flora and Fauna striving constantly to expel colonisers.

These planets have no Subsistence or Revenue Value, and cannot become part of Empires

LIFELESS WORLDS

These worlds are Lifeless and dead, whether by natural or unnatural occurrences.

DEAD WORLD

- One of the most common planets in the Galaxy, these planets are dead and lifeless balls of rock, either due to their placement in the solar system, or through some other means, such as a Tyranid Invasion. They can however, be terraformed and colonised.

These Planets have no Subsistence or Revenue Value

DESTROYED WORLD

- This is the ultimate weapon in the arsenal of any Species, the ability to destroy an entire planet. This planet has been completely obliterated, and can never be re-made. Such power is incredibly expensive however, and is only reserved for the direst of situations.

These planets have no Subsistence or Revenue Value, and cannot become part of players Empires.

ARMY CREATION

After all players have rolled to find out what planets are in their Home System, all players must roll to find out the Total Point values of armies on each planet. If you only have 2 or 3 players in the Campaign, it is probably best to decide on an Equal point value for every player, but if you are playing a large campaign, then use the following charts to decide on points values, this will produce a more realistic campaign overall.

ARMY CREATION CHART

For each planet in the players' possession that is not a Dead World, roll on the following chart:

Planet Type	Roll
Capital	5D6x100
Hive World	2D6x100
Forge World	1D6x100
Agri-World	1D6x100

The Game Master should have a note book with which he should record all point values for each army on separate pages for each player, as well as any named characters, supplies and space ships in the army. Each player should have a copy of their force sheets, as well as relevant army lists.

After rolling for each planet in the Home System, each Point value must be divided into armies of between 500 and 1500 points. One planet may contain more than one army, and the group of armies on a planet is referred to as a 'force'. Each Army is given 1 Ship, apart from the armies on the designated Space Dock, which are given D3. Each army is also given D3 baggage Points. Armies and Forces are represented by a model from the player's collection.

Once all points values are worked out, players must create army lists from the standard force organisation chart that can be found in the Warhammer 40,000 rulebook. At least one army must contain a named Character.

PLAYING THE CAMPAIGN

This section will outline all the rules needed to play your game of Galactic Conquest.

THE CAMPAIGN PHASE

Each phase of the campaign is divided into 6 turns, where each player takes it in turn to scout planets, move armies and battle, if the occasion demands it. In background terms, each turn represents 2 months of time. Roll a D6 to see who goes first, play then continues clockwise. There are 6 turns in each campaign phase.

Each player turn is divided into several phases; rules for each phase are explained in more detail on the following pages.

PHASES

All players take it in turns to play out a phase, i.e: the first player has his subsistence phase, and then the next player has his subsistence phase, and so on until all players have had completed the subsistence phase, at which point the next phase is played. The Scouting and Movement phases are considered a single phase.

1. THE SUBSISTENCE PHASE

In this phase, the player's armies take food and supplies from their current planet. If they do not have enough to feed on, casualties may occur.

2. THE SCOUTING PHASE

During this phase, small bands of explorers may scout ahead of the main force, to ascertain whether the planet ahead is safe for conquest.

3. THE MOVEMENT PHASE

The Player's forces/armies may now move into any scouted tile. If a force moves into a tile containing an Enemy force, the enemy force must decide whether to retreat or fight.

4. THE BATTLE PHASE

In this phase, any battles that have been initiated by Moving into the same tile as an enemy force are fought. The Game Master records all battles and sieges that have been initiated, and players play them at a later date if there is not enough time to play them at that moment.

5. THE SIEGE PHASE

Any contested hexagon that contains either a Forge world or a Hive world will automatically become besieged, the owning player may not retreat but instead takes refuge within the walls.

6. THE RAZING PHASE

A force that is stationed on an uncontested planet may opt to raze it.

7. THE REORGANISATION PHASE

Forces may redistribute units, baggage and ships throughout the force.

THE NEXT CAMPAIGN TURN IS NOW PLAYED, UNTIL ALL 6 HAVE PASSED, AT WHICH POINT THE CAMPAIGN PHASE ENDS, AND THE DIPLOMACY PHASE BEGINS.

PHASE RULES

THE SUBSISTENCE PHASE

During the Subsistence Phase, Armies use the planet they are on to gather food, water, and other necessary supplies to sustain them throughout the turn. If they do not have enough, they will be forced to subsist from their supply ships, or casualties may occur. The amount of Supplies each army/force is carrying with them is written on the relevant sheet in the Game Masters Notepad.

Each Army in the Force will use up one point of subsistence each subsistence phase.

Every planet has a subsistence value, which is the amount of subsistence it can generate each subsistence phase, the second number is the chance of gaining an extra baggage point during the raze phase.

Planet Type	Subsistence Value
Hive World	2/5+
Forge World	1/6+
Agri-World	3/4+
Death World	0/-
Lifeless World	0/-

If a Force contains more armies than can be supported by the planet, then any armies that can subsist do so normally, and any extra must subsist from Supply Ships. If a force is in the space between systems, they will automatically subsist from their supply ships. Each Army may contain a maximum of 6 supply points, and 1 supply point may support the army for 1 turn.

If an army cannot subsist for whatever reason, and has no supply points left, then starvation will occur. Roll a D6 on the following chart to determine the result of Starvation.

D6 roll	Effect
1	Lose D6x50 points of models from the army.
2	Lose D6x20 points of models from the army
3	Lose D6x10 points of models from the army
4	Lose D6x5 points of models from the army
5-6	No Effect.

The owning player must deduct models from the relevant army list to the value of the loss. Equipment may not be deducted rather than models, and if it impossible to remove the exact amount, extra must be removed.

THE SCOUTING PHASE

During this phase, Armies send small fleets ahead of the main force to determine whether the planet ahead is ripe for conquest. This will determine the type of planet that is ahead. Scout forces may also come across Independent planets or Empires, or Events beyond their control may hinder their progress.

An army may attempt to scout any adjacent hexagon to the one currently occupied, and Forces may attempt to scout as many hexagons as there are armies within the force, if both are successfully scouted, the Force may split into separate armies and move in different directions . The same hexagon may not be scouted twice in the same scouting phase. You need not scout into hexagons already part of your empire or space tiles.

When scouting into a completely unexplored system, roll on the following chart to determine the type of system:

The Game Master should record what type of system is produced.

D6 Roll	System Type
1	Unexplored System
2	Unexplored System
3	Colonised System
4	Colonised System
5	Inhabited System
6	Inhabited System

If the system type is already determined, skip the system type roll and roll on the relevant scouting chart for that system type.

Once the system type has been determined, roll on the relevant scouting chart, the scouting charts are found on the following pages.

If your scouting mission is successful, place a marker on the planet tile to show that it has become part of your empire.

If you successfully scout a hexagon belonging to an enemy player, but which does not have any of his forces in it, your forces have 'liberated' the planet from the oppression of the enemy and it becomes part of your empire. You may discount all rolls other than 'Event' when rolling on Scouting Tables for Known Planets.

When scouting an Occupied Enemy Hexagon, roll on the Occupied Enemy Planet table.

Unexplored System Scouting chart.

Roll 2D6 on the following Table:

2D6 Roll	Result	Detail
2	Death World	Your Scouts have encountered a Death World, do not place any territory marker on the Tile, though you may still move through it. (suffering the penalty determined by rolling on the Death World Chart.)
3	Event	Your Scouts have met with an unexpected Event which hinders their progress, Roll on the Events table to determine what kind.
4	Forge World	Your Scouts have found a Forge World, however, if your roll was double 2, the world has resisted your encroachment and set itself up as an Independent Planet. Roll on the Independent Species Table to determine what race the Planet is.
5	Dead World	The planet your forces have scouted is barren and devoid of all life, although you may still count it as part of your Empire and move through it as normal.
6	Agri-World	Your Scouts have discovered an Agri-world, however if your roll was double 3, the planet has set itself up as Independent. Roll on the Independent Species Table.
7	Dead World	The planet your forces have scouted is barren and devoid of all life, although you may still count it as part of your Empire and move through it as normal.
8	Agri-World	Your Scouts have discovered an Agri-world, however if your roll was double 4, the planet has set itself up as Independent. Roll on the Independent Species Table.
9	Dead World	The planet your forces have scouted is barren and devoid of all life, although you may still count it as part of your Empire and move through it as normal.
10	Hive World	Your Scouts have Encountered a Hive World, but if the roll was double 5, it has decided to remain Independent, roll on the Independent Species Table.
11	Event	Your Scouts have met with an unexpected Event which hinders their progress, Roll on the Events table to determine what kind.
12	Death World	Your Scouts have encountered a Death World, do not place any territory marker on the Tile, though you may still move through it. (suffering the penalty determined by rolling on the Death World Chart.)

COLONISED SYSTEM SCOUTING CHART

Roll 2D6 on the following table:

2D6 Roll	Result	Detail
2	Death World	Your Scouts have encountered a Death World, do not place any territory marker on the Tile, though you may still move through it. (suffering the penalty determined by rolling on the Death World Chart.)
3	Event	Your Scouts have met with an unexpected Event which hinders their progress, Roll on the Events table to determine what kind.
4	Forge World	Your Scouts have found a Forge World, however, if your roll was double 2, the world has resisted your encroachment and set itself up as an Independent Planet. Roll on the Independent Species Table to determine what race the Planet is.
5	Agri-World	Your Scouts have discovered is a peaceful Agri-world, whose inhabitants willingly become part of your Empire.
6	Agri-World	Your Scouts have discovered an Agri-world, however if your roll was double 3, the planet has set itself up as Independent. Roll on the Independent Species Table.
7	Dead World	The planet your forces have scouted is barren and devoid of all life, although you may still count it as part of your Empire and move through it as normal.
8	Agri-World	Your Scouts have discovered an Agri-world, however if your roll was double 4, the planet has set itself up as Independent. Roll on the Independent Species Table.
9	Agri-World	Your Scouts have discovered is a peaceful Agri-world, whose inhabitants willingly become part of your Empire.
10	Hive World	Your Scouts have Encountered a Hive World, but if the roll was double 5, it has decided to remain Independent, roll on the Independent Species Table.
11	Event	Your Scouts have met with an unexpected Event which hinders their progress, Roll on the Events table to determine what kind.
12	Death World	Your Scouts have encountered a Death World, do not place any territory marker on the Tile, though you may still move through it. (suffering the penalty determined by rolling on the Death World Chart.)

INHABITED SYSTEM SCOUTING CHART

Roll 2D6 on the following Table:

2D6 Roll	Result	Detail
2	Death World	Your Scouts have encountered a Death World, do not place any territory marker on the Tile, though you may still move through it. (suffering the penalty determined by rolling on the Death World Chart.)
3	Event	Your Scouts have met with an unexpected Event which hinders their progress, Roll on the Events table to determine what kind.
4	Forge World	Your Scouts have found a Forge World, however, if your roll was double 2, the world has resisted your encroachment and set itself up as an Independent Planet. Roll on the Independent Species Table to determine what race the Planet is.
5	Agri-World	Your Scouts have discovered is a peaceful Agri-world, whose inhabitants willingly become part of your Empire.
6	Agri-World	Your Scouts have discovered an Agri-world, however if your roll was double 3, the planet has set itself up as Independent. Roll on the Independent Species Table.
7	Agri-World	Your Scouts have discovered is a peaceful Agri-world, whose inhabitants willingly become part of your Empire.
8	Agri-World	Your Scouts have discovered an Agri-world, however if your roll was double 4, the planet has set itself up as Independent. Roll on the Independent Species Table.
9	Agri-World	Your Scouts have discovered is a peaceful Agri-world, whose inhabitants willingly become part of your Empire.
10	Hive World	Your Scouts have Encountered a Hive World, but if the roll was double 5, it has decided to remain Independent, roll on the Independent Species Table.
11	Event	Your Scouts have met with an unexpected Event which hinders their progress, Roll on the Events table to determine what kind.
12	Dead World	The planet your forces have scouted is barren and devoid of all life, although you may still count it as part of your Empire and move through it as normal.

ENEMY OCCUPIED TILES

To move into a tile that is occupied by an Enemy Force or Army, after rolling on the relevant scouting chart for that system type (discounting all results other than 'Event') then your scouts must try to discover the nature of the Forces garrisoned on the planet. Roll on the Following table to determine the result of their mission.

Occupied Planet Scouting Table:

D6	Result
1	The Orbital defence systems detect and bring down your scout ships Some of your Scouts are captured and forced to give details of your entire force. The Players forces remain unknown and you must show the Player the army lists for each of the armies in your force.
2	The orbital defence systems detect the scout ships before they enter orbit, and repel them. The Enemy force remains unknown.
3	The Orbital defence systems drive the scout ships away, but long range sensor spines on board the scout ships are lucky enough to scan the main planetary barracks. The Enemy player must reveal the total points value of the force garrisoned there.
4	Your Scouts manage to evade the activated Orbital Defence Systems, and stay clear of the Search Interceptors long enough to compile a good report of the Enemy Forces. The opposing player must reveal the point value of each Army in the force, as well as a full army list of one of the Armies.
5/6	Your Scouts manage to avoid the Orbital Defence Systems completely, and make planetfall undetected, compiling a complete report of the enemy forces, the opposing player must provide a full army list of each of the armies on the planet.

SPACE DOCKS

If the system which contains the planet you have just scouted does not contain a designated Space Dock, then (unless it is the central planet) roll a D6 and add the number of discovered planets in the system (not including the one you have just scouted or the Central planet). If the total is 6 or more, the planet is the System's Space Dock. If it is not Independent, roll a D6 on the following table to determine how many Space ships are added to your forces fleet. If your forces have just defeated a force that is garrisoned on a Space Dock planet, roll on the table as well.

Space Ship Generation table:

D6	Result
1	No ships
2	1 Ship
3	1 Ship
4	1 Ship
5	2 Ships
6	3 Ships

The generated space ships may be distributed between armies in the force in any way. Record the amounts on the relevant force sheet.

These ships are used entirely for Battles in Space (the area between systems) If the fleet contains more than 5 ships, then Exterminatus may be used on a planet once per Campaign Phase, at the cost of 10 RP.

EVENTS

If, when rolling on the Scouting tables, the result is 'Event' then the current scouting mission automatically fails and the player must roll on the Events Table below. If one scouting mission fails, any other armies may still attempt to scout, but you must still abide by the result of the table.

Events Table:

Scouting Event Chart		
2D6 Roll	**Event**	**Description**
2	Desertion.	Each Army in the Force Loses D6x50 models as they desert the army.
3	Engine Failure.	The Engines on your ships have failed to work, and you will need to spend time repairing them. You may not move the Army this turn, or scout or move in the next.
4	Pirates!	A band of Pirates has ambushed a vulnerable supply ship, The force loses one supply point.
5	Heresy!	A group of Heretics/traitors are discovered within the force, and the Insidious cult must be purged. Lose D6x10 points of models per army.
6	Localised Warp Storms	A small warp storm disrupts the movement of your vessels for this turn.
7	Warp Fluctuation	An Unexpected fluctuation in the currents of the warp has caused your scouts to go in the wrong direction, give each of the tile sides a number from 1-6, then roll a D6 to determine which way they go.
8	Dark Eldar Raiders	Your scouts are taken to Commorragh and are subjected to the Nefarious Torture Methods of the Dark Eldar. They do not return and your armies may not move that turn.
9	Baggage ship	Your scouts encounter a Neutral Convoy of Rogue Traders, whom they accompany back to your force. The Scouting mission fails but your force acquires D6 Supply points.
10	Mercenary Band	Your Scouts encounter a band of Mercenaries, roll a D6, on a 1-4 they recruit D6x20 points of models, on a 5-6 they are never seen again. Either way the scouting mission fails.
11	Warp Disturbance	Your scouts have disrupted the local warp jump point, causing them and the army they are with to disappear. They reappear in your Home System.
12	Reroll	Reroll on this table.

INDEPENDENT PLANETS

Some of the Planets you scout may decide to set themselves up as 'Independent' meaning that they will hold out against all aggressors, but remain defensive. However, due to the Myriad of Races found in the Warhammer 40k Universe, Independent planets may be one of several different Species. Roll on the Independent Species Table to determine which one.

Independent Species Table:

D6	Result	Explanation	Army to Use
1-2	Orks	Orks, the most common species in the galaxy, are often found on worlds within the Imperium, and this is no exeption. Your forces have stumbled upon a small Orkish empire, and you must fight them to claim it as your own.	Orks.
3-4	Lost Imperial Colony	In its early years, the Imperium sent out a multitude of Colony ships throughout the galaxy. However some, it would seem, have managed to scrape an existence for themselves, far from the Emperors guiding light.	Imperial Guard
5	Eldar Exodites	Prior to the cataclysmic Fall of the Eldar, the clearer minded of that species set off as far as they could from the centre of the Eldar Empire. These Exodites have chosen a hard life, as far removed from the lifestyles of their former Empire as possible, and will fight to protect it, even against other Eldar.	Eldar
6	Necron Tomb world	The Necrons were once the most powerful race in the galaxy, and were bent on the destruction of all life. After completing their goal once, they hibernated for millennia. Your forces have awoken them from their sleep, ready to harvest once more...	Necrons

If you discover two or more Independent planets adjacent to each other, they are assumed to be the same race, and are therefore part of the same Independent Empire.

Every time your forces move into a planet occupied by an Independent Empire, roll on the Table below to determine the size of the Army.

D6	Agri-World	Forge World	Hive World
1	100	200	300
2	200	400	600
3	300	600	900
4	400	800	1200
5	500	900	1500
6	600	1000	1800

Roll on this chart every time your army Invades an Independent Planet.

MOVEMENT

This phase is taken at the same time as the scouting phase. Players may scout, and then move their forces as if it were the same phase. A force or Army may move 1 tile per Move Phase, they may only move into a region they scouted in the previous scouting phase. If a force moves into a Hexagon containing an Enemy Force or Army, movement for both armies immediately stops and the Game Master must note down which players are fighting, and what armies are fighting. Only one army per force may fight in a single battle, but If the battle is lost, the whole force must retreat as normal.

If your forces are attacking an Enemy on a Hive World or a Forge World, the defending player can choose to Retreat to the (relative) safety of the Bastions within the Cities. If this is the case, the Attacker must spend at least a turn besieging the Planet. Neither side may subsist during a siege, and must rely on stockpiled supplies.

If the defender is on a world other than a Hive World or Forge World, or does not elect to take cover, then a normal battle is fought.

THE BATTLE PHASE

In this phase, any battles initiated by players during the previous movement phase or the previous siege phase are fought, and the results determined.

For each Battle Initiated, play a game of Warhammer 40,000 to determine what happens, using the army lists from the armies taking part in the battle.

If the battle was initiated as the result of army/force movement in the previous movement phase, then play a standard game of Warhammer 40k, using D3+1 Objectives. The side that captures the most Objectives wins the game, regardless of losses. The defender may place 1 Objective within his deployment zone.

If the battle was initiated as the result of the previous siege phase, then depending on the Planet type, the game will either be a game of Cities of Death, or Planetstrike. If the planet is a Hive World the game will be Cities of Death, and if the planet is a Forge World, the game will be Planetstrike.

At any point during a battle after the 2nd Turn, the attackers may turn round and attempt to exit the table, this counts as a loss.

HIVE WORLD BATTLES

If the game is Cities of Death, Play the Domination Scenario found in the Cities of Death Expansion. Each side may take 2 Stratagems each.

The Stratagems are chosen from the following lists:

DEFENDING STRATAGEMS

Any Obstacle Stratagem
Booby Traps
Fortifications
Plunging Fire
Infiltrate.
IF THE DEFENDING FORCE HAS AT LEAST 200 POINTS LESS THAN THE ATTACKING, IT MAY TAKE AN ADDITIONAL KEY BUILDING STRATAGEM.

ATTACKING STRATAGEMS

Demolition
Master Snipers
Plunging Fire
Combat Engineers
Sewer Rats
Rappelling Lines
Wreckers
Deep Strike
IF THE ATTACKING FORCE HAS AT LEAST 200 POINTS LESS THAN THE DEFENDING, IT MAY TAKE AN ADDITIONAL PRELIMINARY BOMBARDMENT STRATEGEM.

FORGE WORLD BATTLES

If the Game is Planetstrike, play a standard game of Planetstrike using the rules found in the Planetstrike Expansion.

If the attacker wins the game, he takes control of the tile, and the defender must retreat a tile backwards, into his nearest controlled tile.

If the Defender wins, the attacker must move into the tile he came from, and the defender has the option to pursue, roll on the Pursue Chart Below to determine the result.

Pursue Chart:

D6 Roll	Result
1	**Victorious Rout.** – The Retreating force must abandon all baggage with the force; this is transferred to the Pursuing Force.
2	**Just caught 'em.** – The Retreating Force loses 1 ship, and D6x50 points of Models.
3	**Captured Leader** – The Pursuing force captures the Enemy HQ model, who becomes a prisoner with the army.
4	**Sent them packing** – The attacking forces have sent the scum back where they came from. No effect.
5	**Rearguard Action** – Some valiant defenses from the pursued force manage to down some of their pursuers. The Pursuing army loses D6x10 points.
6	**Ambush!** – Being a Tactical Genius, the enemy general uses his retreat wisely, and catches the pursuers in a Trap. The Pursuing army loses D6x50 points of models.

Victorious Independent Planets will never pursue under any circumstances, as they are content with keeping their borders safe.

This phase will also include any Space Battles that have been Initiated the previous move phase.

DEATH OF A HERO

If a Character model from either army is killed during the course of the battle, and the opposing side wins, the Character will be captured, and may not be used in the army he came from. The Army that captured him keeps him until either they are defeated themselves, or they attempt to kill the character during the Raze Phase. Characters may be ransomed back to the enemy during the Diplomacy Phase.

If the Characters side wins, he is recovered by friendly forces, however he is badly wounded. Roll a D6. On a 1 the character dies and is removed from the game. Any other number means he recovers and returns with D3 wounds.

THE SIEGE PHASE

In this phase, any sieges that have been initiated in the movement phase will be resolved. These can take more than 1 turn to resolve.

Once a Defending army has opted to take refuge amongst the bastions of the planet, the attacker may either return to the tile he came from, or fight a siege. Only one army at a time can besiege a planet, any others must return to the planet they came from.

If the attacker opts to assault the planet, then fight the relevant battle during the next battle phase.

If the Defender opts to attack from the planet, fight a standard battle in the next Battle Phase. They may do this even if under siege.

During the Siege, neither force can subsist from the planet and must take supplies from their baggage ships. The attacker may opt to bombard the planet from orbit. This may put defending forces out of action for a turn. Roll on the Bombardments chart below to determine the result of the Bombardment.

D6 Roll	Result	Effect
1	No Effect	The orbital missiles are repulsed.
2	No Effect	The orbital missiles are repulsed.
3	Minor Damage	D6x10 points of models unavailable for the next battle phase.
4	Minor Damage	D6x10 points of models unavailable for the next battle phase.
5	Major Damage	D6x20 points of models unavailable for the next battle phase.
6	Colossal Damage	D6x50 points of models unavailable for next battle phase.

Add one to the result for every 2 ships possessed by the besieging army.

BETRAYAL/SURRENDER

During the Siege Phase, the Besieged player may offer surrender under conditions at any point, under any terms.

If the Defending Force has no more baggage points then the Planet is unable to feed its population and starvation may occur. Deduct the necessary amount of models by rolling on the starvation chart, then roll a D6 on the following table:

D6 Roll	Result
1	**Betrayal** – The Planet's Civilian population betrays the garrison and destroys them. The attacking force gains the planet.
2	**Surrender** – The Garrison offers to surrender the Planet without bloodshed, and if the attacker accepts, the defending force is moved to an adjacent tile. Control of the Tile passes to the Attacker.
3	**Neglect** – Starvation leads to a neglecting of defences, and any further bombardment rolls against the planet are given a +1 Bonus. This is cumulative.
4+	**No Effect**

The Defending force receives +1 to this roll for every Named Character and extra army on the Planet.

THE RAZE PHASE

During this phase, any army that is occupying an uncontested tile may raze it, causing it to become barren. The Razing Force/Army takes Supply Points equal to the Subsistence value of the planet and replaces the tile with a Dead World Hexagon.

During this phase, Forces may also elect to try and execute any Enemy Characters they hold prisoner. However, this could go wrong and help him to escape. Roll on the Following table to see what happens:

ESCAPE TABLE

D6 Roll	Result
1	The Character escapes, by means of extraordinary bravado, rescues his equipment and Kills D6x10 points of models. He may also rescue one other prisoner in the Force. He rejoins the nearest friendly force, and may choose to have the other prisoner accompany him. (this character becomes a prisoner of the escaped characters army)
2	The Character escapes by means of faking demonic infestation, and leaves the camp dressed as Tzeenech.
3	The Character bribes the executioner not to kill him, and escapes in a decidedly unheroic fashion.
4	Portents of Doom delay the characters execution, and he remains a prisoner.
5-6	The Character fails to come up with a plan, and is executed.

If the Character is named, -1 to the result. If the character successfully escapes, it may join any of the owning player's armies within a 1 system radius.

AFTER 6 FULL CAMPAIGN TURNS, THE GM MAY ALLOW PLAYERS TO REINFORCE ARMIES AND/OR CREATE NEW ONES. NEW ARMIES ARE CREATED IN THE HOME SYSTEM *ONLY*, FOLLOWING THE ORIGINAL ARMY CREATION RULES, WITH ONE EXCEPTION: ONCE THE TOTAL POINTS VALUE HAS BEEN WORKED OUT, IT IS HALVED.

REINFORCING ARMIES IS DONE BY ROLLING ONCE ON THE INDEPENDENT ARMY CREATION TABLE FOR EACH FORCE PRESENT ON ANY OWNED PLANET.

ONCE THIS HAS HAPPENED, THE DIPLOMACY PHASE BEGINS, IN THIS PHASE, PLAYERS MAY RANSOM CHARACTERS, FORM ALLIANCES (WRITTEN OR SECRET) OR SELL PLANETS. ALL OTHER ACTIONS MUST BE TAKEN IN SEQUENCE, AS DESCRIBED IN THE NEXT SECTION.

THE DIPLOMACY PHASE

During this phase, players will ransom prisoners, form alliances, barter for planets, form armies and rebuild razed worlds. The options are intended to be pretty open-ended, but any other options must be approved by the Game Master before being used.

The Diplomacy phase is, much like the Campaign phase, divided into phases, which must be done in order by all players.

The phases in the Diplomacy phase are as follows:

1. THE REVENUE PHASE

Players calculate how much revenue they gain from planets in their empire.

2. RANSOM PRISONERS

Players may ransom any prisoners they have in any of their armies to any player for revenue points, even players who did not originally own the character; the character is transferred to the paying players nearest army.

3. DECLARE ALLIANCES

Any alliance which has been agreed in previous phases is announced now, and players may also formally break alliances. Players do not have to declare the forming or breaking of alliances, but they may gain a reputation of being untrustworthy scum if they do not. Any resource points that are payment for the alliance are exchanged here. Tributes may also be payed to 'persuade' players to not attack.

4. INDEPENDENT ALLIANCES

Players may now attempt to coerce any Independent empires that border their empire into submitting to their benevolent rule. If a player wishes to send a diplomat, he must pay 1 RP and roll on the following table:

D6	Result
1-4	Your Diplomat is kicked down an unnecessarily deep well, along with his entire retinue. The empire remains independent.
5	The local king is reasonably impressed, and enters into a temporary alliance. Your forces may move across the independent territory, but may not subsist from it without breaking the alliance.
6	The local king agrees completely, and his empire becomes part of your empire.

If the independent empire is the same species as your army, +1 to the result.

5. ARMY CREATION

Players may spend 1 Resource point to gain 100 points of models on any planet which is in the home system, or has an army already garrisoned on it. This may include characters, but named characters may only be created at the capital if there is a force on the tile. Players may only have 2 named characters at a time.

MERCENARIES

If a player is in an alliance with another, he may pay the player up to 5RP to purchase 100 points per RP of models from the ally's Codex. The Allied units immediately disband if the alliance is broken.

6. BAGGAGE/SHIP CREATION

Players may spend 1RP on one point of baggage for any army, except those engaged in sieges. Players may also spend 2RP per ship on purchasing ships for any of their armies.

7. RE-COLONISING

Players may spend RP to rebuild or upgrade planets in their possession. Dead Worlds may be made into Agri-worlds at the cost of 5RP, Agri-Worlds may be made into Forge Worlds at the cost of 10RP and Dead worlds may be made into Hive Worlds at the cost of 15RP.

ONCE ALL PLAYERS HAVE COMPLETED ANY NECESSARY PHASES, THE CAMPAIGN PHASE STARTS AGAIN, AND THE CYCLE CONTINUES UNTIL ONE PLAYER WINS. WINNING CONDITIONS ARE DETERMINED BY THE GM.

Species Bonuses

In Warhammer 40k, not all races are the same, to represent this; different species are given different bonuses in game to reflect any natural talent they have in that area. The Bonuses are as follows:

CHAOS: -1 to opponent besieged betrayal rolls.

ELDAR/DARK ELDAR: Due to their intricate knowledge of the Webway, the Eldar may avoid any battle on a 4+.

IMPERIAL GUARD: Conscripting means the Guard get D6x100 points of models free in the Army Creation Phase.

NECRONS: Gain D6x50 points of models if they encounter an Independent Necron Tomb World. Do not need baggage. May only ally for 3 Player Turns

ORKS: Double Ships in fleets. -1 when rolling on the Independent Diplomacy Table.

SPACE MARINES: -1 to opponent rolls on the Bombardment Chart.

TAU: +1 when rolling on the Diplomacy Chart

Tyranids: Gain D6x10 Points per conquered Planet. May use Baggage as RP. Auto-Raze any conquered world.

SPACESHIP COMBAT RULES

STARSHIP COMBAT FOR THE 41ST MILLENNIUM

These are the rules for Spaceship Combat when fighting battles in space. They are intended as a small add-on for the main campaign rules and not as a game in themselves.

When a battle is initiated in the space between systems, there will be a Spaceship battle, if you wish, you may play a game of Battlefleet Gothic using the same points value as the forces involved, with the army list divided between ships. These rules are intended as simpler, less time consuming alternative.

PLAYING THE GAME

Each Army owned by the players will have ships attached to them, the amount of ships are marked on the army profile sheet. The combined number of ships in the force is the amount used in the battle. When fighting space battles, the number of ships in an Ork fleet is doubled.

THE GAME BOARD

The game board measures 32"x32". Each player gets 6 inches from opposite edges to set up their ships in.

THE GAME

GAME TERMS:

- SP: Structure Point – The amount of damage a ship can take before being destroyed.
- M: Move – The distance in Inches a ship can move in a turn.
- S: Strength – The strength of a ships weapon systems.
- Acc: - Accuracy – The accuracy of the Ships weapons and crew.
- R: Range – The Range in inches of a ships weapons systems.
- Sv: Save – The protection granted by shields/unnecessary bulk etc.

There are two types of ship in Galactic Conquest, Capital Ships and Fighter Ships. Capital ships are the ships listed on the army profile sheet. Fighter ships represent the basic fighters of the enemy fleet, and do not count towards the Ship number. For every unmodified ship you have in your fleet, you get 2 fighter ships.

Fighter ships have the following profile, with 3 shots:

	SP	M	S	Acc	R	Sv
Fighter	1	8	6+/4+	3+/4+	6	5+

Regarding the Strength and Accuracy values, the first number is against Capital ships, the second other fighters.

Pre-game

Before the game begins, players must divide units in their army lists up between capital ships in their fleet. There is no limit on the amount of units embarked on a capital ship, but units cannot split in half. The total number of capital ship structure points must also be counted and written down. Baggage points must also be shared.

The Phases

Much like a game of Warhammer 40k, Ship Battles are divided into phases. Each player plays through all the phases on his turn, then play switches to the other player.

The phases are:

The Move phase

Players may move any ship in their fleet up to the move distance specified on the statline. There is no restriction on turning ships, but if a ship moves half its Move value, it may shoot its guns twice.

The Shooting phase

Any ship which has an enemy ship within range may fire upon it. Roll to hit using the ships accuracy characteristic, if the shot hits, roll to damage using the ships Strength value. When firing at Fighters, Capital ships get -1 to hit.

If a the total number of Capital ship structure points in a players army is reduced to half or less, then the entire fleet must begin to retreat off of their side of the table by making full moves towards it in their movement phase. They may still fire weapons.

If a ship which contains units is destroyed, roll on the following chart to determine whether the rescue efforts of the rest of the fleet are successful:

D6	Result
1	The rescue efforts fail and all units aboard the destroyed vessel are lost.
2	A few survivors are found. 20% of the total points value aboard the ship are recovered
3	Some survivors are discovered. 40% of the total points value aboard the ship are rescued.
4	The majority of escape pods are recovered, but a lot are never found. 60% of the total points value aboard the ship are rescued.
5	Most of the escape pods are recovered, but some are lost to the void. 80% of the total points value on the ship are transferred to the nearest friendly ship.
6	By some miracle, all escape pods are accounted for and all units that were aboard the ship are transferred to the nearest friendly capital ship.

If a ship is destroyed and survivors are rescued, the controlling player may decide which units to rescue. This represents rescue efforts concentrating on higher rank soldiers.

STATLINES

On this page, you will find the statlines and special rules for all ships in the game.

ELDAR/DARK ELDAR

	SP	M	S	Acc	R	Sv
Capital Ship	2	6	3+	3+	12	3+
Fighter	1	8	6+/4+	3+/4+	6	5+

IMPERIAL GUARD

	SP	M	S	Acc	R	Sv
Capital Ship	4	2	4+	5+	20	4+
Fighter	1	8	6+/4+	3+/4+	6	5+

NECRONS

	SP	M	S	Acc	R	Sv
Capital Ship	2	8	4+	4+	12	4+
Fighter	1	8	6+/4+	3+/4+	6	5+

Special rules:

Regeneration – at the beginning of your move phase, for every SP taken from a ship, roll a D6, on a 4+, that SP is regenerated.

Cloaking – Only ships within 10" of a Necron ship can fire upon it.

ORKS

	SP	M	S	Acc	R	Sv
Capital Ship	D6	2D6-2/turn	D6+ (reroll 1s)	5+	6	6+
Fighter	1	8	6+/4+	3+/4+	6	5+

Special Rules:

Ere! Make anuther wun, but wiv more Dakka! – When capturing or building capital ships, the amount gained is doubled.

Dis fings broked boss! – At the beginning of the game, roll a D6 for the SP and Strength values of each ship in the fleet. Roll 2D6 when attempting to move. A double 1 means the ship cannot move.

SPACE MARINES/CHAOS SPACE MARINES

	SP	M	S	Acc	R	Sv
Capital Ship	3	2	4+	4+	16	4+
Fighter	1	8	6+/4+	3+/4+	6	5+

TAU EMPIRE

	SP	M	S	Acc	R	Sv
Capital Ship	2	4	3+	4+	16	3+
Fighter	1	8	6+/4+	3+/4+	6	5+

TYRANIDS

	SP	M	S	Acc	R	Sv
Capital Ship	3	2	5+	3+	18	5+
Fighter	1	8	6+/4+	3+/4+	6	5+

MAP CREATION INSTRUCTIONS

CREATING THE UNIVERSE OF THE 41ST MILLENNIUM

This section of the rules contains all the instructions you need to create a Galaxy to fight over.

Things you will need:

- Scissors, Glue, Pencil, Paper etc
- Several large cereal boxes or cardboard equivalent.
- Tape Measure and a Ruler
- Some thin Polystyrene or a cheap bedroll.
- A printer.
- A large sheet of paper.
- Brushes
- A Hobby Knife

INSTRUCTIONS

1. Print out the page with several blank hexagons and hexagonal groups. The two large groups of Hexagons are the system pieces, the group of 5 hexagons is the space between systems, and the two single hexagons are used for marking out spaces.

2.

3. Stick the sheet to a piece of card and cut round the edges of the shapes. You should end up with something like this:
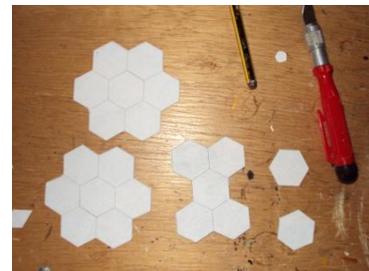
4. Decide on a shape for your map, and how many systems it will have in it. Once you have decided, draw the system out by drawing round the two big pieces onto the large sheet of paper, making sure they are separated by the group of 5 hexagons, like this:

5. Stick the entire map outline onto the piece of bedroll or polystyrene, and cut round the edge of the entire map.

6. Cut the map up into easy to transport pieces, making sure the cuts go between the systems.
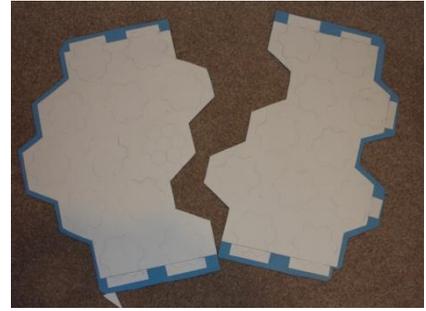
7. Once you have drawn out the outlines for your map, paint the space in between the systems black, using one of the system templates to protect the system spaces from paint as you go.

8. Once all the space between systems has been filled in, take a drybrush and flick white paint onto the map area. This breaks up the black slightly and gives a starry effect.

9. When the space areas are fully painted, paint lines in between the systems to represent routes that can be travelled between systems.

10. Using the Templates printed out earlier, draw in the edges of individual hexagons within the systems. These represent single planets within the solar system.

Planet Pieces

Print out the following sheets and stick onto the coloured side of cereal packets:

2x Agri World sheet

1x Forge World Sheet

1x Hive world Sheet

1x Death/Dead/Exterminated planet sheet.

Cut out the pieces with a Hobby Knife. You are now ready to play a game of Galactic Conquest. Happy Gaming!
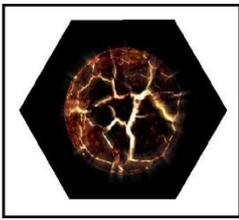
Exterminated World
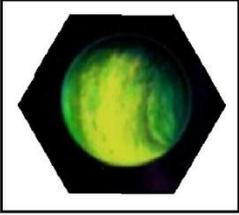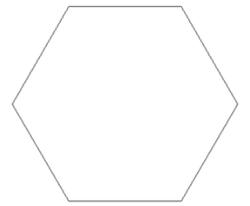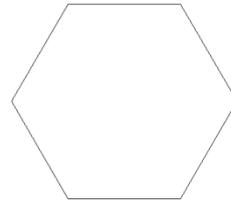
Death World
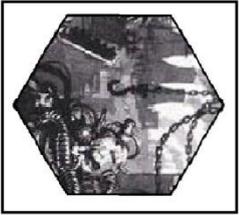
Forge World
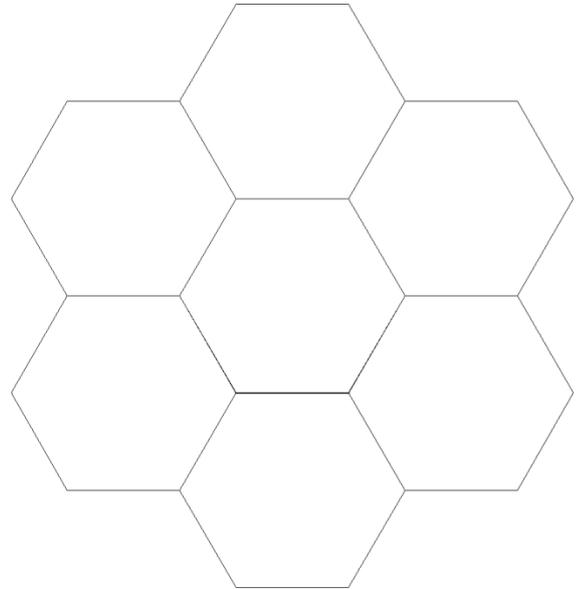
Hive World
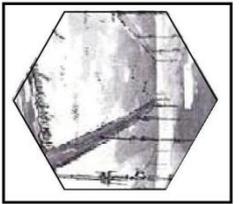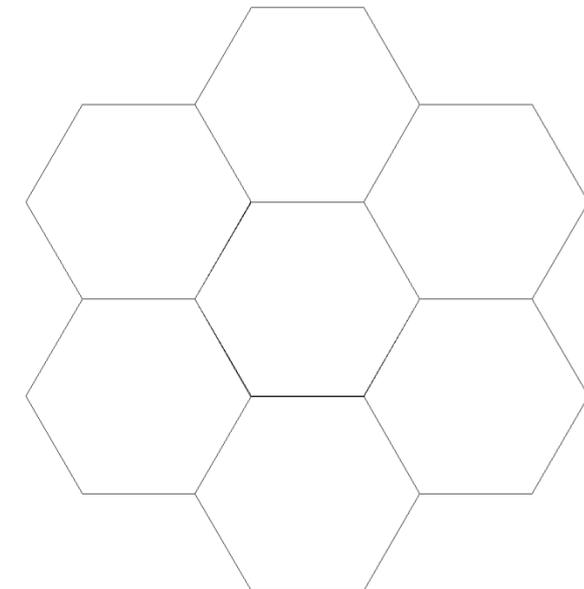
Agri-World

ACKNOWLEDGEMENTS

If you've had the patience to read this entire document, and perhaps started a campaign with your group, then thank you again. This is only edition 1 of these rules, and I'll likely be bringing out updates with more options. I've tried to make these rules as playable as possible, but there's always a chance I've missed something – If you spot an error, or have an Idea that would make these rules better, then email me at: dastardlydave@hotmail.co.uk , and I'll try to respond with my thoughts.

I hope you enjoy playing Galactic Conquest, and happy gaming!