Zone Mortalis for 8th Edition Warhammer 40,000

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The purpose of this document is to build a new Zone Mortalis experience for 8th Edition from the ground up -- it is not to re-create the rules or mechanics from previous editions of Zone Mortalis. Please keep this design philosophy in mind when reviewing this system. Thank you.

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In the cold void of the bisected galaxy, dark hulks of tortured edifice loom with the promise of incredible treasures and terrible danger. Beneath the surface of countless worlds, secrets lie hidden, waiting to be discovered. Zone Mortalis is a game type for Warhammer 40,000 which allows players to engage their armies in close-quarters fighting, simulating battles in ancient space hulks, dark catacombs, twisting labyrinths, and other confined spaces. Such places are hazardous and protected by unthinkable foes, but the rewards can be great.

In the war-ravaged confines of these spaces, the loud retorts of weapons fire are difficult to pinpoint; blasts and screams echo from everywhere and nowhere. These spaces are full of dangers unique to this environment (void exposure, radiation, variable gravity, and deadly gases to name a few) and what's worse is that there is no escape. The aim of the Zone Mortalis game type is to transport you and your collection of models into the earnest and deadly claustrophobic combat that these close environments evoke.

Playing Zone Mortalis

Zone Mortalis is an expansion that incorporates the tight confines of deadly interior combat into a suite of special Warhammer 40,000 missions. In these missions, one player takes the role of the Attacher and their opponent the Defender. As such, these missions are designed for Narrative Play and require the players involved to work together to tell an engaging story explaining why their armies have met to do battle in such a dangerous location and how that battle resolves itself. Throughout a Zone Mortalis campaign or a campaign in which these rules are used in bespoke missions, players might find it most rewarding to switch off the roles of attacker and defender from game to game in order to allow both players the opportunity to try out different tactics.

This expansion supplements the core rules with additional abilities, Warlord Traits, Stratagems, and Battlezones that reflect the hellish conditions experienced and the tactics required to survive during a Zone Mortalis mission.

Zone Mortalis Missions

This expansion includes six Zone Mortalis missions designed for narrative play games. If you wish to play a Zone Mortalis battle, you should first select a mission from the table below or randomly select which mission you will play.

D6	Narrative Play Mission
1.	Penetrate Defenses
2.	Corruption
3.	Raid
4.	Data Retrieval
5.	The Slaughter
6.	Overload!

You can also play Zone Mortalis in **Matched Play**. In this game type, limit your missions to the following:

D3	Matched Play Mission
1.	Corruption
2.	Data Retrieval
3.	The Slaughter

In Matched Play, do not use the special mission Stratagems in your games.

In any case you and your opponent can either choose or roll for one of the following deployment types:

D3	Deployment
1.	Dawn of War
2.	Search & Destroy
3.	Vanguard Strike

For Dawn of War and Vanguard Strike, models must be deployed **30"** from the enemy deployment zone instead of 24". For Search & Destroy, models are deployed more than **18"** from the center point rather than 9".

Zone Mortalis Armies

The tight confines of Zone Mortalis make it difficult to maneuver large models. Although it is not unheard-of for large engagements complete with vehicles, artillery, or even Titans to be present in battles set underground or in large facilities, Zone Mortalis does not set out to tell the tales of these large-scale battles. Rather, the armies involved should be of a smaller scale and largely include **Infantry**. As such, units with the **Titanic**, **Fortification**, **Vehicle** and **Monster** keywords are

not allowed in Zone Mortalis unless you have used the **Juggernaut** Stratagem to add one or more of these units to your army (see the Zone Mortalis Stratagems later in this section for more information on that Stratagem and others). Still, you might find it difficult or even impossible to maneuver such models through a Zone Mortalis battlefield.

In addition, due to the additional complication and lack of large models, Zone Mortalis is best played at 25 to 50 Power Level.

While you can actually play any sized game you like and Bikes, Cavalry, and other units are technically allowed, you should consider the narrative you are trying to convey before making those decisions about your game.

Zone Mortalis Battlefields

Of all the battlefields of Warhammer 40,000, those of Zone Mortalis are probably the most specialised to the game type. Terrain is set up even denser than in a Cities of Death battlefield! The Zone Mortalis tiles created by Forge World are, of course, well-suited for this game type, though many people have created their own corridors and rooms from scratch.

Later, we'll describe some expanded battlefield terrain rules which are intended to be used in place of those you would normally use for games of Warhammer 40,000.

Objective Markers

Many missions use objective markers - these usually represent some kind of resource the army is trying to acquire, data they are trying to transfer, or some kind of equipment they need to interact with. These can be represented with appropriate markers you have at your disposal or, better yet, actual models from your collection. The Sector Imperialis Objectives, for example, are perfect for some of the Zone Mortalis scenarios.

The rules for holding objectives are somewhat different in Zone Mortalis than in other game types. As normal, a player controls an objective marker if

they have more models within 3" of it than their opponent does, always measuring from the center of the marker. In Zone Mortalis, however, a **model must be able to see the objective** in order to be counted as helping to hold it.

When placing objectives in Zone Mortalis, they must be placed at least **3" from any doorway** and must be placed **along the wall if placed in a corridor**.

Zone Mortalis Warlords

If you are playing a Zone Mortalis mission, you can use the following Warlord Traits when choosing your army:

D3   Warlord Trait

1. **Preliminary Intel:** If your army is battleforged, you receive 3 additional Command Points. These can only be spent on Zone Mortalis Stratagems.
2. **Codebreaker**: Your Warlord may reroll failed attempts to Interface with Zone Mortalis terrain features. Furthermore, your Warlord counts as ten models for the purposes of holding objectives.
3. **Veteran Breacher:** Before the first turn begins, but after both armies have set up their armies, your warlord and d3 other units may make a move as if it were the Movement phase, including opening and/or closing doors. If more than one player has this or a similar ability, roll off to determine who uses their ability first.

Zone Mortalis Rules

The unique environment of a Zone Mortalis requires a few new rules to layer on top of your regular Warhammer 40,000 basic rules.

Alternating Priority

In games of Zone Mortalis, the armies fighting each other are never at risk of being decimated by a single turn of withering fire from all corners of the battlefield. As such, these games use Alternating Priority to enhance the risk/reward aspect of every decision the players make.

At the start of every battle round, the players roll off. The player who had the first turn in the last battle round wins ties. The player who wins the roll-off can choose to either go first or second this battle round.

Cover

The corridors of a Zone Mortalis are often rusted and broken, but still provide decent cover from enemy attacks. In a shooting attack, if all of the models in a target unit are at least partially obscured by a piece of terrain or around a corner from the viewpoint of all firing models gain the benefit of a cover save. Moreover, if all of the models in this unit become totally obscured during that shooting attack, the remaining models enjoy a 2+ save instead of a +1 to their save.

Furthermore, walls and doorways can make it difficult to fight in combat. If a model would normally be able to fight in the Fight phase, but cannot draw line of sight to any enemy models within 2", they may not fight.

Fly

Units with the Fly keyword may not move over other models, walls, or any terrain which both players hae agreed extends from floor to ceiling.. See the Battlezone rules for information on interaction with terrain.

Interface

The missions and activities of the forces engaged in a Zone Mortalis narrative are usually focused on interaction with their surroundings. This can manifest as the conjuring of sensitive data from a cogitator terminal, or the extraction of biological material from a chem vault, cracking the locking mechanism of a sealed blast door, or any number of different things. As such, throughout the Zone Mortalis missions, you will see reference to an action called "Interface".

In order to perform an Interface, a unit must be within 1" of an objective or terrain feature. A unit may may only Interface with one objective or terrain feature per turn. Furthermore, in order to properly Interface, no other enemy models may be within 1" of either the unit attempting the Interface or the thing they are trying to Interface with. Lastly, a unit which ran or was set up from reseves that turn may not attempt an Interface check. If all of these conditions are satisfied, the controlling player may roll a dice to initiate the Interface.

Usually,mmmm the mission parameters or special rule will detail when the unit should make the roll and what number will indicate a success. If none are present, by default the check should be made at the end of the controlling player's movement phase and succeeds on a 4+.

Some units will have modifiers to this roll. As this is a narrative game type, you may wish to agree that some units are incapable of Interfacing with certain things due to a lack of knowledge or agency. You may also wish to provide a +1 bonus to Interface checks for units with a particular aptitude for the subject matter and the tools to obtain a better result. For example a Tech Priest or Big Mek might get a bonus for Interfacing with a mechanical door while an Apothecary might get a bonus for Interfacing with a biological objective marker.

Targeting and Range

In games of Zone Mortalis, the combatants aren't really sure what's happening on the other side of a wall and it makes more sense to draw range for some abilities and rules without crossing those wall boundaries, essentially measuring around corners. If you are unable to draw any line to a model, then the model does not exist for the purposes of adjudicating the rule in question.

Use this method in the following situations:

- Determining which models are closest (as when targeting Characters for shooting)
- Range for attacks and psychic powers that normally do not require line-of-sight
- Range for arriving from reserves nearby enemy models. This means that, if an enemy unit is hiding in a room behind closed doors, they simply are not considered when deploying a unit from reserves outside that room.

Unknown Territory

Although it takes gaul to be selected for Zone Mortalis duty, even the bravest warriors know the difference between risk and suicide. As such, commanders rarely risk teleporting their teams deep within unknown territory without the promise of solid intel first.

Unless otherwise noted in the mission rules, units may never be set up from reserve outside their deployment zone during a game of Zone Mortalis.

If a player uses a special rule, psychic power, or stratagem which allows a unit to be picked up and set up during the game, the unit may only be set up so that every model is within line of sight to a different unit in the army.

Zone Mortalis Narrative Play Mission Special Rules

Existing Special Rules

- Concealed Deployment
- Random Battle Length
- Reserves
- Sentries
- Sustained Assault

New Special Rules

Environmental Systems Compromised

In the dangerous locales of Zone Mortalis, even in manufactorum or in the depths of terrestrial worlds, the environment can sometimes be the most dangerous foe an army can face. Although your armies are usually prepared in advance for the battlezone to which they have been deployed, even the best rebreathers and radiation shielding can fail.

If Environmental Systems Compromised is in effect one of the players rolls a dice at the start of every game turn. If the roll is is equal to or less than the turn number, the systems have been compromised. For the rest of the battle, the armies must contend with rising radiation levels, fluctuating gravity, poisonous gases, or any other situation you can imagine for your narrative.

Once the systems have been compromised, starting that turn, each player rolls a dice for each model on the battlefield. For every 6+ rolled, the controlling player must allocate a mortal wound to one of the models in their army. These wounds are allocated one at a time as normal, but can be allocated to any unit the player desires.

Unreliable Lighting

It is often dark and cold in a Zone Mortalis environment. However, it is possible that even in rusted, ancient Space Hulks, sometimes enough ambient power is running through the systems to offer some kind of rudimentary emergency lighting. Some resourceful interlopers even bring along portable energy sources with which to fuel segments of the Zone's power grid long enough to complete their mission. Of course, most experienced teams won't delve too deep into a Zone Mortalis without some form of low-light kit, so their senses are rarely totally nullified.

If the Unreliable Lighting special rule is in effect, the players roll a dice at the start of every game turn. On a 1-3, the armies act as if under normal lighting conditions. On a 4-5, the lights are failing and all models suffer a -1 to hit in the Shooting phase. On a 6, the lights go out entirely and models suffer a -2 to hit in the Shooting phase and a -1 to hit in every other phase.

Concealed Movement

As Concealed Deployment, but units remain obscured throughout the game. Set-up markers are referred to as concealment markers. A unit's concealment marker may move, run, and activate abilities as normal. As this is a narrative game, it is up to the players to be honest about the speed and abilities of their units as they activate. It behooves players to use as few of their abilities as possible to avoid revealing the nature of the units as they move.

If a unit or a unit's concealment marker can draw line of sight to an enemy unit's marker at any time, even during either unit's movement, they must all be revealed immediately after the unit has finished moving. When revealing a unit, place one model directly on its concealment marker. All other models in the unit must be placed within 6" and line of sight of that first model. Do your best to place all revealed models in a fair and equitable manner. If, after discussing it with your opponent, any models cannot be revealed in an equitable manner, destroy those remaining models.

If, after revealing all of a unit's models, a new concealment marker is visible to the revealed models, then reveal that concealment marker's models as well.

Zone Mortalis Stratagems

Access Granted - 2cp

Zone Mortalis Stratagem

It's not easy to fool a machine spirit. If a trick of scrapcode or a datasquirt ploy works, it'll often only bear fruit once before the machine spirit realizes what has happened and adapts to the attack.

Use this stratagem after failing an Interface check. You automatically pass that check as if having rolled a "6" on the dice.

Barge Through - 1cp

Zone Mortalis Stratagem

Combat in a Zone Mortalis is often frustrating as both forces pin each other down in a narrow corridor, neither one making ground. Sometimes it takes true grit, or simply a dose of stupidity, to break the stalemate and make a dangerous advance to push the enemy back.

Use this Stratagem when choosing a unit to shoot for the first time in the Shooting phase. That unit may not shoot for the rest of the turn. When that unit charges in the charge phase, the enemy may fire overwatch upon them at full ballistic skill. Then, the charging unit may make its charge move through enemy models as if they had the **Fly** keyword and do not have to end their movement within 1" of enemy models.

Blast Doors - 1cp

Zone Mortalis Stratagem

Some rooms are designated as primis vaults that require more protection.

Use this Stratagem after objectives have been set up. The Defender may select two doors on the battlefield. They are immediately locked and increase their save to 2+.

Cave-in - 2cp

Zone Mortalis Stratagem

The dark places of the galaxy go unremembered and untouched sometimes for centuries on end with only the relentless advance of time for company. As such, the structure of a Zone Mortalis isn't always stable and sudden disruptions (such as heavy weapons fire) can cause a collapse.

Use this Stratagem immediately after one of your units shoots during your Shooting phase. That unit suffers 1d3 mortal wounds and one of the enemy units they attacked that phase suffers 2d3 mortal wounds.

Cut Power - 1cp

Zone Mortalis Stratagem

Many teams are well-suited to fight in the absence of light. What better way to harness this advantage than to sabotage the lighting before striking.

Use this Stratagem at the start of the Shooting phase. Select a friendly model. Enemy units have a -1 to hit that model's unit and any other friendly units within 9" and line of sight of that model until the end of the turn.

Decksweeper - 1cp

Zone Mortalis Stratagem

In the confines of a cramped hallway or a room with nowhere to hide, flamers fill the space with ease and the concusssive force of grenades reverberate off Zone Mortalis walls.

Use this Stratagem before a unit shoots in the Shooting phase or in Overwatch. Do not roll dice for any of that unit's weapons with variable shots. Instead, all of such weapons are treated as if rolling the maximum result.

Echoes in the Halls - 2cp

Zone Mortalis Stratagem

Few sounds go unnoticed in the echo chamber of a Zone Mortalis. Although it is still difficult to perfectly line up a shot against charging foes, it is difficult to conceal such an approach.

Use this Stratagem after your opponent declares a unit's charge action. Select one of your units. Models in the selected friendly unit may fire overwatch that phase regardless of whether they have line-of sight to a charging unit.

Environmental Fluctuation - 2cp

Zone Mortalis Stratagem

A Zone Mortalis is rarely completely stable, even when auspex scans insist the opposite is true. From time to time, random shifts in atmosphere and gravity can occur.

Use this Stratagem at the end of your player turn. Immediately resolve damage as if the Environmental Systems Compromised new Narrative Play Special Mission Rule was in effect.

Fire and Fade - 1cp

Zone Mortalis Stratagem

In the tight confines of a Zone Mortalis, experienced warriors use the labyrinthine nature of their surroundings to their advantage

Use this Stratagem after a unit has finished shooting for the first time in their Shooting phase. The unit may move 2d6 inches as if it were the Movement phase. The unit may not be chosen to shoot again this turn for any reason.

Flashbang - 1cp

Zone Mortalis Stratagem

In the deep places of the galaxy, sensory deprivation affects even the mighty Astartes. Teams sent into a Zone Mortalis are often equipped with Flashbang grenades of various types to take advantage of this fact.

Use this Stratagem before the game begins and select a unit in your army. That unit is equipped with Flashbang Grenades in addition to the rest of their

kit. They can throw the Flashbang like any other grenade, except it doesn't have a weapon profile. Instead, the unit selects a target as normal in the Shooting phase. Other friendly units enjoy a +1 to hit the targeted unit with all attacks until the end of your turn.

Gremlins - 1cp

Zone Mortalis Stratagem

The machine spirits within the systems of a Zone Mortalis battlefield can sometimes be fickle and are often quite mad after centuries or even millennia of solitude. They aren't always friendly.

Use this Stratagem immediately when your opponent would have succeeded at an Interface check. Apply a -1 to the result. If your opponent re-rolls the check for whatever reason, the -2 applies to the re-roll as well.

Juggernaut - 2cp or 5cp

Zone Mortalis Stratagem

Sometimes it's not enough to send a few squads of elite warriors into the dank middens of a Zone Mortalis. Sometimes it is necessary to provide a team with a bulwark and rallying point for their warriors, despite the fact that many corridors and doorways can be a tight squeeze for such heroes.

Use this Stratagem before the game begins. If you spend 2 Command Points, you may include a **Monster** or **Vehicle** in your army roster. If you spend 5cp, you may include one more **Monster** or **Vehicle** in your army roster. Note that you must still pay for units selected with this Stratagem.

Pinned - 1cp

Zone Mortalis Stratagem

The very nature of a Zone Mortalis environment often makes it very difficult to reposition after a swarming assault.

Use this Stratagem at the end of the Fight phase. Select an enemy unit whose every model is within 1" of one of your models. That unit may not fall back during their next Movement phase.

Reconnaissance - 1cp

Although the danger of using teleporters is extreme in a Zone Mortalis environment, armies can employ forward scouts in order to remediate this hazard.

Use this Stratagem when you would place a unit from reserve at the end of your movement phase. Instead of placing that unit completely within 6" of your deployment zone, you may place the unit within 6" and line of sight of a friendly model. All other rules which adjudicate the placement of that unit must be observed (such as being set up more than 9" from enemy models, if that applies).

Smash Through - 2cp

Sometimes the best way to overcome an obstacle is straight through it.

Select one of your units before it moves in the Movement phase. Roll two dice and add the results. If the number is equal to or less than the Strength of the unit's strongest weapon (ranged or melee), they may move through a space that is normally too small for them, even a solid wall. If their strongest weapon has a variable strength characteristic, assume it is the highest possible value.

If they move through a solid wall, they and any units within 3" of the point of entry suffer d3 Mortal Wounds. Whether the unit was successful or not, a cascade of rubble quickly fills the gap and no other units may pass through it.

Zone Mortalis Battlezone

A Zone Mortalis has several unique features which require a few special rules to adjudicate. Assume these rules replace any terrain rules presented in the Warhammer 40,000 rulebook.

Walls

It is impossible to fly over the walls of a Zone Mortalis. In addition, most Zone Mortalis feature arcane energies coruscating through conduits in the walls. If a unit has a special rule which allows it to move through terrain, they may still do so, but if they do, roll a dice for each model which passes through a wall. For each 1 you roll, a model is slain. Note that for the purpose of this rule, closed doors are the same as walls.

Egress Points

Some missions require that the battlefield have a number of egress points. These are spaces along the battlefield edge which either have doors, or do not have walls blocking entry or exit to or from the battlezone. If it is impossible to set up your battlefield with the appropriate Egress Points, simply mark these areas with a token of some kind.

Doors

One door can be opened per turn by a unit so long as the unit starts its move within 1" of the door. A unit can close one door per turn as long as it ends its move within 1" of the door.

Doors might be locked depending on the scenario. A locked door may be forced open with a successful Interface check of a 5+. If the scenario or other special rule doesn't specify, a door is not locked.

A locked door may also be kracked open with shooting and/or melee attacks. Unless you agree to a different profile for a special door, assume doors are toughness 6 with 2 wounds and a 3+ save. Attacks against a door automatically hit if the unit is within 3" of it. If a door is destroyed in the combat phase and enemy models are revealed behind that door, the enemy unit may charge as if it was the charge phase, then immediately fight if their charge succeeds.

Usually, it's best to assume the Defender in a Zone Mortalis mission may pass through doors as if they were unlocked.

Obstacles

Other obstacles may litter a Zone Mortalis. Treat Obstacles like Barricades in all respects. Note that, in Zone Mortalis, Objectives which are represented by tangible objects also count as obstacles for cover and movement purposes.

The players may wish to count very tall or large obstacles as impassible instead. Treat these obstacles simply as free-standing walls for rules purposes.

Penetrate Defenses

The initial assault upon a Zone Mortalis is often launched blindly. Auspex scans are often spotty at best and intel is even worse. It's up to a band of brash and brave warriors to break through the enemy defenses and secure a beach-head in the dangerous outer reaches of the Zone Mortalis.

The Armies

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army. This mission works especially well if the Attacker has slightly higher Power Level than the Defender.

The Battlefield

Create a Zone Mortalis battlefield with plenty of corridors and rooms with a generous amount of doors. Players can take it in turn placing doors as either opened or closed. In addition, the Defender selects three rooms. These rooms are Hardened.

Concealed Movement

This scenario uses the Concealed Movement (and, subsequently, the Concealed Deployment) rules.

Deployment

The Defender deploys first, wholly within their deployment zone, then the Attacker.

Edge of Annihilation

Since the Attackers are launching their assault near the edge of the Zone Mortalis, the harsh outside environment has a strong effect on this neighbourhood of the battlefield. Both the Environmental Systems Compromised and Unreliable Lighting rules are used for this mission.

First Turn

The Defender has the first turn.

Hardened Rooms

Models in rooms marked as Hardened are not counted for or affected by the Environmental Systems Compromised or Unreliable Lighting rules. Units may not enter one of these rooms using the Smash Through Stratagem. Furthermore, the doors to these rooms are locked and have a 2+ save.

Battle Length

The players should use the Random Battle Length rules to determine how long the battle lasts.

Victory Conditions

At the end of the battle, add up the Power Ratings of all the Attacker's units with at least one model occupying a Hardened Room (that is, at least one model having totally crossed the threshold of a doorway). If at least 1/2 of the Attacker's Power Level occupies Hardened Rooms, they score a major victory. If only at least 1/4 of their Power Level occupies Hardened Rooms, they score a minor victory. Any other result is a major victory for the Defender.

Extra Blips - 2cp

The defending forces have devised a number of wily methods of projecting ghost images of their positions over the enemy auspex.

Use this stratagem when setting up your army. You may set up d3 additional set-up markers during deployment as decoys. Decoy markers move 6" per turn in the Movement phase.

Barricades - 1cp

The outer reaches of the Zone Mortalis are prone to direct attack, so the defenders have set up several robust barricades in some corriors.

Use this Stratagem during your deployment. Every time you take this Stratagem, you may set up one barricade blocking one hallway. They act as the Barricade terrain type.

Active Auspex Scan - 1cp

Although the enemy is playing a dangerous game of cat and mouse, the attacking forces have no qualms about revealing their own positions in order to get a feel of the enemy's disposition.

Use this Stratagem at the end of your Movement phase. Select one of your Set-up markers. Any enemy set-up markers within 9" of your selected marker are revealed. Immediately afterwards, also reveal your selected Set-up marker.

Reinforce Position - 2cp

Once a beach-head has been taken, the Attacking commander deems it safe to teleports in additional trops to reinforce the position, using the existing units' location as a point of reference.

Use this stratagem at the end of your turn. Select a friendly unit occupying a Hardened Room. Replace any models which were killed from that unit earlier in the battle. All new models must be placed in the room and within unit coherency of the seleted unit.

Zone Mortalis Narrative Play

Corruption

Not all Zone Mortalis battlefields are condemned ruins -- sometimes the location still serves a useful purpose. Of course, this is not something that the enemy can suffer to continue.

The Armies

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army.

The Battlefield

Create a Zone Mortalis battlefield with at least 6 enclosed rooms. All of the doors start the game closed.

In addition, the Zone Mortalis is home to several points of interest that the Attacker is attempting to destroy. These can be anything in your narrative: cloning tanks, power relays, cogitators, prisoners, or even a ship's crew manning their stations.

Players each place 3 objectives, each in a different room and each at least 2" from a doorway.

Concealed Movement

This scenario uses the Concealed Movement (and, subsequently, the Concealed Deployment) rules.

Deployment

The Defender deploys their army first, wholly within their deployment zone, followed by the Attacker.

First Turn

The Attacker has the first turn.

Corruption

If the attacker is holding an objective at the end of their turn, one unit may attempt to Interface with that objective. If successful, the objective has been Corrupted.

Battle Length

The game ends immediately if all six objectives are Corrupted. Otherwise, the players should use the Random Battle Length rules to determine how long the battle lasts.

Victory Conditions

The Attacker scores a major victory if five or six objectives are Corrupted at the end of the game; they score a minor victory if three or four are Corrupted. The defender scores a major victory if no objectives are Corrupted at the end of the game; they score a minor victory if only one or two objectives are Corrupted at the end of the game

Cold Restart - 1cp

Defender Stratagem

Although the attacking forces have taken the upper hand, the defender may initiate tympanic ministrations on the objective to get it running again.

Use this Stratagem if the Defender is holding a Corrupted objective at the end of their turn. One unit may attempt to Interface with that objective. If successful, the objective is no longer Corrupted.

Extra Blips - 2cp

Defender Stratagem

The defending forces have devised a number of wily methods of projecting ghost images of their positions over the enemy auspex.

Use this stratagem when setting up your army. You may set up d3 additional set-up markers during deployment as decoys. Decoy markers move 6" per turn in the Movement phase.

Feedback - 1cp

Defender Stratagem

The systems under assault have an active aversion to being corrupted by the attacking forces. Whether this manifests as black ice scrapcode or retaliating ship's crew, the Attackers pay a price for success.

Use this stratagem when an objective is Corrupted. The unit which Corrupted the objective suffers d3 mortal wounds.

Datacrack - 1cp

Attacker Stratagem

The Attacker knows a thing or two about the systems they are infiltrating and they've brought the right tools for the job.

Use this Stratagem before Corrupting an objective. You get a +1 on the roll and any subsequent rerolls that phase.

Active Auspex Scan - 1cp

Attacker Stratagem

Although the enemy is playing a dangerous game of cat and mouse, the attacking forces have no qualms about revealing their own positions in order to get a feel of the enemy's disposition.

Use this Stratagem at the end of your Movement phase. Select one of your Set-up markers. Any enemy set-up markers within 9" of your selected marker are revealed. Immediately afterwards, also reveal your selected Set-up marker.

Power Grid Collapse - 2cp

Attacker Stratagem

The attacking forces have sabotaged the power grid at the target site.

Use this Stratagem before the first Battle Round. The Unreliable Lighting special rule is in effect during this battle. The Attacker came prepared for this, so reduces the penalty to hit by 1 (-0/-1 instead of -1/-2).

Raid

Zone Mortalis battlefields often exist for a prescribed purpose; it could be a voidship, a laboratory, a manufactorum, or some other edifice of former usefulness. For this reason, these locations can be treasure troves of ancient technology, arcane relics, or even biological samples.

The Armies

The players must first decide who will be the Attacker and who will be the Defender. Both players then select a Battle-forged army of about the same Power Level.

The Battlefield

Create a Zone Mortalis battlefield with plenty of corridors and rooms. Each battlefield edge must have at least one Egress Point. Players can take it in turn placing doors as either opened or closed until they are satisfied. In addition, the Attacker places two objectives, none more than 6" from the battlefield edge or another objective and none within 12" of their own battlefield edge. Then, the Defender places four more objectives in the same manner.

Concealed Defense

In this scenario, the Defender uses the Concealed Deployment rules while the Attacker is engaged in a lightning raid and unconcerned with such matters.

Deployment

The Defender deploys their army first, wholly within their deployment zone, followed by the Attacker.

First Turn

The Attacker has the first turn.

Haul

The objectives in this scenario can be moved. A model may pick up an objective at any point during their movement as long as they did not run that turn. If the model holding the objective is slain, the objective is dropped where the model died. While carrying the objective, the unit is free to move as normal.

Escape Route

If they are carrying an objective, the Attacker's units may leave the battlefield through the space labeled "Escape Route" on the map. This route must have an Egress Point.

Sustained Assault

The Attacker uses the Sustained Assault rules for this mission.

Battle Length

The game ends immediately if four objectives have left the battlefield. Otherwise, the players should use the Random Battle Length rules to determine how long the battle lasts.

Victory Conditions

If the attacker escapes with four objectives, they score a major victory. If they escape with at least two objectives, they score a minor victory. If they only escape with one objective, the result is a draw. If they don't manage to escape with any, the result is a major victory for the Defender.

Auspex Shadows - 2cp

Defender Stratagem

The Defending force has set up reflective warp fields throughout their base of operations, allowing them to trap the enemy in deadly pincer maneuvers.

Use this Stratagem before you reveal one of your Set-up markers. Instead, place that marker somewhere else on the battlefield which is not within line-of-sight to enemy models.

Deadly Cargo - 1cp to 4cp

Defender Stratagem

The objectives in this scenario represent either an incredibly dangerous nature or have been booby trapped by the Defender.

Use this Stratagem before placing objectives. For each Command Point spent, one of the objecives placed by the Defender is Deadly. You can hide the nature of the objective by marking the uner-side of the objective or using numbered objecives and taking note of which ones are Deadly. If a model picks up a Deadly objective, reveal this fact to the Attacker.

If a model is holding a Deadly objctive at the end of the controlling player's turn, that player roll a dice. On a 6+, the model is slain.

Teleport Strike - 2cp

Attacker Stratagem

The vanguard of the attacking force has been equipped with teleport homers which aid in the rapid insertion of elite shock troops.

Use this Stratagem at the start of the game during deployment. Select one unit in your army to be placed in Teleport Strike. At any time during one of your Movement Phases, you may set up a unit that was placed in Teleport Strike. That unit must be completely within 9" of friendly units, but not within 9" of visible enemy units. Enemy Set-up tokens count as enemy units.

Outflank - 1cp

Attacker Stratagem

Attracted to the sounds of battle, reinforcements are able to find their way to the front much faster than at the beginning of the conflict.

Use this Stratagem before setting up a unit with the Sustained Assault rule. That unit may be set up within 6" of any battlefield edge as long as it isn't set up within 9" of an enemy unit. Furthermore, the unit must be set up within 6" of an Egress Point.

Make a Break For It! - 2cp

Attacker Stratagem

Time is running out and the enemy is preparing a huge counter-offensive. The Defender must flee before it is too late.

Use this Stratagem at the start of your Movement Phase. When any units with models carrying objectives advance, they move an additional 3d6" instead of 1d6". The unit may not fire any weapons at all in the Shooting phase, even Assault weapons.

Data Retrieval

It is likely that the most valuable resource in war is information. A Zone Mortalis can be the final resting place of any number of the galaxy's many secrets. It's up to the warband to steal away with this information at all costs.

The Armies

Both players then select a Battle-forged army of about the same Power Level. There is no Attacker or Defender in this mission.

Note: this mission also works well for Matched Play games of Zone Mortalis.

The Battlefield

Create a Zone Mortalis battlefield with plenty of corridors and rooms. The players roll off. The winning player places a single objective along one of the walls in the center-most room. Then, starting with the next player, each of them places two more objectives, each one touching a wall. These objectives can't be more than 6" from the battlefield edge or another objective and none within 9" of their own battlefield edge.

Deployment

The player who placed the first objective places the first unit wholly within their deployment zone. Then, both players take turns deploying units wholly within their deployment zone one at a time.

First Turn

The players roll off to determine who goes first. The player who finished deploying first gets a +1 on their roll.

Data Uplink

Score 1 Victory Point for each objective your army controls at the end of each of your turns.

Collateral Damage

Score 1 Victory Point if the enemy Warlord was slain during your game.

Scouting Ahead

Score 1 Victory Point if, at the end of the game, at least one of your models is within 9" of the enemy's battlefield edge.

Domination

Score 1 Victory Point if, at the end of the game, you have the most models within 6" of the center of the battlefield.

Battle Length

The players should use the Random Battle Length rules to determine how long the battle lasts.

Victory Conditions

The player with the most Victory Points at the end of the game wins.

Rapid Uplink - 1cp

The teams which have been dispatched on this mission are well-debriefed on what to expect. What's more, many of them were chosen for their skill and knowledge of the subject matter at hand.

Use this Stratagem before you score an objective at the end of your turn. Make an Interface check. On a 5+, score an additional Victory Point. On a 7+, score d3 Victory Points.

Field Specialist - 2cp

Command has assigned your team an expert to assist in the execution of the mission.

You may designate a single Character as a Field Specialist. This Character has a +1 to all Interface checks. If the Field Specialist is slain during this mission, your opponent scores d3+1 Victory Points.

Immediately Vital Information - 1cp

The datastacks have revealed an important secret about the enemy force. It would be foolish not to leverage it to your advantage.

Use this Stratagem after scoring two or more Victory Points in a single turn. The opposing army loses d3 Command Points.

Corrupted Data - 2cp

With the enemy bearing down on you, you have no choice but to dump the datastack you're currently interfacing with and inject a datasquirt of scrapcode.

Use this Stratagem at the end of your turn after scoring objectives. Select an objective you are currently controlling and make an Interface roll against it. On a 4+, the objective is removed from play.

Teleport Strike - 2cp

The vanguard of the attacking force has been equipped with teleport homers which aid in the rapid insertion of elite shock troops.

Use this Stratagem at the start of the game during deployment. Select one unit in your army to be placed in Teleport Strike. At any time during one of your Movement Phases, you may set up a unit that was placed in Teleport Strike. That unit must be completely within 9" of friendly units, but not within 9" of visible enemy units. Enemy Set-up tokens count as enemy units.

The Slaughter

Blood streaks splatter the dark halls of many Zone Mortalis throughout the galaxy. There is often no escape for those who do battle in the hollow places of reality. It's easy to lose one's self on these battlefields in more ways than one. Normally civil individuals who survive in such environments soon find themselves engaged in self-preservation above all things, their lives having devolved into a debased level of survival. A brutal lightning raid is also a time-honoured method of distracting your enemy from a more important tactical operation elsewhere.

The Armies

Both players then select a Battle-forged army of about the same Power Level. There is no Attacker or Defender in this mission.

Note: this mission also works well for Matched Play games of Zone Mortalis.

The Battlefield

Create a Zone Mortalis battlefield with plenty of corridors, rooms, and doors.

Deployment

The players roll off. The player who wins deploys their army wholly within their deployment zone, then their opponent deploys their army wholly within their deployment zone.

First Turn

The players roll off to determine who goes first. The player who finished deploying first gets a +1 on their roll.

Slaughter and Terror

The primary goal of this strike is to eliminate the enemy, sow dissent, and distract the foe from other tactical operations happening elsewhere in the Zone Mortalis

A player scores 1 Victory Point for every 5 Power Level in their opponent's army which is destroyed at the end of the game. In addition, a player scores 1 Victory Point whenever a unit controlled by their opponent fails a morale check.

Collateral Damage

Score 1 Victory Point if the enemy Warlord was slain during your game.

Scouting Ahead

Score 1 Victory Point if, at the end of the game, at least one of your models is within 9" of the enemy's battlefield edge.

Domination

Score 1 Victory Point if, at the end of the game, you have the most models within 6" of the center of the battlefield.

Battle Length

The players should use the Random Battle Length rules to determine how long the battle lasts.

Victory Conditions

The player with the most Victory Points at the end of the game wins.

Claustrophobia - 3cp

Zone Mortalis Stratagem

Your warriors, taking their dark work to heart, bubble over with grim laughter. The slaughter is a game to them and it chills your enemy to their core.

Use this Stratagem at the start of your opponent's Morale phase. They must re-roll all successful morale checks.

Elation in Brutality - 2cp

Zone Mortalis Stratagem

Overcome with blood lust, murder begets murder.

Use this stratagem when an enemy unit is destroyed in either the shooting phase or the combat phase. If it is the shooting phase, the friendly unit which destroyed the enemy unit may shoot again. If it is the combat phase and there are any enemy units within 4" of the friendly unit which destroyed the enemy unit, the friendly unit may pile in and fight again.

Teleport Strike - 2cp

Zone Mortalis Stratagem

The vanguard of the attacking force has been equipped with teleport homers which aid in the rapid insertion of elite shock troops.

Use this Stratagem at the start of the game during deployment. Select one unit in your army to be placed in Teleport Strike. At any time during one of your Movement Phases, you may set up a unit that was placed in Teleport Strike. That unit must be completely within 9" of friendly units, but not within 9" of visible enemy units. Enemy Set-up tokens count as enemy units.

Overload!

In many Zone Mortalis operations, the culmination is a single target of interest. Whether it is a reactor core, life support system, datastack, machine spirit, Navigator, or some other key objective, the success of the entire campaign hinges on this one fulcrum.

The Armies

The players must first decide who will be the Attacker and who will be the Defender. This mission works especially well if the Attacker has slightly higher Power Level than the Defender.

The Battlefield

Create a Zone Mortalis battlefield with plenty of corridors, rooms, and doors. There should be a large room in the center of the Zone Mortalis which is The Vault. The Vault should have a single, large objective in the center. All of the doors in this Zone Mortalis start closed and locked.

The Vault

The Vault has a powerful energy field permeating the walls. Models must use a door to enter The Vault. This means, among other things, they may not use the Smash Through or Teleport Strike stratagems to enter The Vault.

Sentries

The Defender has a number of models who act as Sentries as per the Narrative Play Special Rule except that the Sentries are each posted within 1" of a different door and they do not move. Sentries may not be set up in the Attacker's deployment zone.

Concealed Movement

This scenario uses the Concealed Movement (and, subsequently, the Concealed Deployment) rules. The Sentries are not Concealed.

Deployment

The Defended deploys their army first -- one Character and one other unit may be deployed wholly within the center room and the rest of their army arrives via Reserves. Then, the Attacker sets up their entire arm wholly within their deployment zone.

First Turn

The Attacker has the first turn.

Reserves

The Defender may begin bringing on units from Reserve using the Narrative Play Special Rule, but only after the alarm has been raised.

The Key Objective

The goal of the Attacker is to neutralise the key objective in the center room. The Attacker must successfully Interface with the Key Objective twice on a 5+ in order to neutralise it.

Battle Length

The Attacker is coordinating with the greater portion of their forces elsewhere in the battlezone and, as such, are on a strict time table. This game lasts exactly six Battle rounds.

Victory Conditions

The Attacker wins if the Key Objective is neutralised, otherwise the Defender wins.

Reset - 1cp

In a desperate move of genius, the Defending forces attempt to repair the damage done to the Key Objective by the Attackers.

Use this Stratagem in your shooting phase. If the Attacker has successfully Interfaced with the Key Objective once, one of your models may negate that effort. They will, however, have to successfully Interface with the Key Objective on a 5+ to do so.

Hardened Vault - 2cp

The warband's leaders have seen fit to invest considerable resources in defending the Key Objective with hardened doors and turrets.

Use this Stratagem after both armies have deployed. Any doors to The Vault have a 2+ save. Furthermore, the turrets in The Vault deal 1 Mortal Wound to one enemy unit visible to the Key Objective in each of the Defending Player's Shooting phases. Enemy Characters may not be targeted by the turrets until all other enemy units are destroyed.

Teleport Strike - 2cp

The vanguard of the attacking force has been equipped with teleport homers which aid in the rapid insertion of elite shock troops.

Use this Stratagem at the start of the game during deployment. Select one unit in your army to be placed in Teleport Strike. At any time during one of your Movement Phases, you may set up a unit that was placed in Teleport Strike. That unit must be completely within 9" of friendly units, but not within 9" of visible enemy units. Enemy Set-up tokens count as enemy units.