

THE AGE OF DARKNESS

Zone Mortalis

VERSION 1.0

FOREWORD

The Age of Darkness Zone Mortalis additional rules allow players to recreate iconic battles of the Horus Heresy fought in such locations as fortress tunnels and defence networks, inside the crumbling remains of towering hive cities or through spaceport hangars and manufactorum sectors, packed with voidcraft and industrial machinery.

These rules are a supplemental addition to the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*, until a full Zone Mortalis Journal Tactica book is available. As such, we welcome feedback from players who have made use of these rules, via the email inbox, HeresyFAQ@gwplc.com.

‘CORE’ AND ‘EXPANDED’ RULES

All Rules for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core and Expanded. All of the Rules in this document are ‘Expanded’ Rules.



THE ZONE MORTALIS BATTLEFIELD

Zone Mortalis battles are characterised by the fact that they take place within an enclosed structure. This rules supplement details the features of a labyrinthine hive city interior or the corridors and gangways of a defensive garrison. Commonly, these environments have a ceiling and other additional features detailed throughout these additional rules. Players should define relevant features on the Zone Mortalis Battlefield before commencing a Battle.

THE CEILING

The ceiling is an upper boundary that effectively forms an additional limit to the Battlefield preventing the use of barrage weapons and aircraft but also, in conjunction with walls, divides the Battlefield into discreet sections or rooms. For the purposes of gameplay it is usually impractical to represent the ceiling with terrain, but Players should confirm prior to playing a Zone Mortalis Mission that they have a mutual understanding of the "Ceiling".

ZONE MORTALIS TERRAIN

Zone Mortalis Battlefields use Battlefield Terrain as detailed in the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* from page 234 onwards, with the following additional Rules:

Unless specifically stated, Zone Mortalis Terrain pieces do not have any Characteristics and cannot be targeted, attacked, damaged or otherwise affected by any Rule or Weapon.

Designer's Note: Terrain Tiles

The Zone Mortalis Rules are written with the use of the Citadel Miniatures Zone Mortalis Floor Tile Set in mind. The following Missions define each 12"x12" tile as a Section, however the designation 'Zone Mortalis' can apply to a great variety of Battlefield environments. If alternative terrain is used, the Battlefield area must be divided into a grid of 12"x12" Sections to facilitate the placement of terrain pieces and the Mission Special Rules.

CORRIDORS & CHAMBERS

Not only does danger lurk around every turn within the Zone Mortalis, every step is loaded with peril, as the integrity of the structure itself is wracked by war and collapses in upon itself. Even when it holds firm, each corridor is fraught with hazards, from exposed power conduits to pitfalls hidden in the darkness, all ready to punish the hasty or the reckless.

Players must make Hazard Checks if models are Moved over 9" through Corridors & Chambers.

Corridors & Chambers are Open Terrain as defined on page 235 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*. However, if any Model is moved a distance greater than 9" during any Phase, not including the total distance of a combined Set-up move and Charge, the Controlling Player of that Model must take a Hazard Test for that Model. To take a Hazard Test, the Controlling Player must roll a Dice. On a result of a 1, that Model is immediately Removed as a Casualty. Unless otherwise stated in the Mission Rules, which may designate specific areas of the Battlefield as having variants of the Confined Space (X) Special Rule, all Corridors & Chambers have the Confined Space (10) Special Rule (see page 6).

Note that Area Terrain has the same variant of the Confined Space (X) Special Rule as the area of the Zone Mortalis Battlefield that it is placed on. Any Dangerous Terrain Tests that the Controlling Player of any Models is required to make are made in addition to any Hazard Tests that they are required to make.

WALLS

Whether thick bulkheads or structural supports, the walls of the Zone Mortalis dictate the boundaries of battle, providing cover but also channelling warriors into chokepoints and concentrating the fury of blasts and clouds of shrapnel.

Walls block Line of Sight and cannot be moved through or over.

Walls are Impassable Terrain to all Models and no Line of Movement or Line of Sight can be drawn through or over them, including for models with the Antigrav Sub-Type. Note, terrain representing broken or incomplete walls or barriers may instead be designated as Barricades.



LADDERS, STAIRWAYS & HATCHES

Low ceilings overhead block the ability for troops to climb and gain vantage points and instead they are forced to use ladders and hatchways to gain access to higher ground.

These terrain pieces provide access for Models to move between different levels.

In a Zone Mortalis Battle, Models may only move vertically when in Base Contact with a piece of terrain designated as a Ladder, Stairway & Hatch. When climbing between levels vertically via Ladders, Stairways & Hatches, models use the rules for vertical movement on page 234 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*.

BARRICADES

Whether makeshift structures or panels torn from the machinery that lines the walls of the Zone Mortalis, barricades can prevent the free ingress of enemy warriors and provide an advantageous point from which to mount a defence.

Models behind a Barricade gain a 5+ Cover Save from Shooting Attacks.

Any Model that is part of a Unit that is the Target of a Shooting Attack gains a 5+ Cover Save if all of the following conditions are met:

- The Line of Sight from every Model that is making an Attack in a set Fire Group, to all Models in the Target Unit, passes through a Barricade.
- The generated Fire Pool does not contain any Weapons with the Barrage (X) Special Rule.
- Any Models from the Target Unit are closer to at least one Barricade than Models from the Unit making the Shooting Attack.

Models can move through Barricades and if they do move through a Barricade, they must reduce the maximum distance that can be moved in that Move by 2" as if it was Difficult Terrain. Barricades do not block a Line of Sight drawn through them.

DOORWAYS

Blast doors and bulkheads can be opened or closed in an effort to slow, or guide the advance of enemies.

Doorways are bulkheads in Walls and may be opened and closed during the Battle.

Doorways may be designated in gaps between Walls that are between 2" and 4" in width. Each Doorway should be assigned a variant of the Doorway (X) Special Rule (see page 6), with the width of the Doorway in inches corresponding to the value of X.

Doorways have the Fortification Type (see *Warhammer: The Horus Heresy – Legacies of the Age of Darkness*, page 191), so may be targeted by Shooting Attacks and attacked in Combat and have an Armour Value of 12 on all facings and 3 Hull Points.

Attacking Doorways

When determining if a Doorway can be targeted by a Shooting Attack, Charged and fought in Combat, or affected by a Special Rule, treat the Doorway as a Vehicle unless it is specifically stated otherwise. When attacking a Doorway, make Hit Tests and Armour Penetration Tests as if it were a Stationary Vehicle. In Combat, Doorways are hit automatically and treated as having a Movement Characteristic of 0 and can be attacked with Weapons that have the Detonation Special Rule. If a Doorway suffers a Glancing Hit then it suffers 1 point of Damage, regardless of the Damage Characteristic of the Hit. If a Doorway suffers a Penetrating Hit, then that Doorway suffers Damage equal to the Damage Characteristic of the Hit. When a Doorway has its Hull Points Characteristic reduced to 0, its State is immediately changed to Open and cannot be changed again for the remainder of the Battle.

Doorways and Combat

A Doorway can be the target of a Charge and can be Engaged and attacked during the Assault Phase. However, a Doorway may never make attacks of any kind during the Assault Phase and cannot lock an enemy Unit in Combat. In the Resolution Sub-Phase of the Assault Phase, if one side of a Combat includes only Doorways then the opposing side of the Combat is always the winner, regardless of how many Combat Resolution Points are scored. However, a Doorway never takes Panic Checks and has no Aftermath option selected for it – any Units on the opposing side have Aftermath options selected as normal. If a side in a Combat has both Doorways and Models with other Types then the winner of the Combat is determined normally – but any Doorways cannot have Aftermath options chosen for them.

Rules for operating Doorways are detailed on page 6.



NEW WARGEAR: BREACHER CHARGES

Any Model with the [Legiones Astartes] Trait and the Command or Sergeant Sub-Type which has a boarding shield may have breacher charges selected for it for +10 Points per Model.

Breacher Charges

The term “breacher charges” applies to a wide variety of explosive devices intended to break through the armour of static fortifications. They are powerful but often unwieldy devices – of little use against a mobile opponent, but devastating to vulnerable structures.

Breacher charges can be used in Close Combat to deal heavy damage to Fortifications.

In Step 2 of the Fight Sub-Phase a Model with breacher charges that is part of a Combat where all enemy Units are composed entirely of Models with the Fortification Type may have the breacher charges declared as the Weapon that Model will use in that Sub-Phase.

A Model that has breacher charges selected as its Weapon always has a Combat Initiative of 0. Any attacks made for such a Model automatically Hit and no Hit Test is made for them, each such Hit has a Strength of 10, an AP of - and a Damage of D6.

MEASURING RANGES IN ZONE MORTALIS

When measuring ranges and determining the Line of Movement for a Model in Zone Mortalis Battles (including when determining the Target of a Charge or a Shooting Attack but also when determining the area affected by a Special Rule), measure the shortest distance between the Bases of the Models involved or between the points being measured. Ranges cannot be measured through Walls or Doorways in the Closed State – instead, the range of the shortest path around these Terrain types must be measured.

If a path cannot be traced between two Models due to intervening Walls and/or Doorways in the Closed State, the effects of any Rule that affects Models within a defined range that does not require Line of Sight do not apply and no attack can be made using a Weapon with a Special Rule that allows attacks to be made without Line of Sight.



ZONE MORTALIS SPECIAL RULES

The majority of Special Rules that apply to Zone Mortalis Battles that are listed here detail the additional effects of Terrain during the Battle.

BARRAGE WEAPONS IN ZONE MORTALIS

The ceiling over the battlefield blocks the arcing trajectory of barrage weapons.

Weapons with the Barrage (X) Special Rule may not make attacks without Line of Sight.

Weapons with the Barrage (X) Special Rule cannot be used to make Shooting Attacks targeting Units to which they do not have Line of Sight, but may make Shooting Attacks as normal targeting Units to which they do have Line of Sight.

NO FLY ZONE

The confines of the Zone Mortalis Battlefield are beyond the reach of aircraft.

Flyers cannot be used in Zone Mortalis Battles.

Models with the Flyer Sub-Type may not be used in Zone Mortalis Missions. If either player has included a Model with the Flyer Sub-Type in their Army Roster, the Model may not be Deployed onto the Battlefield at any point during the Battle, but is not counted as having been removed as a Casualty or otherwise destroyed for the purposes of resolving the Mission.

FIRESTORM & SHRAPNEL

The walls and bulkheads concentrate the effect of explosive munitions as blasts ricochet and reverberate off of the walls.

The Scatter distance of Blasts is limited by Walls and Doorways.

Blast markers cannot scatter through Wall Terrain, or Doorways in the Closed State. If a Scatter roll takes a Blast Marker's centre point into contact with a Wall or Doorway in the Closed State, the Blast Marker scatters only as far as the point where its centre contacts the edge of the Wall or Doorway in the Closed State. Resolve the Weapon's effect from that spot.

If a line cannot be drawn between any point of the Base of a Model hit by a Blast Marker or Template and the centre of the Blast Marker (or any point of the Base of the Model making the attack in the case of a Weapon that has the Template Special Rule), that does not pass through a Wall or Doorway in the Closed State, then that Model is not hit by the attack.

BLIND PANIC

The chaotic disorder of close-quarter fighting amplifies the effects of fear and panic, giving it a contagious property.

Routed Units can cause other friendly Pinned, Stunned or Suppressed Units to become Routed when moving past them.

If any Model from a Unit that is Falling Back ends its move or passes within 2" of any Models from other friendly Units that are under the effect of a Tactical Status that is not the Routed Status, then a Leadership Check must be made for each of those Units in the following Morale Sub-Phase. If the Check made for any of those Units is failed, all Models in that Unit gain the Routed Status.

Designer's Note: Sections of the Battlefield

The following rules refer to Sections of the Battlefield. This will usually be a reference to the 12"x12" tiles or each area of the 12"x12" grid by which the Battlefield is divided, as detailed on page 2.



CONFINED SPACE (X)

Many rooms within a hive will have insufficient height to accommodate the bulk of dreadnoughts or large automata and often corridors are simply too narrow to allow these war machines to pass through them. In other cases, the rigours of battle may cause collapses in entire sections of the hive, leaving only space for lightly equipped infantry to fight through.

Confined Spaces are Impassable to Models with the Bulky (X) Special Rule.

The Deployment Map for each Zone Mortalis Mission will define Areas of the Battlefield as having variants of the Confined Space (X) Special Rule, representing variously cramped spaces, such as rooms with lower ceilings or corridors filled with machinery or rubble.

Each area or Section defined as having the Confined Space (X) Special Rule (sometimes referred to as Confined Spaces) is counted as Impassable Terrain for all Models with the Vehicle Type that have a Base Hull Points Characteristic of 3 or greater or Models with a variant of the Bulky (X) Special Rule that is equal to or greater than the variant of the Confined Space (X) Special Rule. For example, an area or Section defined as having Confined Space (4) is Impassable Terrain for all Models with Bulky (4) and greater.

Note that Models with the Antigrav Sub-Type that have the Bulky (X) Special Rule may not be moved over or through a Confined Space that counts as Impassable Terrain to that Model.

Confined Spaces otherwise count as Open Terrain and as such do not provide a Cover Save, unless other Area Terrain is also defined in the same area.

DOORWAY (X)

The restricted width and height of door apertures require many larger warriors or dreadnoughts to manoeuvre their bulk carefully through them.

Doorways may slow the movement of Models if those Models have the Bulky (X) Special Rule.

No Model may make a Set-up Move or Charge Move through an area of Doorway Terrain (sometimes referred to as a Doorway), if the Model has a variant of the Bulky (X) Special Rule, of which the value of X is greater than the value of X in the Doorway (X) Special Rule assigned to that Doorway. Otherwise, a Doorway does not reduce the distance of Set-up Moves or Charge Moves. Each Doorway counts as Impassable Terrain to Models with the Vehicle Type, regardless of the Doorway's State.

Additionally, if a Unit starts a Move outside any area of Doorway Terrain, but includes any Models with the Bulky (X) Special Rule that could potentially enter an area of Doorway Terrain, the Player must declare if they want their Unit to cross through any Area of Doorway Terrain as part of their Move.

If the Controlling Player chooses not to cross any area of Doorway Terrain the Unit moves as normal, but no Models in the Unit may cross any area of Doorway Terrain. If the Controlling Player chooses for any Model with the Bulky (X) Special Rule in the Unit to cross any area of Doorway Terrain, then the Model with the Bulky (X) Special Rule's Movement Characteristic is reduced by the amount by which its variant of the Bulky (X) Special Rule exceeds that variant of the Doorway (X) Special Rule, for the duration of that Movement Phase. For example, a Model with the Bulky (6) Special Rule that is moved through a Doorway with the Doorway (4) Special Rule, would have its Movement Characteristic reduced by 2".

If the application of this modifier would leave the Unit unable to reach an area of Doorway Terrain it is still applied, even if the Controlling Player alters the Unit's movement and no longer intends it to cross the Doorway.

Models with the Bulky (X) variant may move normally through a Doorway if the value of Bulky (X) is equal to, or less than the value of the Doorway (X) Special Rule assigned to the Doorway they intend to Move through.

If the variant of the Bulky (X) Special Rule that a Model has is greater than double the number that is X in a variant of the Doorway (X) Special Rule, that item of Terrain counts as Impassable Terrain to that Model.

STATE

A Doorway can either be Closed or Open. Unless stated otherwise in the Mission Rules, all Doorways begin the Battle in the Closed State.

Open: Doorways in the Open State do not block Line of Sight and Models may Move through the Doorway in accordance with the Doorway (X) Special Rule.

Closed: A Doorway in the Closed State is Impassable Terrain. Models cannot Move or draw Line of Sight through a Doorway in the Closed State.

OPERATING DOORWAYS

During the Movement Phase, the Controlling Player of a Unit that has started or ended a Move with at least one Model in Base Contact with a Doorway may attempt to change its State, either opening a Closed Doorway or closing an Open Doorway, by making an Intelligence Check using the Characteristics of any single Model that is within 2" of the Doorway. If the Intelligence Check is successful the State of the Doorway is immediately changed. If the Intelligence Check is unsuccessful, the State remains unchanged. No more than one Check per Unit may be made for each Doorway during each Player Turn.

CRUSHED

The sudden closing of bulkheads and airlock doors poses a threat in itself to those caught unaware, trapping and crushing limbs with their weight, as the door's servos repeatedly cycle until they burn out.

If any Model is on a piece of Doorway Terrain when it is changed from the Open State to the Closed State, or this results in one or more Models from any Unit being no longer positioned in Unit Coherency, the Unit the Model is part of, or the Unit that is no longer in Unit Coherency, suffers an immediate Hit, with a Strength of 8, an AP of - and a Damage Characteristic of 2. The Doorway Terrain then counts as Open Terrain for the remainder of the Battle and the Doorway Terrain Piece must be removed from the Battlefield if possible.



ZONE MORTALIS MISSION PACK

The Zone Mortalis Missions focus on capturing and controlling variable Objectives and provide a dynamic and ever-changing battle experience.

The Zone Mortalis Missions are intended to be used as Players become more familiar with the Core Missions. These Missions are balanced for both competitive and casual play alike, and allow Players to make full use of the tactical options presented in the Warhammer: The Horus Heresy Rules.

HOW TO USE ZONE MORTALIS MISSIONS

The following Rules will allow Players to make use of the Zone Mortalis Missions when playing Battles, from selecting Armies through to resolving the end result of the Mission.

BATTLES USING THE ZONE MORTALIS MISSIONS

Regardless of whether using the Zone Mortalis Missions for standalone Battles or as part of a campaign, all Players must follow these Steps in order to resolve a Zone Mortalis Mission. Each of these Steps should be completed in the sequence they are presented in, with each Step being fully completed before moving on to the next.

Zone Mortalis Mission Sequence

1. **Select Zone Mortalis Mission.**
2. **Select Armies.**
3. **Prepare the Battlefield.**
4. **Deploy Objectives.**
5. **Select Deployment Map (Optional Step).**
6. **Declare Mission Reserves.**
7. **Deploy Armies.**
8. **Play Zone Mortalis Mission.**
9. **Decide Victor.**

1. SELECT ZONE MORTALIS MISSION

The first Step in resolving a Zone Mortalis Mission is to select a Mission for the Battle. The Players may either select one of the Zone Mortalis Missions that both Players agree on or roll a single Dice on the table opposite to decide which Zone Mortalis Mission will be played.

Zone Mortalis Missions Table

DICE	RESULT
1-2	Sector Sweep
3-4	Terminal Control
5-6	Signal Influx

2. SELECT ARMIES

The second Step in resolving a Zone Mortalis Mission is for all Players to create an Army Roster, a list of all Models, Units and options to be included in their Army. All Armies for use in a Zone Mortalis Mission must use a Points Limit of 1,500 Points and are otherwise selected as per the Select Armies Step of the Core Mission Sequence.



3. PREPARE THE BATTLEFIELD

At the start of Step 3, the Players must set up an area to be used as the Zone Mortalis Battlefield. This should be a flat area 4'x3' in size with clearly defined Battlefield Edges. Before placing Terrain, the players must decide what terrain will be available to be placed for this Battle. The Citadel Miniatures Zone Mortalis Floor Tile Set is the perfect basis for Zone Mortalis Battlefields, as it allows players to place 12"x12" fixed configuration tiles to cover the Battlefield area. If such tiles are used, Players treat the tiles as individual Terrain Pieces that fit together to form the Battlefield. To add variety, players may find it useful to use additional separate Terrain pieces alongside fixed configuration tiles.

Below is a guide to the amount of terrain that is used to populate a Zone Mortalis Battlefield:

Walls: For three out of every four Sections the Battlefield is comprised of, place at least one piece of Wall Terrain. Each Wall Terrain piece should be at least 2"x2" and does not exceed 12" in length and approximately 2" in width.

Doorways: For each Section the Battlefield is comprised of, place one Doorway. Half of the Doorways used should be standard doors, up to 2" in width, and half should be wide Doorways, over 2" in width. Players may find it useful to allow Doorway Terrain to be positioned to indicate Opened or Closed States during the Battle. Doorway Terrain is positioned to fill gaps between two Wall Terrain pieces.

Barricades: For each Section the Battlefield is comprised of, place up to two Barricades Terrain pieces.

Area Terrain: Up to two pieces of Light Area Terrain no larger than 6"x6" per Battlefield.

The above Terrain suggestions should be considered as guidance. Due to the varied situations that these Zone Mortalis Rules are intended to represent, it is expected that Players may be required to deviate to some degree, based on the selection of Terrain available to them.

Once an area for the Battlefield has been set aside, the Players must place Terrain on the Battlefield in accordance with the rules for the Prepare the Battlefield Step of the Mission Sequence. Players may also require additional space to place accessories, Dice, Reserves and any Models removed from play.

4. DEPLOY OBJECTIVES

In the fourth Step the Players must set up all Objectives required for the Zone Mortalis Mission that was selected in Step 1. Each Zone Mortalis Mission will give specific Rules for how Objectives must be set up.

5. SELECT DEPLOYMENT MAP (OPTIONAL STEP)

Each Zone Mortalis Mission uses a default Deployment Map, however, if Players wish to add further variety to their Battles, an alternative Deployment map may be selected. If so, the Players may either select one of the Zone Mortalis Deployment Maps that both Players agree on, or roll a single Dice on the table below to decide which Zone Mortalis Deployment Map will be used.

Zone Mortalis Deployment Maps

DICE	RESULT
1-2	Configuration Primus
3-4	Configuration Secundus
4-6	Configuration Tertius

Once the Deployment Map Type has been determined, the Players must allocate one specific Deployment Zone to each Player. All of the Zone Mortalis Deployment Maps list a Deployment Zone A and a Deployment Zone B – both Players must roll a single Dice, with the Player that rolls the highest using Deployment Zone A and the Player that rolls lowest using Deployment Zone B. If the result of the roll is a tie, then the Players must roll again until one Player rolls higher than the other.



6. DECLARE MISSION RESERVES

In this Step both Players should roll off. The Player that loses the roll-off must then declare if they intend to place any of their Units into Reserves. Once these Units have been noted on that Player's Army Roster, the Player that won the roll-off must declare if they intend to place any Units into Reserves. Note that all Players must deploy at least one Unit onto the Battlefield at the start of play, unless another Special Rule states otherwise.

During Step 7, further Units may only be added to Reserves if there is no position where the controlling Player can legitimately deploy them according to the deployment Rules of the Mission being played. Where this is the case, those Units that cannot be deployed are placed immediately into Reserves.

7. DEPLOY ARMIES

In this Step both Players should roll off. The Player that loses the roll-off must then deploy all Units in their Army that were not placed in Reserves in Step 6 to the Deployment Zone allocated to them in Step 5. If there is no position where the Controlling Player can legitimately deploy one or more of their Units within the required Deployment Zone, those Units must be placed into Reserves instead – if the Reserves Mission Special Rule is not in use, then those Units are placed to one side and cannot be used in the Mission, but do not count as having been Removed as Casualties.

DEPLOYMENT

The Zone Mortalis Mission Rules will often refer to 'deploying' Models, Units and Armies. When instructed to deploy a Model, Unit or Army, Players must use the rules for Deployment as per the Core Mission Pack, found on page 306 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*.

8. PLAY ZONE MORTALIS MISSION

The Player that deployed first in Step 7 takes the first Player Turn. All Zone Mortalis Missions are played for five Battle Turns. At the end of the fifth Battle Turn, this Step ends and the Battle ends.

SUDDEN DEATH

If, at the end of any Battle Turn, any Player has no Models on the Battlefield, the Battle immediately ends regardless of the number of Turns that have been played. Models that are in Reserves do not count as being 'on the Battlefield', however Models in a Unit that includes any Models with the Routed Tactical Status, or Embarked in a Model with the Transport Sub-Type or in a Building or Fortification, do. If a Battle is ended due to the Sudden Death Rule then the victor is still decided by Victory Points scored up to that point in the Battle, but the Player that still has Models on the Battlefield scores an additional 3 Victory Points.

9. DECIDE VICTOR

Once all five Battle Turns have been completed, the victor is decided by the number of Victory Points each Player has scored. Victory Points are scored either by the Primary Objective or by Secondary Objectives, these offer different tactical challenges to Players and in general Primary Objectives will offer the most reward.

ZONE MORTALIS PRIMARY OBJECTIVES

Some Zone Mortalis Missions' Primary Objectives will require Players to control 'Objectives' in order to score Victory Points. Objectives, referred to here as Objective Markers, are intended to represent a critical point or resource on the Battlefield that must be held – in Zone Mortalis Battles this may be a vital location within the structure, a particular corridor or accessway or a cogitator bank or data terminal allowing access to vital systems.

In all cases an Objective Marker will be represented by either an Objective Marker token (as included in Warhammer: The Horus Heresy – Age of Darkness: Saturnine), or a 32mm Base. This Objective Marker or Base can be moved through, but Models may not end their move on an Objective Marker, but may end a move in Base Contact with it. An Objective Marker does not block Line of Sight, regardless of what is modelled on the Marker or Base, and Rules that require Models or Terrain to be moved have no effect on Objective Markers. Rules for placing Objective Markers on the Battlefield will be presented as part of the Mission, but note that Objective Markers may never be placed into an Area of Impassable Terrain or outside the bounds of the Battlefield, nor may an Objective Marker ever be Embarked on another Model. An Objective Marker may never be the target of any attacks, cannot be removed from play and is never affected by any Status. When measuring to or from an Objective Marker, always measure from the centre of the Marker, not the edge of its Base.

To score Victory Points from an Objective Marker, it must be 'Controlled'. In order to Control an Objective Marker, a Player must have at least one Model from any Unit under their control in Base Contact with the Objective Marker. Any of the following situations will stop a Unit from being eligible to Control an Objective Marker:

- If any Model in the Unit is affected by the Stunned, Suppressed, Pinned or Routed Statuses then that Unit may not Control an Objective Marker.
- If a Unit is Locked in Combat then it may not Control an Objective Marker.
- If a Unit is Embarked on another Model then it may not Control an Objective Marker.
- If a Unit includes any Models with the Vehicle, Cavalry or Automata Type then it may not Control an Objective Marker.

Furthermore, no Unit may ever Control more than one Objective Marker. If a Unit is ever in a position where it would Control more than one Objective Marker then the Unit's Controlling Player must declare which single Objective Marker it Controls in the Victory Sub-Phase. Likewise, if multiple Units under the Control of a single Player could claim to Control an Objective Marker, the Player that controls those Units chooses one of those Units to Control it.



When both Players have an eligible Unit in a position to Control an Objective Marker then that Objective is considered 'Contested'. A Contested Objective Marker can only be scored by one Unit, to determine which Unit scores a Contested Objective Marker the Players must compare the 'Tactical Strength' of the Units in question. The Tactical Strength of a Unit is equal to the number of Models in the Unit that are within 3" of the Objective Marker. Models with the Bulky (X) Special Rule are counted as a single Model, regardless of the value of X for this calculation, and any Models that have the Line (X) Special Rule add the value of X in their variant of the Line (X) Special Rule to the total.

For example:

- *A Unit of five Models with no Special Rules with all Models in that Unit within 3" of the Objective Marker has a Tactical Strength of 5.*
- *A Unit of five Models, all with the Bulky (2) Special Rule with all Models in that Unit within 3" of the Objective Marker, has a Tactical Strength of 5.*
- *A Unit of five Models with no Special Rules with only three Models in that Unit within 3" of the Objective Marker has a Tactical Strength of 3.*
- *A Unit of five Models, all with the Line (1) Special Rule with all Models in that Unit within 3" of the Objective Marker, has a Tactical Strength of 10.*
- *A Unit of five Models, all with both the Bulky (2) and Line (1) Special Rules with all Models in that Unit within 3" of the Objective Marker, would have a Tactical Strength of 10.*
- *A Unit of five Models, all with the Line (1) Special Rule with only three Models in that Unit within 3" of the Objective Marker, has a Tactical Strength of 6.*

The Unit with the higher Tactical Strength may score the Contested Objective Marker in the Controlling Player's turn as the Active Player. If no one Unit that is Contesting the Objective has a Tactical Strength higher than the Tactical Strength of any other Unit, then no Player controls the Objective and no Player may score Victory Points from it. A Unit may only Contest a single Objective Marker in any one Turn, and may not Control one Objective Marker while Contesting another. If a Unit is in a position to Contest more than one Objective Marker, then the Controlling Player must declare which Objective Marker it will Contest when it moves into a position to Contest multiple Objective Markers.

Each Objective Marker will have a value, that value being a number – for example an Objective Marker may be listed as having a value of '3'. The value of an Objective Marker is the number of Victory Points scored when a Unit Controls that Objective Marker in the Victory Sub-Phase. Both the Line (X) and Vanguard (X) Special Rules can have a major effect on the number of Victory Points scored from Objectives.

The Player with the most Victory Points is the victor. If both Players have scored the same number of Victory Points then the Battle is a draw.

ZONE MORTALIS MISSION SPECIAL RULES

The Zone Mortalis Missions here may make use of the Abyssal Dark Special Rule as detailed below, and may also make use of Mission Special rules including Reserves and Seize The Initiative, found in the Core Mission Pack.

ABYSSAL DARKNESS

Where no natural light exists or multi-spectral interference scrambles all auspex readings, warriors may be plunged into absolute darkness.

If this Zone Mortalis Mission Special Rule is in effect, no Line of Sight may be drawn through more than 6" of an area (or areas) defined as having the Abyssal Darkness Special Rule.

IMPENETRABLE AREA

Sited deep within a hive complex, this area is beyond the means of any form of technology that allows troops to arrive in the midst of the battle.

When this Zone Mortalis Mission Special Rule is in effect, neither Player may deploy any Units from Reserves using the Deep Strike Special Rule, but Units may be deployed via the Reserves Special Rule, if that Special Rule is also in effect.



ZONE MORTALIS MISSIONS

The Zone Mortalis Missions make use of a number of Mission Objectives. Mission Objectives are the goals that Players must achieve in order to claim victory in a Battle. The Zone Mortalis Missions feature both Primary Objectives and Secondary Mission Objectives – these function largely the same, in that they provide a goal that must be achieved in order to score Victory Points, but Primary Objectives may offer a greater reward than Secondary Mission Objectives.

ZONE MORTALIS MISSION ONE

SECTOR SWEEP

*The enemy presence must be eradicated within this sector.
Troops must sweep through in force, eliminate the foe and hold the ground.*

In order to claim victory in Sector Sweep, Players must capture as many Objective Markers as possible to accumulate Victory Points each Turn.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

PRIMARY MISSION OBJECTIVES

Capture Objective Markers

SECONDARY MISSION OBJECTIVES

- Slay the Warlord (2)
- First Strike (2)
- Last Man Standing (1)

In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Markers (Players may also score Victory Points from the Secondary Mission Objectives).

At the end of Battle Turn Five, the Player with the highest total of Victory Points is the winner.

OBJECTIVE MARKERS

This Mission uses four Objective Markers with a value of 2, set up as shown on the Objective Map below.

Note that if an Objective Marker cannot be placed in the specified location due to Impassable Terrain, it must be placed as close as possible to the specified location, without being placed any closer to the nearest Battlefield Edge.

MISSION SPECIAL RULES

This Mission uses the Failing Power Conduits, Impenetrable Area, Reserves and Seize the Initiative Mission Special Rules.

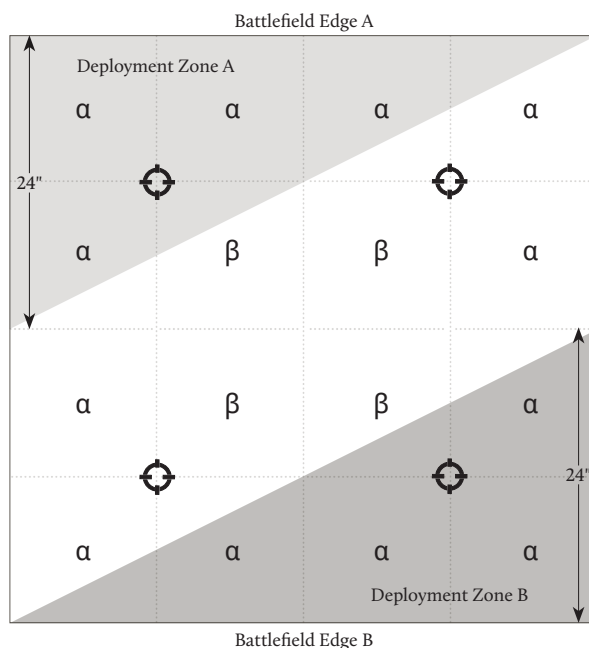
Failing Power Conduits

In the first Start Phase of each Game Turn, players must roll a Dice for each Section of the Battlefield. On a result of a 1, that Section has the Abyssal Darkness Special Rule until the End Phase of the next Player Turn.

DEPLOYMENT MAP

Configuration Primus

- All α Sections have the Confined Space (8) Special Rule.
- All β Sections have the Confined Space (6) Special Rule.



ZONE MORTALIS MISSION TWO

TERMINAL CONTROL

*Cogitator terminals must be interfaced with to retrieve data of strategic importance.
Each force must extract as much data as possible in the midst of battle.*

In order to claim victory in Terminal Control, Players must capture Objective Markers with variable values.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

PRIMARY MISSION OBJECTIVES

Capture Objective Markers

SECONDARY MISSION OBJECTIVES

- Slay the Warlord (2)
- First Strike (2)
- Last Man Standing (1)

In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Markers (Players may also score Victory Points from the Secondary Mission Objectives).

At the end of Battle Turn Five, the Player with the highest total of Victory Points is the winner.

OBJECTIVE MARKERS

This Mission uses five Objective Markers set up as shown on the Deployment Map opposite. These Objective Markers have no value and cannot be controlled until they have been Interfaced with.

At the end of their Movement Phase, the Active Player can attempt to Interface with one or more Objective Markers. To Interface with an Objective Marker, that Player selects one Unit they control that is within 3" of the centre of that Objective Marker and not Locked in Combat and makes an Intelligence Check for that Unit. If the Check is failed, nothing happens. If the Check is passed, that Objective Marker is considered to have been Interfaced and has a value equal to the amount the Check was passed by, to a maximum of 3.

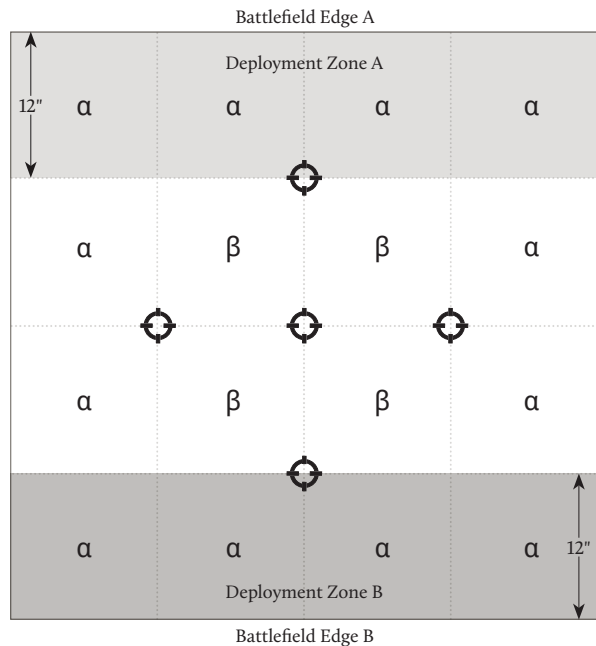
Once an Objective Marker has been Interfaced with successfully, the Objective Marker retains its assigned value, but either Player may attempt to Interface with it again in a following Turn, by making an Intelligence Check. If that Check is failed, the Objective Marker is reduced to no value. If the Check is passed, that Objective Marker is considered to have been Interfaced with again and has its value replaced, equal to the amount the Check was passed by, to a maximum of 3.

Note that if an Objective Marker cannot be placed in the specified location due to Impassable Terrain, it must be placed as close as possible to the specified location, without being placed any closer to the nearest Battlefield Edge.

MISSION SPECIAL RULES

This Mission uses the Impenetrable Area, Reserves and Seize the Initiative Mission Special Rules.

DEPLOYMENT MAP Configuration Secundus



- All α Sections have the Confined Space (8) Special Rule.
- All β Sections have the Confined Space (6) Special Rule.

ZONE MORTALIS MISSION THREE SIGNAL INFLUX

Distress beacons within a labyrinthine interior sector must be investigated to recover vital supplies and datacores before the ceiling above collapses under the strain of continual bombardment.

In order to claim victory in Signal Influx, Players must capture Objective Markers that appear in random positions to accumulate Victory Points each Turn.

VICTORY CONDITIONS

The following Mission Objectives are used in this Mission:

PRIMARY MISSION OBJECTIVES

Capture Objective Markers

SECONDARY MISSION OBJECTIVES

- Slay the Warlord (2)
- First Strike (2)
- Last Man Standing (1)

In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Markers (Players may also score Victory Points from the Secondary Mission Objectives).

At the end of Battle Turn Five, the Player with the highest total of Victory Points is the winner.

OBJECTIVE MARKERS

This Mission uses three Objective Markers. The locations of these Objective Markers will change at the start of each Battle Turn. In the first Start Phase of each Battle Turn, one player rolls a D3 for the horizontal axis and one player rolls a D3 for the vertical axis to determine which of the Section intersections each Objective Marker is placed on (for example, if a 1 is rolled for the horizontal axis and a 3 for the vertical axis, the Section intersection in the top right corner is used). The players then place one Objective marker with a value of 2 on that Section intersection.

The players then repeat this process twice more (re-rolling any duplicated Section intersections) until there are 3 Objective Markers on the Battlefield. At the end of each Turn, all Objective Markers are removed from the Battlefield, and at the start of the next Turn three new Objective Markers are placed.

MISSION SPECIAL RULES

This Mission uses the Crumbling Superstructure, Impenetrable Area, Reserves and Seize the Initiative Mission Special Rules.

Crumbling Superstructure

After Step 7. Deploy Armies but before beginning Step 8, one player must roll a Dice for each Battlefield Section that has no Models controlled by either Player placed in it. If the result is a 2 or more, that Section has the Confined Space (X) Special Rule for the duration of the Battle, with the value of X equal to the result of the Dice roll. If the result is a 1, the Section instead has the Abyssal Darkness Special Rule.

DEPLOYMENT MAP Configuration Tertius

