

ZONE MORTALIS

Version 2.0

In games of Zone Mortalis, armies clash in the cramped quarters of space hulks, filth-choked sewers, or industrial underhives. Players take specific roles — one is the Attacker invading a structure or area held by the Defender, who is attempting to repel them at all costs.

Not every battle in the Warhammer 40,000 universe takes place on an open battlefield or in a desolate city. Many battles take place in confined spaces, such as in the belly of a space hulk during a daring boarding action or in the tunnels beneath a sprawling hive city. In these battles, the close quarters make maneuvering more difficult, and make combat more deadly as combatants find there's nowhere to run and nowhere to hide.

Zone Mortalis is about the battles that take place in these smaller, dimly-lit theaters of war where the confined spaces make combat an even more chaotic and deadly affair. Will you act as the Attacker, leading your troops in a desperate invasion of the enemy base or tunnel network? Or will you act as Defender, repelling the attacking forces and using the terrain to your advantage? Regardless of which you choose, these rules will allow you to craft an exciting narrative game around these conditions.

PLAYING ZONE MORTALIS

Zone Mortalis is an expansion that incorporates rules for fighting battles in confined spaces and missions based on those battles into Warhammer 40,000. In these missions, one player takes the role of the Attacker, and their opponent the Defender. As a result, the missions presented in this expansion are designed primarily for narrative play, telling the story of desperate fights in close quarters.

Zone Mortalis missions supplement the Warhammer 40,000 core rules with additional abilities, Warlord Traits, Stratagems and Detachments that help to better reflect the forces and tactics deployed by armies during such a battle. These additional rules are described below.

ZONE MORTALIS ATTACKER DETACHMENT



Restrictions: All units must be from the same faction. No units may have a base larger than 60mm.

Command Benefits: +5 Command Points (these 5 CPs can only be spent on Zone Mortalis stratagems).

ZONE MORTALIS DEFENDER DETACHMENT



Restrictions: All units must be from the same faction. No units may have a base larger than 60mm.

Command Benefits: +5 Command Points (these 5 CPs can only be spent on Zone Mortalis stratagems).

ZONE MORTALIS MISSIONS

Zone Mortalis is an expansion that incorporates rules for fighting battles in confined spaces and missions based on those battles into Warhammer 40,000. In these missions, one player takes the role of the Attacker, and their opponent the Defender. As a result, the missions presented in this expansion are designed primarily for narrative play, telling the story of desperate fights in close quarters.

ZONE MORTALIS

| D6 | MISSION |
|----|-------------------------|
| 1 | Assault |
| 2 | Breach and Clear |
| 3 | Encounter |
| 4 | Storm the Bridge |
| 5 | Capture the Flight Deck |
| 6 | Sabotage the Reactor |

ZONE MORTALIS ARMIES

The players choose who is the Attacker and who is the Defender, then each selects a Battle-forged army. The Defender's army should include a Zone Mortalis Defender Detachment, and the Attacker's army should include a Zone Mortalis Attacker Detachment (see the prior page for details). If the mission calls for neither player to be the Attacker or Defender, then players should use the Zone Mortalis Combatant Detachment below.

The Power Level of the two forces should be roughly equal. Note that there are a few restrictions on the types of units an army may include in a Zone Mortalis mission. Specifically, a Zone Mortalis army may not contain any vehicles with the **TRANSPORT** keyword, and may not include any models with a base or footprint over 60mm in size.

Games of Zone Mortalis should be no larger than 500 points if you are using a 3x3 tile battlefield, and no larger than 1,000 points if you are using a 4x4 tile battlefield.

ZONE MORTALIS COMBATANT DETACHMENT



Restrictions: All units must be from the same faction. No units may have a base larger than 60mm.

Command Benefits: +5 Command Points (these 5 CPs can only be spent on Zone Mortalis strategems).

In games larger than 1,000 points, players may take an additional Zone Mortalis detachment of the appropriate type.

In games of more than 1,000 points of Zone Mortalis, players may take an additional Zone Mortalis Detachment.

ZONE MORTALIS BATTLEFIELDS

Zone Mortalis battlefields are usually built to represent the inside of ships, space hulks, fortresses, or the underhive. We recommend using either Zone Mortalis table tiles, or the tiles from Games Workshop games such as Necromunda, Space Hulk, or Execution Force to build a 4x4' table to play on.

ZONE MORTALIS RULES

Zone Mortalis missions use the following additional rules:

Doors

The cramped corridors of the battlefield include doors and gates that have to be bypassed or smashed.

A Zone Mortalis battlefield may contain a series of doors that have to be opened or destroyed before a model can pass through them. Doors in Zone Mortalis have three types: Accessible, Locked, and Controlled.

- **Accessible Doors** can be opened or closed by the first unit to come into contact with it in a given turn, allowing a unit to pass through it or shut it behind them. An accessible door may be used once per turn, but may be destroyed at any time.
- **Locked Doors** are inaccessible except by destroying them or bypassing the lock in some way (some missions will have rules for hacking or bypassing locked doors). Once a locked door is destroyed, remove it from the battlefield.
- **Controlled Doors** are doors that essentially belong to or are controlled by one side (usually the Defender). The player that controls them counts Controlled Doors as Accessible, while players that do not count them as Locked.

Destroying Doors: Doors have Toughness 7, 3 Wounds, and a 3+ save. In the Fight phase, attacks automatically hit doors. Units shooting at doors receive a +1 modifier to hit.

Hacking Doors: During the Movement phase, an engineer that moves into contact with a locked or

controlled door can open it by hacking it on a roll of 2+. If they do, they can take no further actions that turn.

Engineers

A unit counts as an Engineer if it has one of the following keywords: **BIG MEK**, **BONESINGER**, **CRYPTTEK**, **DX-4 TECHNICAL DRONES**, **NEXOS**, **SERVITORS**, **TECH-PRIEST**, **TECHMARINE**, or **WARPSMITH**, or if it otherwise has the ability to restore one or more wounds to a **VEHICLE**.

Barrage Weapons

The low ceilings and close walls prevent indirect fire. Indirect Fire weapons (or weapons that do not require line of sight to their target) cannot be fired without a direct line of sight.

Teleportation

The environment makes infiltration difficult and air drops impossible. Only units capable of teleporting or tunneling in can arrive in a forward position.

Only units that arrive on the battle via some kind of teleportation mechanism, tunneling, or arrival from the warp (such as Terminators, Warp Spiders, Raveners, Daemons, or Deathmarks) can use their special rule to deep strike in Zone Mortalis games. Units that arrive via orbital drop or air insertion cannot. Discuss with your opponent or the GM before the game which units this applies to if you are unsure.

Additionally, teleporting or breaching your way into a tight space is a dangerous prospect in cramped quarters, and mishaps can happen. To represent this, units that are set up from Reserves may be set up anywhere on the battlefield as long as they are set up more than 7" away from an enemy unit (instead of 9"), but when they arrive, their controlling player must roll a D6 for each model in the unit. For each roll of a 1, a single model in the arriving unit is lost.

Dangerous Terrain

Zone Mortalis battlefields are riddled with corroded floors, collapsed ceilings, dangerous pitfalls, and other hazards that make safely navigating the battlefield difficult.

Broken floors, toxic spills, and other hazards may often dot the Zone Mortalis landscape. To represent this, designate these dangerous obstacles on the battlefield as Dangerous terrain. Dangerous terrain counts as

Difficult terrain for the purposes of charging (subtract 2" from the charge move), but units without FLY that cross dangerous terrain or units that end their move in dangerous terrain must roll a D6 for each model in the unit. For each roll of a 1, that unit suffers 1 mortal wound.

Close Quarters

The cramped quarters in Zone Mortalis means there's nowhere to hide.

Explosions and blasts are more deadly, with shrapnel and ricochets flying everywhere, and it's easier to hit targets in a confined space. To represent this, apply the following rules:

- When rolling the number of hits for weapons with a variable number of shots, such as flame weapons or Frag grenades, you may reroll the result.
- Units firing Overwatch hit on an unmodified roll of 5+ instead of 6.
- When a unit takes a morale test, add 2 to the result if there are any enemy models within 1" of a model in that unit.
- Vehicles that are destroyed but do not explode are left on the battlefield as wrecks. They become Dangerous terrain.
- Units attempting to fire through another unit, friendly or enemy, suffer a -1 penalty to hit.

Obscured Targets

Zone Mortalis battlefields are mazes of barricades, doorways, and debris that block line of sight and provide ample cover for combatants to hide behind.

Zone Mortalis uses the rules for Obscured Targets as outlined for Cities of Death in the Chapter Approved 2018 and Urban Conquest supplements.

Lucky Hit

Sometimes, despite defenders' best efforts, a stray shot will ricochet and hit its mark.

A hit roll of 6 always hits, irrespective of any modifiers that apply.

Catastrophic Damage

Boarding actions and the stress of space combat place tremendous pressure on spacecraft.

Some Zone Mortalis Missions call for players to simulate the effects of structural damage to the battlefield. To represent this, roll 2d6 and add the current turn number. Then consult the table below as specific by the mission to determine the result.

CATASTROPHIC DAMAGE

| 2D6 | RESULT |
|---------|--|
| 4 | Reinforcements Arrive. At the start of each player's turn, that player may return one unit that has been completely destroyed to the battlefield. |
| 5 - 9 | Stable. No effect. |
| 10 - 13 | Hull Quake. The ship's hull bucks and shakes, and gravity fluctuates wildly. Units subtract 2" from their Movement and Charge distances this turn, and any units that Advance count as moving over Dangerous Terrain. |
| 14 | Depressurization. Players roll off. The winner chooses a section of the board entirely bounded by doors and walls. Weapons fired at targets in that area in the Shooting Phase improve their AP by 1 (for example, a weapon with AP 0 would become AP -1). |
| 15 | Internal Explosion. Internal explosions rock the ship, venting explosions and wreckage out into the void. Players alternate placing 6 markers numbered 1 through 6 on the battlefield. Each marker must be placed more than 6" from another marker. Players then roll a D6 to determine the number of explosions. For each explosion, roll a D6 and locate the corresponding marker on the table. Any unit within 3" of that marker suffers D3 mortal wounds. |
| 16+ | Lance Strike. The battlefield is torn asunder as a nearby vessel's lance weaponry strikes the area! Players alternate placing 6 markers numbered 1 through 6 on the battlefield. Each marker must be placed more than 6" from another marker. Once these markers have been placed, roll 2D6 (re-roll any doubles). Draw an imaginary line between the two correspondingly-numbered markers. Each unit on this line suffers D6 mortal wounds. |

STRATAGEMS

If you are playing a Zone Mortalis mission, you can use Command Points (CP) to use the following stratagems, depending on whether you are the Attacker or the Defender.

2CP

FLANKING COUNTER-ASSAULT

Strategem

Use this Strategem during deployment. Nominate one unit to hold in Reserves. From the start of your second turn onward, you may have that unit enter the table from any table edge, through an open passageway.

3CP

VENT/TUNNEL ACCESS

Strategem

Use this Strategem during deployment. You can place up to 3 exit markers on the battlefield. Each marker must be within 12" of another marker. You may choose to hold up to D3 units in Reserve. At the end of your Movement phase, those units enter the battlefield by disembarking from an exit marker as though disembarking from a vehicle.

1CP

NO ESCAPE

Strategem

Use this Strategem when an enemy unit without the FLY keyword attempts to Fall Back. Nominate a single unit in combat with the fleeing unit. That unit may immediately fight again, but can only hit on unmodified rolls of a 6.

2CP

INTERDICTION ASSAULT

Attacker Strategem

Use this Strategem at the start of your Movement Phase. Nominate a point of open terrain more than 12" away from an enemy model and place a marker on that point. At the end of your Movement phase, units held in Reserves and reinforcements may enter from that point as though disembarking from a vehicle.

1CP

BARRICADES

Defender Strategem

Use this Strategem during Deployment. Place D3+1 Barricades anywhere on the table.

2CP

TRAPS

Defender Strategem

Use this Strategem during Deployment. Place D3+1 Trap markers anywhere on the table outside of the opponent's deployment zone. When an enemy unit moves within 3" of a trap marker, you may activate it. If you do, roll a D6 for each model in the unit. For each roll of a 6, that unit suffers 1 mortal wound. Remove the trap marker from the board after it has been activated.

3CP

SUSTAINED ASSAULT

Attacker Strategem

Use this Strategem during Deployment. Secretly write down a single unit of INFANTRY in your army. If that unit is destroyed, you may return it to battle during any of your turns following by moving it onto the battlefield from your table edge.

3CP

DEFENSIVE STRONGPOINT

Defender Strategem

Use this Strategem during Deployment. Nominate one enclosed or semi-enclosed area of terrain to be your defensive strongpoint and place a power generator marker in that spot. While the power generator is active, units in that area receive a 4+ invulnerable save. The power generator has T7, 3W and a 3+ armor save.

1CP

BREACHING CHARGES

Attacker Strategem

Use this Strategem during the Movement Phase. Destroy a single door within 3" of one of your units.

ZONE MORTALIS ASSAULT

An elite assault force makes its way through the belly of a ship, hellbent on clearing out the enemy forces within and gaining a foothold for allies to follow.

THE ARMIES

The players choose Zone Mortalis armies as described, with one player taking the role of Attacker and the other taking on the role of Defender.

THE BATTLEFIELD

The Zone Mortalis battlefield is a tangled labyrinth of passageways and chambers, and should be represented appropriately. Starting with the Defender, players take turns placing board tiles until they have set up a full board.

Once the table is set up, split the table into quarters. The Defender chooses their table quarter, and the Attacker takes the opposite quarter. The Defender then places three Objective Markers, one in their Deployment zone and one in each unoccupied table quarter. These must be placed more than 6" away from a table edge or the center of the table.

DEPLOYMENT

Starting with the Attacker, the players alternate deploying units in their deployment zones.

FIRST TURN

The Attacker has the first turn. The Defender may attempt to Seize the Initiative. To do so, the Defender rolls a D6. On a 6, the Defender takes the first turn.

BATTLE LENGTH

At the end of the 5th battle round, the Attacker rolls a D6. On a 2+, the game continues for a 6th battle round. At the end of the 6th battle round, the Defender rolls a D6. On a 3+, the game continues for a 7th turn. The game ends at the end of the 7th battle round regardless.

DOORS

Doors in this mission are **Controlled** by the Defender.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

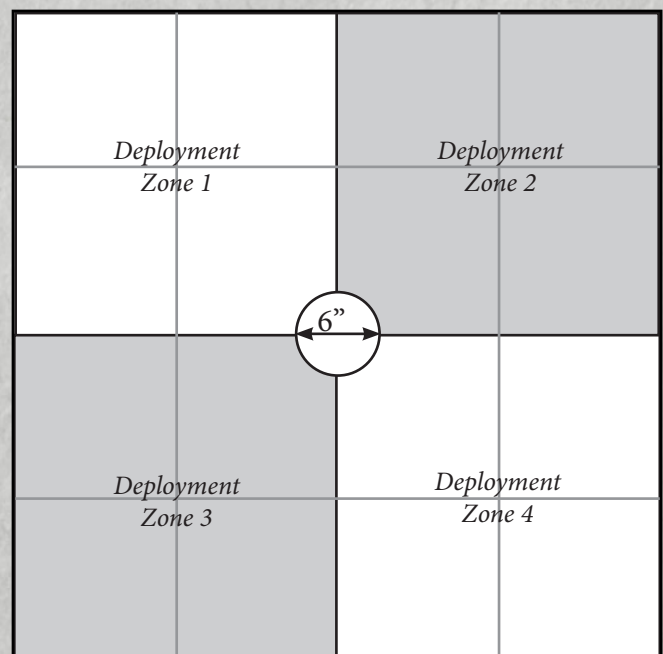
Search and Destroy: Each player scores 1 Victory Point for enemy each unit that is completely destroyed. Units brought back as reinforcements are counted as a new unit for the purposes of tallying Victory Points.

Force the Breach! At the end of the game, each Objective Marker is worth 2 Victory Points to the player who controls it.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 Victory Point.

First Blood: The first player to completely destroy an enemy unit scores 1 Victory Point.

Linebreaker: If the Attacker has any units completely within the Defender's deployment zone at the end of the game, they score 1 Victory Point.



ZONE MORTALIS

BREACH AND GLEAR

An assaulting force has landed upon the outer hull of an enemy vessel and is attempting to force their way to the interior while disrupting vital systems upon the ship's skin.

THE ARMIES

The players choose Zone Mortalis armies as described, with one player taking the role of Attacker and the other taking on the role of Defender. Before the game begins, each player splits their army into two equal groups (based on the number of units in each), and choose one to be the Spearhead, while the other is Reserves.

THE BATTLEFIELD

The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. Starting with the Defender, players take turns placing board tiles until they have set up a full board.

DEPLOYMENT

The Attacker chooses a table corner and the Defender places an Objective marker in their deployment zone. Next, starting with the Attacker, the players alternate placing five communicator arrays on the Battlefield. These must be set up more than 6" from a table edge and 12" from each other.

The players then alternate deploying units in their Spearhead forces using the deployment map below.

FIRST TURN

The Attacker has the first turn.

BATTLE LENGTH

The game lasts six battle rounds.

DOORS

Doors in this mission are **Controlled** by the Defender.

THE HUNGRY STARS

Whenever a unit of **INFANTRY** is hit by a Heavy weapon with a variable number of shots (e.g. Heavy D6), that unit must take a Strength test. If it fails, it suffers D3 mortal wounds as its members are sent flying into the cold void by the strength of the blast!

THE VOID

Treat the entire table as being Depressurized. That is, units add 1 to the AP of their weapons in the shooting phase. For example, an AP 0 weapon would become AP -1.

SCATTERED RESERVES

Reserves may enter from any table edge, though Defender reserves may not enter in the Attacker's deployment zone.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

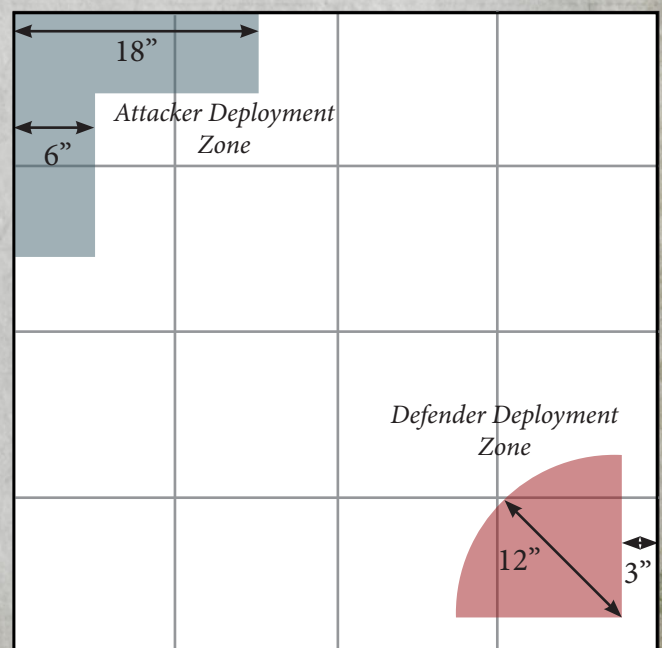
Repel the Attackers: The Defender scores 1 Victory Point for enemy each unit that is completely destroyed. Units brought back as reinforcements are counted as a new unit for the purposes of tallying Victory Points.

Destroy the Relays: At the end of the game, The Attacker scores 1 Victory Point for each comms array that was destroyed. Comms arrays have T7, 3W, and a 3+ save.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 Victory Point.

Attrition: The player who destroyed the most enemy units scores 1 Victory Point.

Secure the Entry: The player who controls the objective marker in the Defender's deployment zone scores 3 Victory Points.



ZONE MORTALIS ENCOUNTER

Two hostile forces make their way through unknown ground, where damage to the ship has rendered the environment foreign to the defenders, and failing systems have left them unable to use the terrain to their advantage.

THE ARMIES

The players choose Zone Mortalis armies as described, though both players use the **Combatant** Zone Mortalis detachment when building their armies. Before the game begins, each player splits their army into two equal groups (based on the number of units in each), and choose one to be the Spearhead, while the other is Reserves.

THE BATTLEFIELD

The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. Starting with the Defender, players take turns placing board tiles until they have set up a full board.

DEPLOYMENT

Once the board has been set up, the players roll off and the winner chooses which table edge to use as their deployment zone. The other player uses the opposing table edge. Then, starting with the player who chose their table edge, players alternate deploying units in their Spearhead forces.

FIRST TURN

Players roll off, with the player who finished deploying units first receiving a +1 bonus to their roll. The winner may choose whether to take the first turn.

DOORS

All doors or bulkheads in a room that is connected to a player's deployment zone are considered controlled by that player. The remaining doors and bulkheads on the table are considered to be Accessible.

BATTLE LENGTH

At the end of the 5th battle round, the Attacker rolls a D6. On a 3+, the game continues for a 6th battle round. At the end of the 6th battle round, the Defender rolls a D6. On a 4+, the game continues for a 7th battle round. The game ends at the end of the 7th battle round regardless.

CAUTIOUS RESERVES

When moving reserves onto the battlefield, players may do so from either of the non-deployment zone table edges, as long as the entering units are placed more than 1" away from any enemy models.

CATASTROPHIC DAMAGE

At the start of each battle round after the first, roll on the Catastrophic Damage chart and apply the result.

VICTORY CONDITIONS

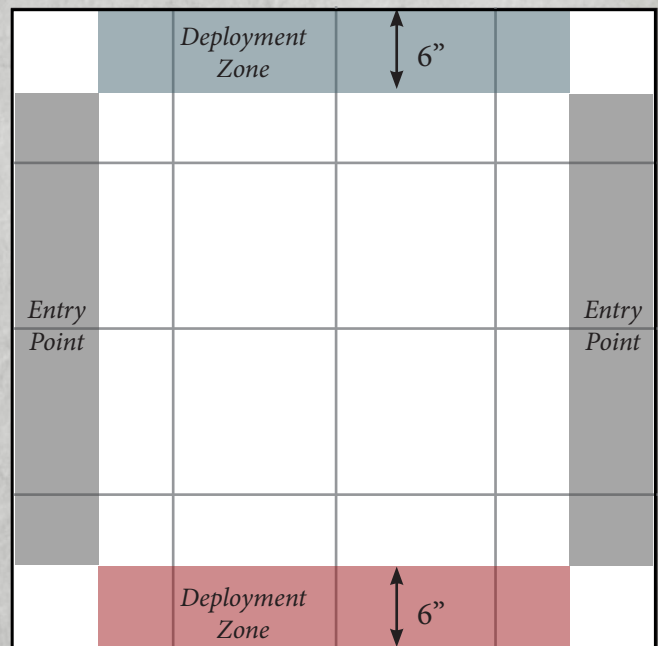
At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Search and Destroy: Each player scores 1 Victory Point for enemy each unit that is completely destroyed. Units brought back as reinforcements are counted as a new unit for the purposes of tallying Victory Points.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 Victory Point.

Attrition: The player who destroyed the most enemy units scores 1 Victory Point.

Linebreaker: For each unit a player has that is wholly within the opponent's deployment zone at the end of the game, they score 3 Victory Points.



ZONE MORTALIS

STORM THE BRIDGE

Boarders are attempting to seize the bridge to take control of the ship. The Attackers are on a mission to assassinate the ship's Navigator and prevent the ship from escaping into the Warp.

THE ARMIES

The players choose Zone Mortalis armies as described, with one player taking the role of Attacker and the other taking on the role of Defender. The Defender's army includes an additional Navigator, who has the following profile and is considered to have any keywords the Defender Warlord has:

| M | WS | BS | S | T | W | A | Ld | Sv |
|----|----|----|---|---|---|---|----|----|
| 6" | 4+ | 4+ | 3 | 3 | 4 | 1 | 9 | 3+ |

THE BATTLEFIELD

The Zone Mortalis battlefield is a tangled labyrinth of passageways and chambers, and should be represented appropriately. The Defender places tiles to create a board, and in doing so should create a large enclosed area in the middle of the table to act as the Bridge. Then players set up doors and bulkheads. The Bridge should be fully enclosed by walls and bulkheads.

DEPLOYMENT

Starting with the Attacker, the players alternate deploying units in their deployment zones.

FIRST TURN

The Attacker has the first turn. The Defender may attempt to Seize the Initiative. To do so, the Defender rolls a D6. On a 6, the Defender takes the first turn.

BATTLE LENGTH

The game lasts for six battle rounds.

DOORS

Any model in the Defending force may open or close a bulkhead door it is in base contact with on a roll of 2+. If this test is failed the door controls are damaged and the door remains permanently open or closed - though a closed door may be destroyed as usual. Attacking models may not open doors and must destroy them to pass through them.

COMMAND THRONE

Any Defender units wholly on the bridge automatically pass all morale checks.

CATASTROPHIC DAMAGE

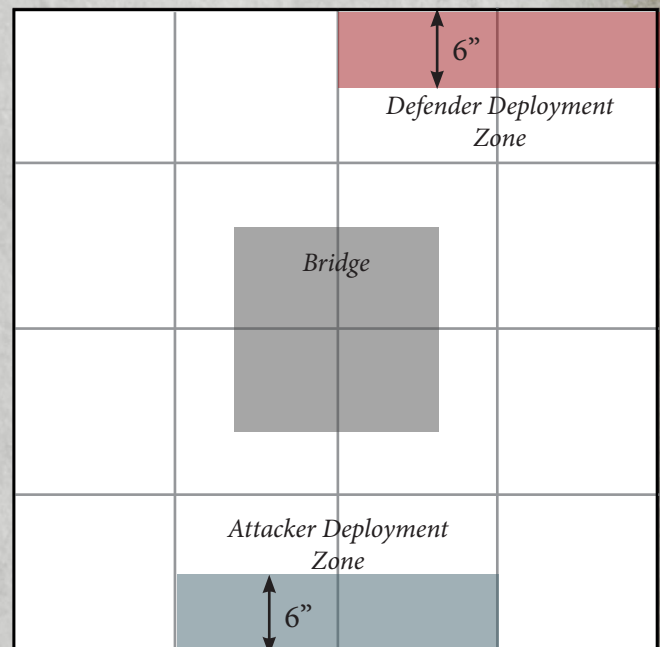
At the start of each battle round after the first, roll on the Catastrophic Damage chart and apply the result.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Assassinate the Navigator: If the Navigator has been slain at the end of the game, the Attacker scores 3 Victory Points. If the Navigator is still alive, the Defender scores 3 Victory Points.

Seize the Bridge: At the end of the game, each player scores 1 victory point for each unit they have that is wholly on the bridge.



ZONE MORTALIS

CAPTURE THE FLIGHT DECK

In the midst of a heated battle between fleets, a daring group of warriors has boarded an enemy vessel and fought its way to the ship's flight decks to prevent it from launching fighters to defend itself.

THE ARMIES

The players choose Zone Mortalis armies as described, with one player taking the role of Attacker and the other taking on the role of Defender. Before the game begins, each player splits their army into two equal groups (based on the number of units in each), and choose one to be the Spearhead, while the other is Reserves.

THE BATTLEFIELD

The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. Starting with the Defender, players take turns placing board tiles until they have set up a full board. One corner of the table should include a large, open space to hold a flyer belonging to the Defender's faction.

Once the table is set up, place a flyer in the Flight Deck. This model acts as the Defender's Fighter during the game.

DEPLOYMENT

Starting with the Attacker, the players alternate deploying units in their deployment zones.

FIRST TURN

The Defender has the first turn. The Attacker may attempt to Seize the Initiative. To do so, the Attacker rolls a D6. On a 6, the Attacker takes the first turn.

BATTLE LENGTH

The game lasts for six battle rounds.

DOORS

Any model in the Defending force may open or close a bulkhead door it is in base contact with on a roll of 2+. If this test is failed the door controls are damaged and the door remains permanently open or closed - though a closed door may be destroyed as usual. Attacking models may not open doors and must destroy them to pass through them.

CATASTROPHIC DAMAGE

At the start of each battle round after the first, roll on the Catastrophic Damage chart and apply the result.

THE FIGHTER

Regardless of the statline of the model used, the Defender's Fighter always has T7, 14 Wounds, and a 3+ save.

EMERGENCY LIFTOFF

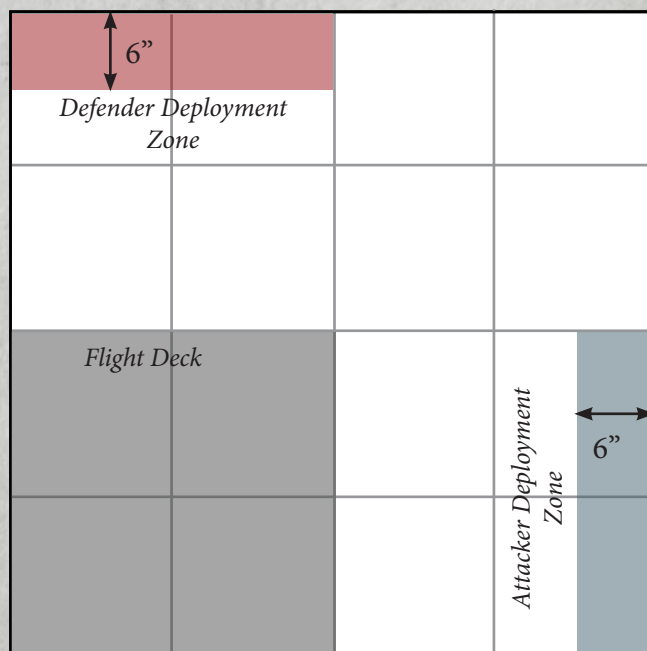
At the end of Turn 4, if the Defender's Fighter has not been destroyed, the pilot makes an emergency takeoff. The launch bay bulkheads slam shut, the outer hull door opens, and the fighter lifts off. For each unit in the launch bay, roll a D6 for each model in that unit without the **VEHICLE** keyword. For each roll of a 1, that unit suffers a mortal wound. At the beginning of the fifth battle round, the outer hull door re-seals itself and the bulkhead doors open.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Destroy the Fighter: At the end of the game, if the Defender's Fighter has been destroyed, the Attacker receives 3 Victory Points. If it has not been destroyed, the Defender receives 3 Victory Points instead.

Search and Destroy: Each player scores 1 Victory Point for enemy each unit that is completely destroyed. Units brought back as reinforcements are counted as a new unit for the purposes of tallying Victory Points.



ZONE MORTALIS

SABOTAGE THE REACTOR

A boarding team is attempting to destroy the ship's four main plasma coils to prevent it from escaping into the Warp.

THE ARMIES

The players choose Zone Mortalis armies as described, with one player taking the role of Attacker and the other taking on the role of Defender. Before the game begins, each player splits their army into two equal groups (based on the number of units in each), and choose one to be the Spearhead, while the other is Reserves.

THE BATTLEFIELD

The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. Starting with the Defender, players take turns placing board tiles until they have set up a full board. There should be two large open rooms in the middle of the table. Once the table is set up, place two reactor cores in each of these rooms.

DEPLOYMENT

Starting with the Attacker, the players alternate deploying units in their deployment zones.

FIRST TURN

The Defender has the first turn. The Attacker may attempt to Seize the Initiative. To do so, the Attacker rolls a D6. On a 6, the Attacker takes the first turn.

BATTLE LENGTH

The game lasts for six battle rounds.

DOORS

Any model in the Defending force may open or close a bulkhead door if it is in base contact with on a roll of 2+. If this test is failed the door controls are damaged and the door remains permanently open or closed - though a closed door may be destroyed as usual. Attacking models may not open doors and must destroy them to pass through them.

CATASTROPHIC DAMAGE

At the start of each battle round after the first, roll on the Catastrophic Damage chart and apply the result.

THE REACTORS

Each reactor has T7, 12 Wounds, and a 3+ save. When a reactor is destroyed, roll a D6. On a 4+ it explodes, and every unit within 6" of the reactor suffers D3 mortal wounds. If there are any unexploded reactors within 6", they suffer D6 mortal wounds instead.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Destroy the Reactors: The Attacker scores 1 Victory Point for each reactor that was destroyed during the battle. The Defender scores 1 Victory Point for each reactor that is still on the table at the end of the battle.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 Victory Point.

Last Man Standing: The player with the greatest number of units left on the table at the end of the game scores 1 Victory Point.

LARGER GAMES

In larger games of Zone Mortalis (played on a 6'x4' table), add a third Reactor along the middle of the table.

