



THE HORUS HERESY AGE OF DARKNESS: ZONE MORTALIS

RULES FOR DEADLY CLOSE-QUARTER BATTLES IN THE LABYRINTHS AND VAULTS OF THE FAR FUTURE

The Horus Heresy Age of Darkness: Zone Mortalis allows players to recreate some of the most savage arenas of combat conceivable, the battlefields the *Codex Tactics Imperialis* refers to as 'Zone Mortalis'—the fatal ground. Such zones – be they the contested decks of a void warship, tangled mine works, lightless underhives, the prison-vaults of sundered fortress-citadels, labyrinthine industrial sewer systems and sacred catacombs – all have a confluence of factors in common such as close confinement, limited access for attack or escape routes, as well as treacherous environments, which make them murderous venues for warfare.

This rules expansion offers players the chance to fight desperate battles of your own on such deadly ground with The Horus Heresy: Age of Darkness rules and factions. Zone Mortalis battles are unashamedly designed to be fatal and chaotic affairs, as

fighting in a collapsing hive city under mass artillery bombardment or on a burning star vessel in the middle of a space battle ought to be. It's the kind of game where all sorts of odd situations are going to be thrown up from time to time and sudden reversals will occur, so have fun with it – hyper-competitive players or those seeking complete predictability in their games will be better served elsewhere.

Citadel's Zone Mortalis terrain is perfect for representing the narrow confines, twists and turns and tangled spires of the Zone Mortalis battlefield, but of course such battles are not limited purely to using this terrain. In fact, any suitably tangled and confined battlefield can be created using the illustrated tile board sections from the Necromunda game, closely-packed Horus Heresy: Age of Darkness scenery, or an endless variety of terrain of your own devising can be used in conjunction with this rules expansion.

The Two Modes of Play

The Zone Mortalis rules have two modes of play. The first and simplest mode is to incorporate a designated area of Zone Mortalis terrain in a regular game of The Horus Heresy: Age of Darkness. This makes a proportion of the gaming table operate under the basic Zone Mortalis rules and can represent the internal space of a command bunker, trench network, generatorium or hidden lab, or perhaps even the sanctum of one of the Primarchs, filled with secrets and deadly defences. This can be used to divide up the gaming table in a unique and interesting way, or provide an exciting locale in which to place scenario objectives as a focus for a narrative game.

The second mode of play is to use the Zone Mortalis rules in missions of their own, where the entire gaming table is made up of the deadly and close-packed Zone Mortalis terrain. In these games, the forces involved are selected from special Force Organisation charts and have access to a number of optional special rules to create a unique and unpredictable battle.

PREPARING FOR BATTLE IN ZONE MORTALIS

The following section offers a variety of optional rules and mission types for playing games of *The Horus Heresy: Age of Darkness* using only Zone Mortalis terrain and rules, conducting deadly battles and close-quarter actions such as boarding assaults, strikes into the heart of vast fortresses and desperate tunnel fights.

Because Zone Mortalis actions are fought in quite dense terrain, and without the assistance of transport vehicles to get around, a smaller gaming area can often improve the experience of play. As such it is recommended that a 4' x 4' area is used for games of 1,000 points a side or less (which will offer an exciting battle lasting an hour or two), or a 2' x 2' area for around 500 points a side. Larger tables are best used as part of team games.

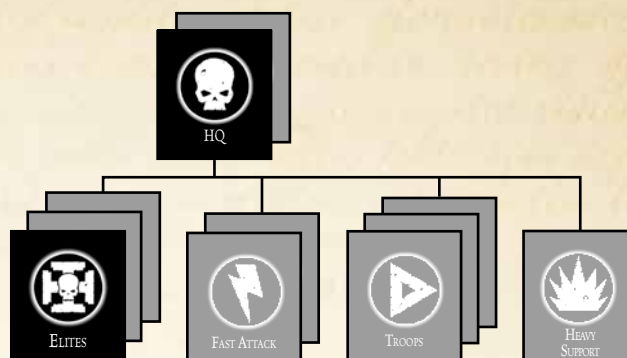
Force Selection

Each force used in Zone Mortalis play is selected using the rules presented in *The Horus Heresy: Age of Darkness* rulebook. Allegiance and Faction are selected by the player as per the standard rules, however, for most Zone Mortalis games only the Zone Mortalis Force Organisation charts provided here should be used when selecting units.

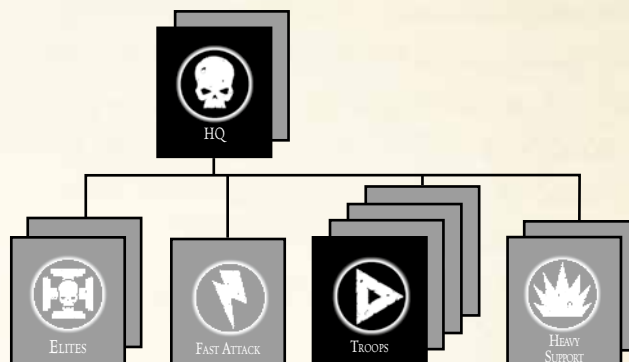
Many Zone Mortalis missions will require an attacking player and a defending player. These positions utilise different Force Organisation charts and must be decided upon before armies are selected – this may be decided by mutual agreement or by rolling off and the winner picking which they will be. For those missions that do not require a specific attacker or defender, the Combatant Force Organisation chart should be used by all players. Note that none of the Zone Mortalis Force Organisation charts include any additional Detachments and as such may not take Allied Detachments, Lord of War choices or Fortification choices.

In games of more than 1,000 points, any player may choose to take an additional Force Organisation chart, functioning as a separate Detachment of that player's army. This additional Detachment must use the same Force Organisation chart as the Primary Detachment, with one additional Detachment available for every 1,000 points used to select the armies in play.

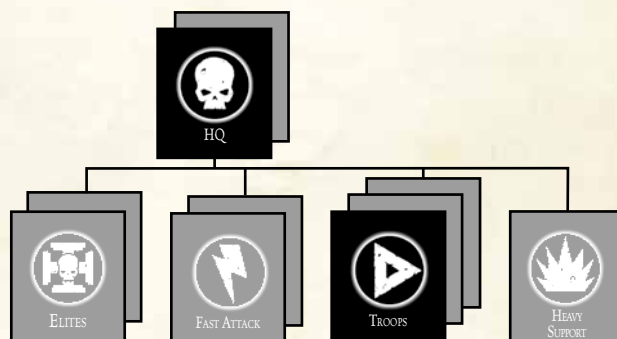
Attacker



Defender



Combatant (Neither side is the specified Attacker or Defender)



Forces selected for fighting in a Zone Mortalis action should be chosen from their army list as normal with the following exceptions:

- No units may select a Dedicated Transport option.
- No unit with a starting size greater than 15 models, before being joined by Independent Characters, may be chosen.
- No vehicles other than Walkers may be chosen, unless their models are no more than 4" wide.*
- No Flyers or Flying Monstrous Creatures of any kind or size may be chosen.
- No model mounted on a base larger than 60mm may be chosen.*

*Note: The terrain may still confine you, so caveat emptor!

Warlords

Each Zone Mortalis force should have its 'Warlord' as per a normal game of *The Horus Heresy: Age of Darkness*. However, Warlord Traits (see *The Horus Heresy: Age of Darkness* rulebook) should only be used for forces of 501 points or more, and only a single Warlord may be present in any given army regardless of the number of Detachments in play. If Warlord Traits are going to be used, these should be determined after the mission goal has been determined but before any deployment is made.

ZONE MORTALIS TERRAIN IN THE HORUS HERESY: AGE OF DARKNESS BATTLE MISSIONS

Designating the Terrain

All terrain and sections of the play area operating as Zone Mortalis terrain should be designated as such during the game's set-up and agreed between the players. Any area of Zone Mortalis terrain should have a clear boundary edge if part of a larger battlefield, and it should have clear entry points where units can gain access. When designating any discrete area or the entire play area as a Zone Mortalis, the players must also decide if the designated area has a ceiling, denying the ability to see or move over corridor and chamber walls or doors, or whether free movement over walls will be allowed and line of sight drawn freely over such obstacles from higher elevations.

Platforms & Stairways

When traversing angled stairways or other linking platforms between differing levels of the battlefield, the standard movement rules are used. Similarly, when climbing between levels vertically, models use the rules for vertical movement given on page 25 of *The Horus Heresy: Age of Darkness rulebook*. Unless otherwise noted by the mission or decided by the players beforehand, no structure in a Zone Mortalis should use the Building rules.

Bulkhead Doors & Airlocks

Chambers and corridors may be sealed off by the use of armoured bulkhead doors and airlocks. Depending on the mission you're playing, these doors may be locked, accessible or controlled. These doors should be represented physically on the tabletop and moved to show whether they are open or closed at any given time. A closed bulkhead door blocks line of sight and assaults may not be made through it.

- **Locked:** A locked door is inaccessible except by destroying it or forcing or overcoming the lock in some way. In most cases only direct force will do (although particular missions will offer alternatives to this). Once a bulkhead door has been destroyed, remove it from play.
- **Accessible:** An accessible door may be either opened or closed by the first unit that moves into contact with it in a particular turn, allowing a unit to pass through it, or shut it behind them. A bulkhead door may only be used once per turn (either opened or closed), but may be destroyed at any time.

- **Controlled:** In the case of a particular door or doors being controlled by one side in the game (as might commonly be the case where one side represents a force defending the Zone Mortalis area from an attacker), the side which controls the doors treats them as accessible by their units, but units belonging to other forces treat them as being locked.

Destroying Doors: Bulkhead doors and airlocks are armoured and reinforced structures, and therefore difficult to destroy. Unless noted otherwise in a scenario, all bulkhead doors and airlocks are treated as being Armour Value 13, and are treated as having a single Hull Point and so require a single glancing or penetrating hit to destroy them. Weapons which gain a bonus against immobile vehicles or fortifications, like those with the Wrecker special rule, count a bulkhead as just such a target.



CORE ZONE MORTALIS SPECIAL RULES

DEADLY GROUND

Fighting within Zone Mortalis terrain is a dangerous and treacherous affair, and one in which even light vehicles can flounder or damage themselves, unexpectedly crashing through buckled deck plating, getting crushed beneath falling rubble, or contacting exposed power conduits with deadly results.

The interior space of a Zone Mortalis is considered its own terrain type, sections of which may be considered difficult terrain, dangerous terrain or both, as their physical details dictate. As a rule of thumb, Cover saves given from areas inside a Zone Mortalis should be taken as follows—note that in some cases these aren't as good as those in typical games of *The Horus Heresy: Age of Darkness*, reflecting the hazards of unleashing weapons fire in confined spaces and the dangers of ricochets, etc.

- Light Debris, Light Machinery, Chain-link Fences, Grates and Grilles, Heavy Fungal Growths, Packing Crates, Drums, Corpse Piles, Glass Tanks (filled with strange liquids), Barrels, Gantries (being on raised walkways above enemy firing models): 6+.
- Ruined Wall sections, Rubble Piles, Heavy Machinery, Parked Vehicles, Bulkhead Corners, Barricades, Sandbag Walls, Trenches, Deep Water Channels and Deep Pools of Polluted Waste: 5+.
- Fortified Structures (Pill Boxes, Bunkers with Firing Slits, Armoured Redoubts): 4+*.

**A model that Goes to Ground in this terrain type gains +2 to their cover save rather than +1.*

Only a model that can physically fit within the space on the tabletop can move through or into a Zone Mortalis, regardless of its type. This is a common sense distinction which must be followed.

The following forms of Battlefield Debris (see page 101 of *The Horus Heresy: Age of Darkness rulebook*) are appropriate for use inside Zone Mortalis terrain (but may only be placed so they fit in a particular section or chamber):

- Ammunition Dump
- Comms Relay
- Gun Emplacement
- Shield Generators

No Barrage Weapons

Barrage weapons cannot be used to fire indirectly within, into, or out of Zone Mortalis areas at all; only direct fire can be used.

Terrain Effects by Unit Types

In addition the following effects apply by unit type:

- Bikes, Jetbikes, Artillery, Cavalry and Walkers treat all difficult terrain they encounter within a Zone Mortalis as dangerous terrain as well. Should any of these use a turbo boost, they must take a Dangerous Terrain test regardless of the ground they cover. This overrides any normal rules they possess to the contrary.
- All models classed as Jump Infantry or Flying Monstrous Creatures which move more than 6" in the Movement phase must take a Dangerous Terrain test every time they do so.
- Flyers may not enter a Zone Mortalis (except if using Hover Mode, as they are then classed as Skimmers).
- All other vehicles, including Skimmers, treat a Zone Mortalis as both difficult terrain and dangerous terrain in its entirety.
- Infantry, Monstrous Creatures and Beasts treat a Zone Mortalis as they would any other battlefield, i.e., where specific areas of difficult terrain and dangerous terrain are encountered they are subject to their effects, and otherwise the Zone Mortalis is treated as clear ground.
- Wrecked vehicles are both difficult terrain and dangerous terrain if destroyed in Zone Mortalis areas.

Objectives in Zone Mortalis Games

These are generally assumed to be treated as impassable terrain and do not block line of sight. In addition, in order to claim or contest them an eligible unit must have a model in base contact with the objective, unless specified in a particular mission.

Reserves and Deep Striking

The rules for Reserves, Scouts and Infiltrators remain unchanged (unless otherwise stated by a specific mission description), but entry and exit points specified at the start of play are still the only way these units can enter the Zone Mortalis.

Only units which are described as being able to teleport or materialise from the Warp may use the Deep Strike special rules, with units such as Jump Infantry unable to make use of the rule.

Any unit that deep strikes into a bulkhead or wall section suffers a Deep Strike mishap and subtracts -1 to the result rolled on the Deep Strike Mishap chart – this makes deep striking into a Zone Mortalis a dangerous proposition!

FIRESTORM & SHRAPNEL

The confined spaces of the Zone Mortalis can prove to be death traps to the unwary and certain types of weapons have their effectiveness increased by the environment, while others become more unpredictable.

Weapons with blast markers or templates gain the Shred special rule inside a Zone Mortalis, reflecting the lethal effect of explosives, flaming liquid and shrapnel in confined areas. In the case of a weapon with the Blast or Template special rules that already possesses the Shred special rule, when used in the confines of a Zone Mortalis these weapons have their Strength increased by 1.

Additionally, if a Scatter roll takes a blast marker's centre point into contact with a bulkhead wall, it detonates on contact with the wall. Resolve the weapon's effect from this spot. The portion of the blast that crosses and lies beyond the line of the wall is lost.

NOWHERE TO HIDE

Units that break and flee from combat within the confines of a Zone Mortalis are far more likely to be trapped in areas where their avenues of retreat are entirely cut off than in most games of The Horus Heresy: Age of Darkness, and due to the confusion of corridors and passageways that may surround them, Falling Back may be a particularly deadly affair.

In Zone Mortalis terrain, the victorious side in an assault may re-roll their Sweeping Advance roll if they wish.

Contrary to the usual rules for Falling Back, immediately on failing a Morale check, a unit's first Fall Back move is directly away from the enemy, and subsequent moves are towards the nearest exit unblocked by the presence of enemy models. If a unit is trapped while Falling Back by enemy models and cannot escape then it is immediately destroyed.

BLIND PANIC

If while Falling Back a unit moves through another of the player's own units (i.e., within 1" of), the unit moved through must take an immediate Morale check or Fall Back themselves. Fearless units are not subject to this effect.

REACTION FIRE

The confined spaces of a Zone Mortalis make for deadly, close range fire-fights, where a split second reaction may be enough to gun down an enemy rushing out from the darkness before death strikes you down. In order to represent this, this special rule allows units being assaulted a chance to fire their ranged weapons when they are assaulted with a superior chance of hitting the foe than normal Overwatch fire would allow—if they're fast enough!

Only units not already engaged in close combat and not Falling Back may attempt Reaction Fire. Units equipped with Cataphractii Pattern Terminator Armour which are unable to make Overwatch attacks may not make Reaction Fire attacks.

- Only Pistol, Assault and Rapid Fire weapons may be used for Reaction Fire attacks. Heavy weapons may only be used for Reaction Fire attacks if the model carrying them has the Relentless special rule. Note that other weapons in the squad may still make normal Overwatch attacks if they are eligible to do so, alongside the rest of the unit's Reaction Fire.
- Blast weapons may not be used to make Reaction Fire attacks.
- Template weapons inflict D3 hits on the target unit whether the Reaction Fire test is successful or not.
- A unit may only make a single Reaction Fire attack against the first unit they are assaulted by in any given turn.
- A Reaction Fire attack is made after a Charge is declared, but before charging models have moved. Casualties resulting from Reaction Fire may cause an assault to fail.

Making a Reaction Fire Attack

A Reaction Fire attack is carried out exactly like an Overwatch attack except that the unit in question must first roll equal to or under its majority Initiative score on a D6. If successful, it may fire its weapons at the assaulting enemy with their full Ballistic Skill. If the test is unsuccessful, the unit may still make a normal Overwatch attack (i.e., Snap Shots at BS 1) instead.

A unit may not use the Counter-attack special rule if it has used Reaction Fire.



OPTIONAL ZONE MORTALIS SPECIAL RULES

The following are a number of optional special rules for use in your games of Zone Mortalis. The use of any or all of these optional Zone Mortalis special rules should be agreed on before play.

ATTRITION

This is a special rule which reflects the bloody nature of a Zone Mortalis conflict and affects the conditions of victory. Whenever a mission result is for any reason a draw then the force which suffered the least number of destroyed units is considered the victor.

CATASTROPHIC DAMAGE – BURIED ALIVE!

One of the perils of battle underground or within a building in a warzone is the risk of bringing the roof down on yourself and being buried alive or crushed under tonnes of earth or masonry.

These effects are represented in the game by the Catastrophic Damage – Buried Alive! table. When this special rule is in effect, in every turn after the first each player should roll a D6 at the beginning of the turn. Add the scores together and apply the results on the following chart. In addition, if any Ordnance weapon has been used on the preceding turn, add +1 to the total.

Note that this special rule brings a hugely unpredictable (and enjoyably dangerous) element to your games, and should be treated as such.

ENEMY UNKNOWN

While the Night Fighting rules in *The Horus Heresy: Age of Darkness rulebook* represent fighting in levels of low visibility over distance, this can be nothing compared to the abyssal darkness of fighting deep underground or within the tortuous confines of a space hulk, where even the finest auguries and sensors may prove utterly useless. The confusion of this kind of fighting can be represented by using counters on the table to represent units outside visual range of the enemy rather than models, as the enemy's true disposition and strength will remain unknown until your forces are face-to-face in battle.

The use of this optional special rule requires a little more work than usual and co-operation between the players, but can make for very nerve-wracking and exciting games. Each

Catastrophic Damage Table – Buried Alive!

Result	Effect
2-5	Stable: No effect.
6-7	Look Out!: The players roll off, and the winner may place a single Large Blast (5") template anywhere on the table to represent a sudden deadfall. Roll for scatter just as for an indirect fire weapon. Any model caught under the template suffers a Strength 5 AP 4 hit. Units with an Armour Value are struck on their Rear armour.
8-9	Dust Fall: Clouds of dust are shaken loose and fill the area with a choking, blinding fog. For this turn only all models have their Ballistic Skill and Initiative reduced by -1 (to a minimum of 1).
10	Tremor: The ground shakes dangerously and shivers and heaves as cracks rip open ceilings and walls shower debris upon those near them. All clear terrain counts as difficult terrain for this turn only.
11	Cave-in: The players roll off and the winner may place D3 Large Blast (5") templates anywhere on the table to represent a cave-in. Roll for scatter just as for an indirect fire barrage. Any model caught under a template suffers a Strength 5 AP 4 hit and must take a Barrage Pinning check. Units with an Armour Value are struck on their Rear armour.
12+	Quake!: Every model on the table must pass a Strength test or be removed as a casualty. Models without a Strength score are automatically destroyed (buried under tonnes of rubble or earth). Independent Characters may re-roll this test if failed. If a 12+ is rolled again, treat this as having no effect.

side requires a set of numbered counters (or blips) sufficient for the number of units it has in its force. Each number must correspond to a particular unit within their force, which must be noted down before the game begins. It is these counters that are deployed rather than the units on the table.

As the game progresses, the 'blip' counters are moved in place of units until they move within line of sight of an enemy unit or the unit engages in shooting or close combat attacks. At this time the unit is revealed and the note showing the number and its corresponding unit is shown to the opposing player. The counter is then replaced with the corresponding unit, which is deployed in coherency with its centre where the counter was when revealed. If on subsequent turns a unit that has revealed itself passes out of line of sight of the opposing force's models, it is once more replaced with its corresponding numbered counter (and it's up to the enemy to remember what it was until it becomes visible again)!

Independent characters which join units do not have a 'blip' counter of their own while they are with a unit, but this fact must always be noted down to avoid confusion or chicanery!

COLD VOID & POISONED AIR

This special rule can also be used to represent fighting in a Zone Mortalis filled with poisonous gas, choking industrial fumes or extreme heat, as well as the effects of fighting in a depressurised area of a space vessel during a boarding action.

When this special rule is in effect, the following apply:

- All weapons and attacks with a Strength of 4 or higher now cause the Rending effect, unless their target has Hardened Armour or Void Hardened Armour, has an Armour Value (AV) or has a save of 2+. In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first.
- All weapons and attacks which already have the Rending effect now rend on a roll of 5 or 6, unless their target has Hardened Armour, has an Armour Value (AV) or has a save of 2+. In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first.
- Weapons and attacks which have the Blast special rule gain the Pinning special rule as well, if they did not already possess that special rule.

THE ZONE MORTALIS ASSAULT MISSION

'If battle be the warrior's crucible, then such battlefields temper the soul of those that survive their embrace to such a fine point that none may doubt their mettle.'

Vulkan, Primarch of the Salamanders

THE ARMIES

One player must take the role of the Attacker, and their opponent the role of Defender, deciding which will take a given role either by mutual consent or by rolling off. When selecting armies the appropriate Zone Mortalis Force Organisation charts for these roles should be used, otherwise the players choose their armies using The Horus Heresy: Age of Darkness rules.

SETTING UP THE GAME

The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. If you are using Citadel's Zone Mortalis terrain, then it may either be laid out in an agreed fashion or alternatively the players may take turns placing terrain pieces, including wall sections and platforms, so that they take up the playing area, making sure that each table edge has at least one clear entry/exit point per player.

DEPLOYMENT

Before the game begins, both sides should divide their forces into two roughly equal groups based on their number of units. They must then decide which of these two forces is to be their spearhead and which is to be their reserve. This arrangement represents an attacking force working its way through the Zone Mortalis, and the defenders rallying to meet them.

The gaming table is then divided into four quarters, and both players roll-off to choose a deployment zone. The winner then picks which is to be their deployment zone and deploys their spearhead force anywhere in this area, but not within 6" of the centre of the board.

The other player then rolls a D6. On a 4+ they may choose any of the three remaining areas in which to deploy their spearhead, otherwise they must deploy their spearhead in the area opposite that of their opponent.

Reserves arrive normally, entering the board from any table edge in their player's deployment zone.

FIRST TURN

The player or side which deployed first has the first turn unless their opponent can Seize the Initiative.

GAME LENGTH

The game uses the Variable Game Length rules shown on page 144 of *The Horus Heresy: Age of Darkness* rulebook.



VICTORY CONDITIONS

Primary Objective

The Zone Mortalis Assault mission depicts a desperate assault on a vital objective hidden deep within a zone mortalis, an area so deadly that only the bravest or most skilled warriors will dare to venture forth with any hope of victory.

Before the game begins, either mutually agree or roll a D6 to determine the goal of the Zone Mortalis assault on the following chart. This goal constitutes the mission's Primary Objective and determines its Victory Conditions.

D6	Result
1-2	Search and Destroy
3-4	Force the Breach!
5-6	Sabotage

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

First Blood: The first unit of any kind to be completely destroyed during the game is worth 1 Victory point to the opposing player at the end of the game.

MISSION SPECIAL RULES

- Deadly Ground
- Firestorm and Shrapnel
- Nowhere to Hide
- Blind Panic
- Reaction Fire
- Reserves
- Vital Objectives: In the Zone Mortalis Assault mission, units drawn from either the Troops or Elites allowance count as scoring units where this is called for by the mission. A unit may only ever claim one objective at a time.

ZONE MORTALIS ASSAULT MISSION OBJECTIVES

Search and Destroy

This mission represents the vicious struggle to control the Zone Mortalis through brute savagery and attrition, destroying the enemy's forces in detail. Both sides score 1 Victory point for each enemy unit, Independent Character or Walker destroyed. At the end of the battle, the side with the most Victory points is considered the winner.

Force the Breach!

This represents the defenders trying to maintain hold of a vital area of the Zone Mortalis, whilst the attacker must wrest it from them. The Defender places three objectives: one in their own deployment zone and one in each of the zones in which neither player has deployed. These objectives may not be placed within impassable terrain, or less than 6" away from the table edge or the centre of the table. Each of these objectives is worth 2 Victory points to the side that controls it at the end of the game, with the side with the most Victory points considered the winner.

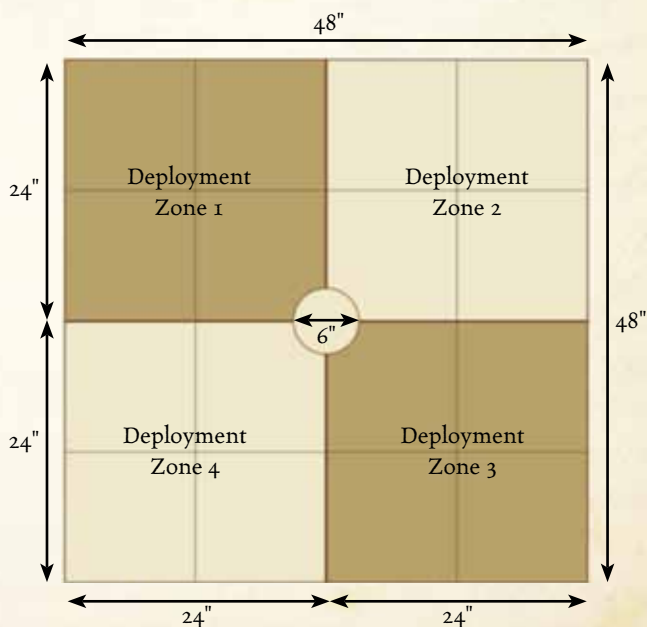
Sabotage

The attacker's goal is to destroy vital systems within the Zone Mortalis. The Defender places D3+2 sabotage objective markers on the table. These markers represent control panels and systems junctions vital to this area. The markers may be placed anywhere on the table other than within 6" of a table edge or 12" of each other. They also may not be placed in impassable terrain.

The Attacker must attempt to destroy these objectives by any means they can. Each has an Armour Value of 11 and counts as an immobile Fortification, and will be destroyed by any successful glancing hit or penetrating hit scored against them. Because their attackers cannot be certain of destroying them properly at distance, these objectives count as having a 4+ Invulnerable save against any shooting attack or blast damage they suffer, and cannot be harmed by events on the Catastrophic Damage table.

At the end of the game, the Attackers gain 1 Victory point for each sabotage objective destroyed, and the Defenders gain 1 Victory point for each sabotage objective still on the table. The side with the most Victory points is the winner.

THE ZONE MORTALIS ASSAULT MISSION



THE ZONE MORTALIS ENCOUNTER MISSION

'There is no bolthole deep enough, no labyrinth so devious, no defence net so deadly that it can bar the fury of the Emperor's own wrath. Wherever His enemies hide we shall follow, even to the depths of hell itself.'

Leman Russ, Primarch of the Space Wolves

THE ARMIES

Select the armies using The Horus Heresy: Age of Darkness rules and the Zone Mortalis Combatant Force Organisation chart.

SETTING UP THE GAME

The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. If you are using Citadel's Zone Mortalis terrain then it may either be laid out in an agreed fashion or alternatively the players may take turns placing terrain pieces, including wall sections and platforms, so that they take up the playing area, making sure that each table edge has at least one clear entry/exit point per player.

DEPLOYMENT

Before the game begins, both sides should divide their forces into two roughly equal groups based on their number of units. They must then decide which of these two forces is to be their spearhead and which is to be their reserve. This represents the larger force moving through the Zone Mortalis without knowledge of enemy contact.

The players (or sides) roll off, the winner choosing which of the table edges is to be their deployment zone, and deploys their spearhead force within 6" of their table edge. Then their opponent deploys their spearhead force within 6" of the opposite table edge.

FIRST TURN

The player or side which deployed first has the first turn unless their opponent can Seize the Initiative.

GAME LENGTH

The game uses the Variable Game Length rules shown on page 144 of *The Horus Heresy: Age of Darkness rulebook*.

VICTORY CONDITIONS

Primary Objective

The following special mission represents two hostile forces advancing through unknown ground where neither side has the advantage of foreknowledge or tactical control of the area.

Before the game begins, either mutually agree or roll a D6 to determine the goal of the Zone Mortalis assault on the following chart. This goal constitutes the mission's Primary Objective and determines its Victory Conditions.

D6 Result

1-2	Search and Destroy
3-4	Capture Ground
5-6	Invasion

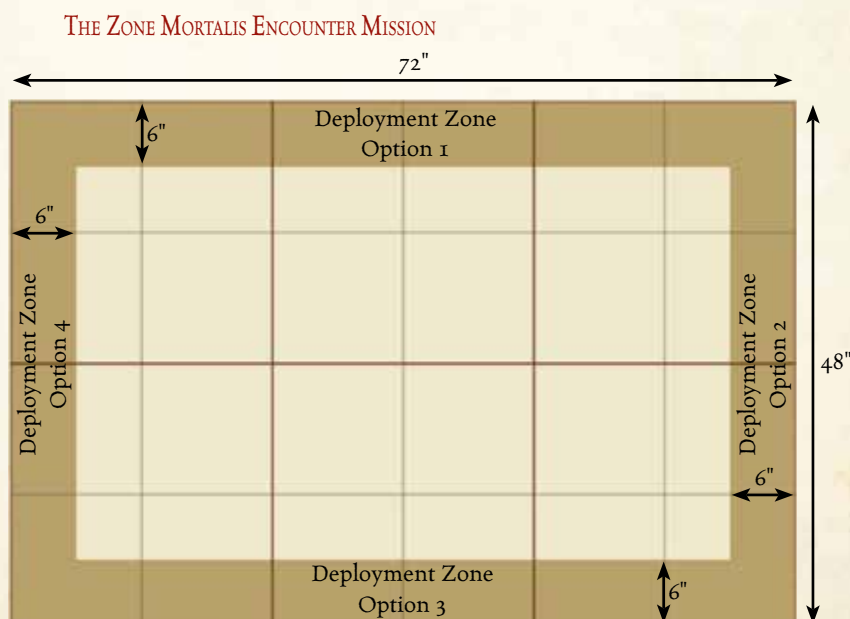
Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory Point

First Blood: The first unit of any kind to be completely destroyed during the game is worth 1 Victory point to the opposing player at the end of the game.

MISSION SPECIAL RULES

- Deadly Ground
- Firestorm and Shrapnel
- Nowhere to Hide
- Blind Panic
- Reaction Fire
- Reserves
- Night Fighting
- Vital Objectives: In the Zone Mortalis Encounter mission, units drawn from either the Troops or Elites allowance count as scoring units where this is called for by the mission. A unit may only ever claim one objective at a time.



ZONE MORTALIS ENCOUNTER MISSION OBJECTIVES

Search and Destroy

This mission represents the vicious struggle to control the Zone Mortalis through brute savagery and attrition, destroying the enemy's forces in detail. Both sides score 1 Victory point for each enemy unit, Independent Character or Walker destroyed. At the end of the battle, the side with the most Victory points is considered the winner.

Capture Ground

The two forces must control the area of the Zone Mortalis and drive out the enemy. This mission goal uses five objective counters. The first of these is deployed as close to the centre of the table as possible, while each side places two additional objectives each anywhere on the table so long as they are not placed within impassable terrain, or less than 6" away from the table edge or within 6" of another objective.

Control of the centre objective is worth 3 Victory points, whereas control of the other objectives is worth 1 Victory point each. The side in control of the most objectives at the end of the game wins.

When playing on a larger table (such as a 6' x 4' Zone Mortalis), increase the number of objectives to seven.

Invasion

The two opposing forces seek to fight their way into enemy-held territory, slaughtering as many of the foe as possible.

For every scoring unit within the enemy deployment zone at the end of the game, the owning player gains 3 Victory points. For every destroyed enemy unit, the player that destroys the unit gains 1 Victory point. The player with the most Victory points at the end of the game wins.

