



Hive Cities across the galaxy served a unique purpose to the forces of the Legiones Astartes, mainly through their populace being used as a labour force to produce raw materials which would go on to create the arms and armour used on the front lines. One such planet, Solomon, was home to chemical planets which sourced fuel, alongside developing and deploying chemical weapons used to cover battlefields in blankets of toxic clouds and rid planets of all life. Having caught wind that a Death Guard contingent was eliminated attempting to protect such manufactoria, Traitor Legions quickly descended into the underhives of Soloman, rushing to rescue what was left of Project Desecration, before the Loyalists could extract and study the chemical weapon.

Welcome to ***Descent unto Desecration***, a 3-game Zone Mortalis event for Horus Heresy! Project Desecration is at risk of being turned against Horus and his rebellion; will you side with the Emperor and extract the project, or team with Horus and attempt to secure what is left of ***Desecration*** or, if need be, destroy it to prevent it from falling into enemy hands?

Ahead of this day, the following items are required:

- A full 1500pts army, legalised for 3rd edition of Horus Heresy games of Zone Mortalis. Some important notes:
 - Please have a copy of your army list, including detachments, Prime Slots and their Benefits, to hand to share with your opponent.
 - **Use of the Legacies PDF is authorised.**
 - **Armies do not have to be fully painted, just built!**
 - Note that while almost every unit can be played, some may be unable to do anything, and others may be immediately removed as casualties. Please see the **Zone Mortalis Rules** section later in this document, or refer to the Journal Tactica.
- An *Age of Darkness* rulebook for 3rd edition. So long as there's 1 rule book and 1 of each necessary army book per table, then that's all good!
- All necessary equipment: dice (including scatter dice), measuring tape, status markers and anything else required for your army.
- **At least one empty/blank base for each unit you have, ideally the same size base.** Some missions use 'Blips', which are unidentified units on scanners, so this will be the way to represent them! **Have a system such that you know what unit is which but it is not immediately obvious to your opponent.** Gameplay details are denoted under the relevant missions. **Note that you just need one base per full unit, so you may not need bases for any character units if they join another unit.**

Itinerary for the Day

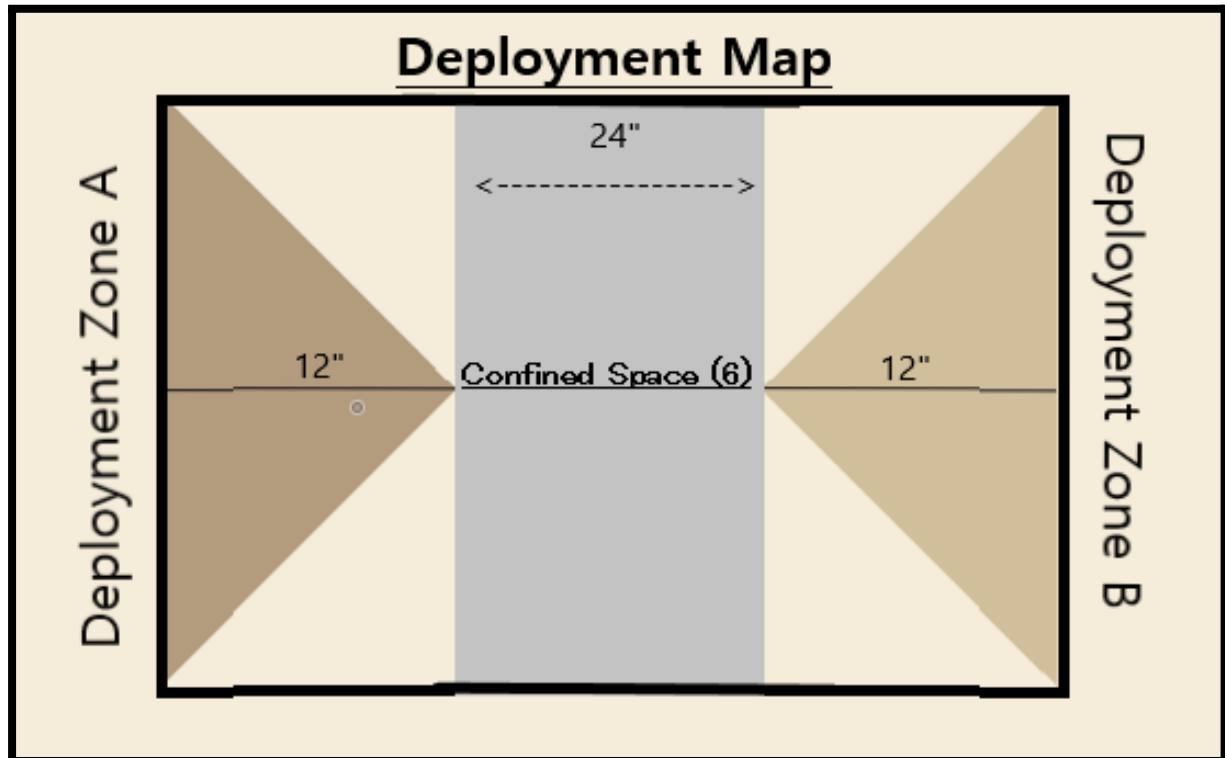
Start Time	End Time	Event
10:30	12:30	Game 1
12:30	1:30	Lunch
1:30	3:30	Game 2
3:30	3:45	Break
3:50	5:35	Game 3
5:40	6:00	Clean up

MISSION 1

Enemy Unknown

"A soldier's most powerful weapon is courage."

Deployment:



Objective Setup

No objectives are used. However, the large grey in the Deployment Map above should be outlined clearly for both players, as it is used for the purpose of scoring the Sector Dominion Secondary Objective. It is 24" wide, 36" long, and 12" deep from each deployment zone.

Primary Objectives:

- **Blood for Blood:** Score 1 Victory Point when the final Model of a unit is removed as a casualty **outside of the Challenge Sub-Phase**.

Secondary Objectives:

- **Sector Dominion (2):** From the 2nd Battle Round on, during your opponent's turn, if you have more Units in the sector above (denoted by the large grey area on the Deployment Map above) **that are not under the effects of any Tactical Statuses**, the Sector is considered **dominated**, and that player scored 2 VP. Units with Line (X) are considered to be 1 + X Units for the purpose of calculating this.
- **Slayer of Champions (3):** Score 3 points if your Model wins a challenge and the unit it returns to is the winner of the overall combat.

Special Rules:

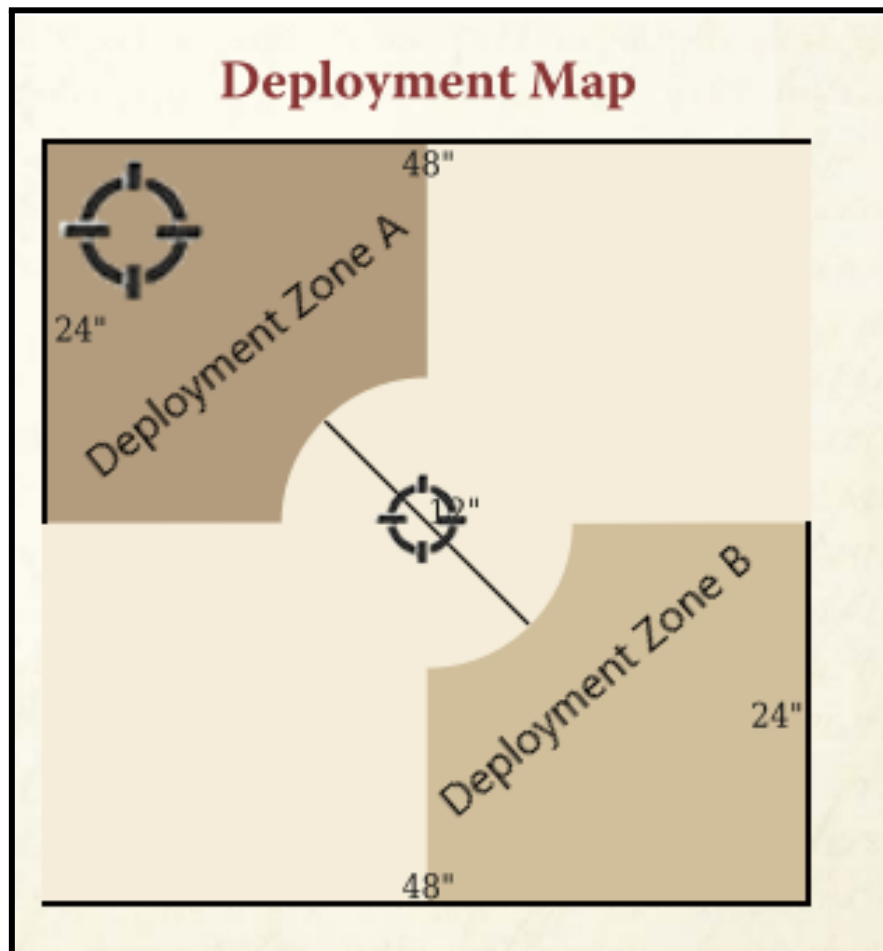
- **Seize the Initiative, Reserves, Blips, Abyssal Darkness, Confined Space**
 - **Blips:** When deploying your units, instead of deploying the units themselves, place down empty bases to represent them as Blips on the enemy's radar. When Line of Sight can be drawn from your unit to an enemy unit, then **both units are revealed**. When this happens, set up the models as close to Unit Coherency as possible, using the Base that was used to represent the Blip as the unit's Sergeant-equivalent, if possible.
 - **Abyssal Darkness:** At the beginning of each battle round, roll a dice: On a 1 or 2, **the middle sector is under the Abyssal Darkness rule**. When in effect, Line of Sight cannot be drawn through more than 6" of an area.
 - **Confined Space:** Unless otherwise stated, each area has Confined Space (10).

MISSION 2

Danger Close

"Only through fire is a strong sword forged."

Deployment:



Objective setup:

- 2 Objectives as follows:
 - One objective in Deployment Zone A, 6" down and 6" across (image gives a rough estimate). **This is the Defender's Bomb Site.**
 - One objective in the centre of the board (about 24" across and 18" down). **This is the Attacker's Payload.**

The Allegiance with the most collective wins from Mission 1 are the Attackers, while the losers are Defenders.

Primary Objectives:

Objectives will differ depending on whether you are the Attacker or Defender.

- **Attacker:**

- **Search and Destroy:** The Attacker's objective is to blow up the opposing player's Bomb Site. This is done by collecting and planting a **Payload** on the Bomb Site and protecting it until it detonates.
 - If an **Infantry** unit moves over a Payload, they can choose to collect it, even if they are no longer in range of it. If they do, that unit has the **Payload Carrier** special rule, detailed under **Special Rules**. The Payload marker joins that unit, but does not count as an extra model in said unit for rules purposes.
 - If a unit with the Payload Carrier special rule is killed, a Payload objective marker is placed where that unit once was, and can be picked up by any other unit.
 - Alternatively, the unit can **Toss Payload**, detailed below.
 - To plant a Payload, you must move at least 1 model from a unit with the Payload Carrier special rule within 3" of the enemy's Bomb Site, and choose to **Deliver Payload**, as detailed below.
 - **For Defenders:** If the Bomb Site has been armed with the Deliver Payload action by an enemy unit, you can use any unit with an Intelligence stat within range to attempt to **Defuse**, as detailed below.
 - If a Bomb Site has been armed, it detonates at the end of the next Game Turn, or, if it is Turn 5, at the end of the Turn. When detonated, use a Large Blast Template centred over the site, with the following profile: S8, AP4, D1.
 - If the Bomb Site is successfully destroyed, **you score 20VP**.
- **Eliminate Hostiles:** Score 2VP for each enemy unit removed as a casualty as a result of your actions, **outside of the Challenge Sub-phase**.

- **Defender:**

- **Eliminate Hostiles:** Score 2VP for each enemy unit removed as a casualty as a result of your actions, **outside of the Challenge Sub-phase**.
- **Defend Priority Assets:** If the Bomb Site remains intact at the end of the game, you score 20VP.

Secondary Objectives:

- **Slayer of Champions (3):** Score 3 points if your Model wins a challenge and the unit it returns to is the winner of the overall combat.

Special Rules:

- **Seize the Initiative, Reserves, Payload Carrier, Deliver Payload, Toss Payload, Defuse, Confined Space**
 - **Payload Carrier:** This unit can use the Deliver Payload action. However, they never benefit from being Stationary.
 - **Deliver Payload (Attackers only):** Select one model in the unit to arm the Payload. That model can shoot as normal, only using Pistols and -1 to Hit tests. All other models can act as normal, except they cannot Charge (but can make Volley Attacks as normal, if applicable). The unit operates as normal in the next Player Turn.
 - **Toss Payload (Attackers only):** The Payload is removed from the current Unit and can be placed anywhere that is up to X" away from the Unit, where X is the highest Strength characteristic of the squad. If another friendly unit is within range, they can take the Payload and gain the **Payload Carrier** special rule.
 - **Defuse (Defenders only):** Select a model within 3" of an armed Bomb Site to make an intelligence check. If passed, the bomb defuses; roll a D6 and a Scatter Dice to see where the Payload is tossed. If failed, roll an additional D6 and consult the below:
 - **1/2/3/4: Failed Defusal** - bomb does not detonate immediately. Another defusal can be attempted by a different unit, if applicable.
 - **5: Contained Detonation** - bomb immediately detonates, using a Small Blast Template at S6, AP5, D1.
 - **6: It Wasn't The Green Wire** - bomb immediately detonates at AP2 instead of AP4.
 - **Confined Space:** Both Deployment Zones have Confined Space (8), while all other areas have Confined Space (6).

MISSION 3

[R E D A C T E D]

“ Madness can sometimes be the path to truth. ”

++ ACCESS DENIED ++

BY ORDER OF BROTHER PERTURABO, PRIMARCH OF THE IVth LEGION

Zone Mortalis: Special Rules & Changes

Zone Mortalis uses a number of special rules, as well as variations on the rules that is used in Horus Heresy 3.0. All changes are outlined in the main Zone Mortalis PDF, [which can be found here](#). The below rules are summarized from said PDF, in order to make it clear and more understandable. Of course, while every effort has been made to ensure that the rules are as written in the original document, some things may have slipped through the cracks or slightly misinterpreted – as such, this should only act as a guide, used alongside the original document.

ZONE MORTALIS: THE BATTLEFIELD

The Ceiling

The Ceiling is something that is in place to prevent Fliers (no Fliers allowed) and Barrage weapons (disables Barrage) from functioning as intended. It is in effect for all ZM battles, and while it does not need to be represented (otherwise we can't see our models!), you do need to remember it is there when required.

Corridors & Chambers

Corridors & Chambers always count as Open Terrain, and always count as Confined Space (10) unless stated otherwise.

If any Model is moved more than 9", roll a D6; remove it as a casualty on a roll of a 1 (called a "Hazard Check").

Walls

You can't shoot through, or draw line of sight through, walls of any kind, for all units, including Antigra units.

Ladders, Stairways & Hatches

Used to travel upwards, Units must be in base contact to use them, and uses the rules of Vertical Travel found in page 234 of the Rulebook.

Barricades

A type of wall, units get a 5+ cover save against ranged weapons if all the following are met:

- The line of sight passes through a Barricade,
- The firing weapon does not contain Barrage,
- The Targets are closer to any Barricade than the Shooting Unit.

Doorways

Gaps in walls that are 2" – 4" wide, they must all have some version of Doorway (X) assigned to it, with X being it's width in inches. **Doors are Fortifications (as per page 191 of the Legacies PDF)**, with an AV of 12 and 3 Hull Points.

Doors are treated as Stationary Vehicles when targeted for charges or attacks. In Melee Combat, hits automatically land, and Detonation weapons can be used against them. Glancing Hits inflict 1 Hull Point of damage automatically, with no roll on the VDT. When "killed", the Doorway remains open and cannot be changed (further details in the next section).

ZONE MORTALIS: MISSION SPECIAL RULES

Abyssal Darkness

You cannot draw Line of Sight past 6" through an area/areas affected by this rule.

Impenetrable Area

You cannot deploy units via Deep Strike, but can deploy them via Reserves as normal. (I.E. they cannot be set up outside of your deployment zone.)

ZONE MORTALIS: SPECIAL RULES/CHANGES FROM NORMAL RULES

Measuring Ranges

When measuring ranges for Movement and Charges, there must be a valid "Path" (IE must be in range of your movement.) For Shooting, you must be in range (have a valid "Path"), and have Line of Sight. In all cases, you can't measure through Walls and Closed Doors.

Barrage Weapons

Barrage Weapons require Line of Sight.

No Fly Zone

Flyer-subtype Models cannot be used in Zone Mortalis, and are counted as a casualty if brought.

Firestorm & Shrapnel (Scatter Dice)

Walls and Closed Doors block Scattering, and if the Centre of the Blast Template hits a wall or closed door, it is resolved from that point, and only affects the "room" that the template is

in (meaning models on the opposite side of a wall to the template, but still under the template, are not affected).

Blind Panic

If a Routed unit passed by or ends their move within 2" of another Unit with a different Status, take a Leadership check in the next Morale Phase; if it fails, that unit is now Routed.

Confined Space (X)

Each part of the board will have some variation of this rule. If it doesn't, treat X as 10, and all variations count as Open Terrain (as described in Corridors & Chambers above), unless there is other Area Terrain is also there (IE sandbags or something to that effect).

Areas with Confined Space are impassable to all models with 3+ Hull Points or the Bulky (X) rule, where the X value of Bulky equals or exceeds the X of Confined Space. This includes Antigrav models.

Doorway (X)

Doorways always count as Impassable Terrain to Vehicles of all types, and to units whose Bulky (X) value is double that of the Doorway (X) value.

Models with Bulky (X) with a value of X greater than the X in Doorway can't make Set-up or Charge moves through Doorways. If a Bulky (X) unit tries to go through a doorway, the difference between Bulky and Doorway's X values is taken away from their movement, but the unit can still move through as normal.

All other units can move through Doorways without restriction (provided they are Open!).

Door States & Operating Doorways

Doors are either Open or Closed. If Open, you can move through it (adhering to the Doorway (X) rule) and draw Line of Sight through it. If Closed, it is Impassable Terrain.

To Open a Doorway, move a model into Base Contact with it, and make an Intelligence check; if passed, the Doorway changes to the opposite state (opens it if closed and vice-versa). You can use the Intelligence stat of any model within 2" of the Doorway.

Crushed

Models can be Crushed if a Doorway closes on them, or if a newly closed Doorway breaks Unit Coherency. Affected models suffered an automatic and immediate S8, AP -, D2 hit. The Doorway from then on is Open Terrain, with the Doorway (X) rule no longer being in effect for that door.

IMPORTANT NOTES ON RULES

Wounds and Hull Points are not the same. If a rule explicitly states it inflicts Wounds on a unit, Vehicles are not affected (as they don't have Wounds).

If a Vehicle needs to make a check for a Stat it doesn't have (IE Willpower), it automatically passes. (This is mentioned somewhere but I need to find it again)

Any further questions?

Hopefully you had fun at today's event! If you want to not only join the great community here but also ask about anything Horus Heresy, 40k, Age of Sigmar and more, then the Underworld Gaming Discord exists! I'd also like to thank them for not only hosting, but for being an amazing FLGS to the Dublin community and beyond.

If you'd like to get in contact with me for whatever reason, then the best way to do so is through Discord, where my username is **tsuroku**. I'm happy to answer any and all questions you have, from list building and taking certain units, to just saying hi!

