The following rules expansion for Warhammer 40,000 deals with some of the most savage arenas of combat conceivable, the battlefields the Codex Tactica Imperialis refers to as ‘Zone Mortalis’—the fatal ground. Such zones, be they the contested decks of a void warship, tangled mine works, lightless under-hives, 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.

These rules offer you the chance to fight desperate battles of your own on such deadly ground and draw heavily upon the Zone Mortalis rules previously published in Imperial Armour Volume 9: The Badab War Part One, which we have updated following feedback we have had from players, and also so they are now compatible with the 6th edition of the Warhammer 40,000 game. 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 battle ought to be! They’re 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 them – hyper-competitive players or those seeking complete predictability in their games will be better served elsewhere.

It is of course no coincidence that this Zone Mortalis expansion has been prepared in concert with Forge World’s Realm of Battle Zone Mortalis Complex terrain in mind, which is perfect for representing the narrow confines and twists and turns 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 such as can be formed using the illustrated tile board from Games Workshop’s Space Hulk game, closely packed Necromunda scenery, and an endless variety of terrain of your own devising can be used in conjunction with this rules expansion.

The Two Modes of Zone Mortalis 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 Warhammer 40,000. 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 xeno-lab, or perhaps even a temple to the Chaos gods where a dark ritual is underway. This can simply be used to divide up the gaming table in a unique and interesting way, or provide an exciting locale 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.

Fighting a Zone Mortalis Battle Mission
The following section offers a variety of optional rules and mission types for playing games of Warhammer 40,000 using only Zone Mortalis terrain and rules, conducting deadly battles and close-quarter actions such as boarding actions, xeno-eradications and desperate tunnel fights.

Most Zone Mortalis missions have an Attacker and a Defender. Which player takes which side must be decided before play. This may be done by mutual agreement or by rolling off and the winner picking which they will be.

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' for around 500 points a side. Larger tables are best used as part of team games.

**Force Selection**
Each force should be selected using the following Force Organisation chart for Zone Mortalis battles, with one Force Organisation chart available up to a 1,000 points a side of play:

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

- Units may not select Dedicated Transport options.
- No unit may have a starting size greater than 15 models before being joined by Independent Characters.
- Vehicles, other than Walkers, may not be chosen unless their models are no more than 4" wide.* Flyers may not be chosen at all.
- Monstrous Creatures needing more than a 60mm round base may not be chosen.*

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

**Warlords**
Each Zone Mortalis force should have its "Warlord" just as per a normal game of Warhammer 40,000, however Warlord Traits (see page 111 of the Warhammer 40,000 rulebook) should only be used for forces of 501 points or more. If Warlord Traits are used, these should be determined after the mission goal has been decided upon but before any deployment is made.
Zone Mortalis Terrain in Warhammer 40,000 Battle Missions

Designating the Terrain

All 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.

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 on the table 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. An accessible 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 hit or penetrating hit to destroy them.

Other Zone Mortalis Special Rules & Terrain Effects

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, and specifically identifiable areas may be classed as Area terrain where this seems sensible (for example, a chamber packed with industrial wreckage or a sewer channel filled with ooze). 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 a standard game, 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+.


- **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.

When fighting in multi-level Zone Mortalis areas, use the same rules for placing blast markers and templates, and assaulting in ruins found in the Warhammer 40,000 rulebook (see pages 100 and 101).

The following forms of Battlefield Debris (see page 104 of the Warhammer 40,000 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, Fuel Reserve, Gun Emplacement and 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. The only exceptions to this are Mole weapons and Eldar D-cannon.

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 – 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. The Mysterious Objective rules should always be considered optional in Zone Mortalis missions.

Reserves and Deep Striking
The rules for Reserves, Scouts and Infiltrators remain unchanged (unless otherwise stated by a specific mission description), but entrance and exit points 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.

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 and templates gain the Shred special rule inside the confines of a Zone Mortalis, reflecting the lethal effect of explosives, flaming liquid and shrapnel in confined areas. In the case of a weapon with a Blast or Template type 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 than in most games of Warhammer 40,000 to be trapped in areas where their avenues of retreat are entirely cut off, 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 result 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 by enemy models while falling back and cannot escape, then it is immediately destroyed.

Blind Panic
If, while falling back, a unit moves through (i.e., within 1" of) another of the player’s own units, 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.

- 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 snap fire attempts, if they are eligible, alongside the rest of the unit’s Reaction Fire.

- Blast weapons may not be used to make Reaction Fire attacks.

- Template weapons may be used in Reaction Fire attacks. If the Reaction Fire roll is successful (see opposite), rather than placing the template, D3 hits are inflicted upon the charging unit by each Template weapon fired by the unit.

- 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., snapshots at BS 1) instead.

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

Additional Optional 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.

Enemy Unknown
While the Night Fighting rules as presented in the Warhammer 40,000 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 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 gain the Rending special rule, 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 special rule now rend on a roll of 5 or 6, 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.

• Weapons and attacks which have the Blast special rule also now cause pinning if they didn’t already.

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.

<table>
<thead>
<tr>
<th>Result</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-5</td>
<td>Stable: No effect.</td>
</tr>
<tr>
<td>6-7</td>
<td>Look Out!: The players roll off and the winner may place a single Large Blast (5&quot;) 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.</td>
</tr>
<tr>
<td>8-9</td>
<td>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).</td>
</tr>
<tr>
<td>10</td>
<td>Tremor: The ground shakes dangerously and shivers and heaves as cracks rip open ceilings and walls unleash debris upon those near them. All clear terrain counts as difficult terrain for this turn only.</td>
</tr>
<tr>
<td>11</td>
<td>Cave-in: The players roll off and the winner may place D3 Large Blast (5&quot;) 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.</td>
</tr>
<tr>
<td>12+</td>
<td>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 it is failed. If a 12+ is rolled again, treat this as having no effect.</td>
</tr>
</tbody>
</table>
THE ZONE MORTALIS ASSAULT MISSION

The following special mission represents a savage assault with command of a vital Zone Mortalis area at stake. One player or team of players takes up the role of the Defenders and one opponent or team of players takes on the role of the Attackers.

Table Set-up
The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. If you are using Forge World’s Zone Mortalis Complex terrain boards, then they may be laid out in an agreed fashion or, alternatively, the players may take turns placing boards so that they take up the playing area, making sure that each table edge has at least one clear entry/exit point per player.

Objectives
Depending on the Mission Goal (see further on), objectives may be used. In this case they should be represented by a model or marker on a 20mm base or a suitable alternative.

Scoring Units
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.

Ending the Game
The game has a variable game length as per a Standard Mission (see page 122 of the Warhammer 40,000 rulebook).

Wipe-out!
Regardless of any other condition, if at the end of the game your enemy has no units left on the table then you are victorious!

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 roll of 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.

Mission Goals
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.

<table>
<thead>
<tr>
<th>D6</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Search and Destroy</td>
</tr>
<tr>
<td>3-4</td>
<td>Force the Breach!</td>
</tr>
<tr>
<td>5-6</td>
<td>Sabotage</td>
</tr>
</tbody>
</table>

Secondary Objectives
Slay the Warlord, First Blood (see page 122 of the Warhammer 40,000 rulebook).

Mission Special Rules
Zone Mortalis Special Rules & Reserves.

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. Kill points are used to determine the victor, with one Kill point scored for each enemy unit, Independent Character or Walker destroyed. At the end of the battle, the side with the highest tally of Kill points is 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. These defences are worth 2 Victory points each. If the Attacker has more Victory points than the Defender at the end of the game, they are the winner. If any other result is the case, the Defender is 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 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 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.

Both forces use the Combatant Force Organisation chart for this mission.

**Table Set-up**
The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. If you are using Forge World’s Zone Mortalis Complex terrain boards, then they may be either laid out in an agreed fashion or alternatively the players may take turns placing boards so that they make up the playing area, making sure that each table edge has at least one clear entry/exit point per player.

**Objectives**
Depending on the Mission Goal (see further on), objectives may be used. In this case they should be represented by a model or marker on a 20mm base or a suitable alternative.

**Scoring Units**
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.

**Ending the Game**
The game has a variable game length as per a Standard mission (see page 122 of the Warhammer 40,000 rulebook).

**Wipe-out!**
Regardless of any other condition, if at the end of the game your enemy has no units left on the table then you are victorious!

**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.

Mission Goals
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.

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<tr>
<td>3-4</td>
<td>Capture Ground</td>
</tr>
<tr>
<td>5-6</td>
<td>Invasion</td>
</tr>
</tbody>
</table>

Secondary Objectives
Slay The Warlord & First Blood (see page 122 of the Warhammer 40,000 rulebook).

Mission Special Rules
Zone Mortalis Special Rules, Reserves & Night Fighting.

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. Kill points are used to determine the victor, with one Kill point scored for each enemy unit, Independent Character or Walker destroyed. At the end of the battle, the side with the highest tally of Kill points is 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 gains 1 Victory point. The player with the most Victory points at the end of the game wins.
Zone Mortalis stratagems is an optional rule that allows unique and unusual tactics, terrain and equipment to play a part in your Zone Mortalis games. It allows you to replicate the conditions of fighting in the shattered towers, sewers and bunker networks of a battle-ravaged city or the dark winding confines of a space station under siege by an enemy force.

The use of such stratagems is neither compulsory nor, strictly speaking, needed, but they can add new dimensions and a few nasty surprises to your games. They also represent a great excuse to indulge your modelling prowess and make some special terrain pieces and purpose-built Zone Mortalis conversions. Wherever possible you should endeavour to represent stratagems suitably on the gaming table, and make absolutely sure your opponent knows what they are, as this is only fair.

As well as there being different stratagems to select, some are only available to an Attacker or Defender and so, as a result, stratagems should only be chosen after which player is taking which role has been decided, but before the forces are deployed or the mission goal has been assigned. You may even want to sort out who is going to be the Attacker and who is the Defender well in advance of the game if you can so you know what models to bring!

There are many possible stratagems, and only a handful are listed here. You can find different stratagems in both the Planetstrike and Cities of Death Warhammer 40,000 expansion books intended for use in those games which you may wish to modify and use where appropriate in your Zone Mortalis assault games, and of course you can make up your own as well by mutual agreement.

Unless specified in their description, each stratagem may only be taken once per force.

**Stratagem Points**

Some stratagems are simply more powerful than others or just more useful in general; this is reflected by a cost in Stratagem points. Stratagem points are also handy for keeping a check on the use of stratagems and making sure they don’t get out of hand in the game. In a Zone Mortalis mission it is recommended that each side has an allowance of 1 Stratagem point, plus an extra 1 Stratagem point for every full 500 points of their force (so a 1,000 point Zone Mortalis force would have 3 Stratagem points to spend, etc).

**Declaring the use of Stratagems**

Players should declare the use of their stratagems when indicated in their description. In most cases this will be readily apparent anyway such as in the case of extra units or special terrain, but if for any reason both sides have a stratagem whose effects would occur at the same time, they should roll-off to determine which one takes effect first.

**Special Terrain**

Some stratagems provide unique terrain pieces with game effects if this is the case then these should be placed by the owning player after the deployment zones have been decided on, but before any models in the force are deployed.

**General Stratagems**

These stratagems are available to both the Attacker and Defender.

**Tunnel Access [Terrain] [3 SP] Declared when Placed**

Your forces have gained access to the conduits and service tunnels in this area of the Zone Mortalis, providing you with a significant advantage – just so long as they don’t collapse first!

You may place three hatch markers anywhere on the table no less than 12” apart from each other, and not in impassable terrain. Should you wish it, any units with the Infantry type in your reserve may enter the game via the Deep Strike rules using one of these hatches only as their chosen arrival point. From this entry point their arrival scatters as normal.

**Flanking Counter Assault [Tactic] [2 SP]**

The player has sent a portion of their forces off in an attempt to outflank enemy forces in the hopes of cutting them off, enabling them to be isolated and destroyed.

Before the game begins, the player may nominate (by writing it down) a single unit that is to be held in reserve to be their flanking force. When this unit becomes available to enter play normally via the Reserves rule, it may use their opponent’s deployment zone table edge to do so if they wish.
**Attacker’s Stratagems**
The following stratagems are available to the Attacker only.

**Interdiction Assault [Terrain] [2 SP] Declared when Placed**
Either through the use of advanced phase-field generators to render the surrounding terrain temporarily out of sync with reality, or the rather more brute force approach of blasting out intervening ferrocrete and earth with seismic charges, the Attacker makes a major breach in either the ceiling, floor or walls from which they have troops poised to make a storm assault.

During the Attacker’s first turn they may place a Blast (3") marker anywhere on the board that is not either touching an enemy model, impassable terrain or an objective. This then scatters D6" (with the Hit symbol indicating the breach is bang on target). If this scatters off the table or into impassable terrain, simply move it as close as possible away from the terrain or board edge. This blast marker now represents the breach point and remains in place for the rest of the battle. Up to one infantry unit per turn arriving as reserves may use this breach to enter play as normal.

**Sustained Assault [Tactic] [3 SP]**
The forces of the Attacker greatly outnumber those of the Defender, allowing them to press on heedless of casualties with reinforcements close at hand.

Before the game, the Attacker may choose a single infantry unit taken as a Troops choice for the army and secretly marks it down. Should that unit be wiped out or fall back, the Attacker may reveal this stratagem and remove the unit from play (if still present) and return it at full strength to their reserves. This may only be done once.

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**Defender’s Stratagems**
The following stratagems are available to the Defender only.

**Defensive Strongpoint [Terrain] [3 SP] Declared When Placed**
After deployment areas are worked out but before any models are deployed, the Defender may nominate one enclosed or semi-enclosed area of terrain to be their defensive strongpoint (alternatively a new piece of terrain such as a small pill box or square of Aegis line may be added to the set-up to represent the stronghold). A small model should also be placed within this area to represent the stronghold’s power generator.

Defending troops within the strongpoint benefit from a 4+ cover save and, in addition, while the stronghold’s power generator is intact (this may be targeted separately as previously stated), models within the strongpoint may re-roll failed shooting attacks which roll a 1 to hit, and the Defending side gets +1 to all Reserves rolls.

**Barricades [Terrain] [1 SP] Declared When Placed**
The Defender has had enough time to get ahead of their Attackers and meet them on prepared ground, utilising barricades and other barriers as protected positions and killing zones.

The Defender has three 4” wide barriers or barricades they can place anywhere on the board after their deployment area has been decided, but before any models are deployed. These barriers provide a 4+ cover save for any model firing from behind them and count as difficult ground for any model trying to cross them.

This stratagem may be taken multiple times.

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**Spearhead Sentry Gun [Terrain] [2 SP] Deployed with Spearhead Forces**
Both attacking Zone Mortalis forces and Defenders often deploy automated weapons system to provide them with fire support, usually covering a vital area or important access chamber. This weapon is a light artillery mount equivalent to an Imperial Tarantula, heavy gun servitor or defence platform. It may not move once deployed, but may freely engage enemy targets in the Shooting phase with a 360 degree arc of fire, so choose its location wisely! It has no crew but is self-targeting and so in the control of the controlling player. The Sentry Gun may make an Overwatch snap shot if assaulted.

- **Sentry Gun - 2 - 6 2 - - - 4+**

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<td>2</td>
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<td>4+</td>
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- **Defensive Strongpoint [Terrain] [3 SP] Declared When Placed**

- **Barricades [Terrain] [1 SP] Declared When Placed**

- **Defender’s Stratagems**

- **Interdiction Assault [Terrain] [2 SP] Declared when Placed**

- **Sustained Assault [Tactic] [3 SP]**

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**Wargear**
- Choose one of the following weapons:
  - Twin-linked heavy bolter
  - Twin-linked heavy flamer
  - Twin-linked assault cannon
Traps [Terrain] [2 SP]
Declared When Placed
The Defender has been able to seed the area with anti-personnel mines, tripwire-bombs, rad-fields and hidden deadfalls, making it a potential death-trap for Attacking forces.

This stratagem may be taken multiple times.

The Defending player gains six trap markers (you can use models on a 20mm base, poker chips or any other convenient counters to represent these). These may be placed by them anywhere on the board after the deployment areas have been decided, but before any models are deployed.

Any model moving within 2” of the centre point of one of these markers during the game has a chance of setting off a trap. In the case of squads, move the whole squad before seeing if the trap goes off. If this happens roll a D6 and apply the following effect:

<table>
<thead>
<tr>
<th>D6</th>
<th>Result</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>No effect</td>
</tr>
<tr>
<td>2-3</td>
<td>Not this time</td>
</tr>
<tr>
<td>4-6</td>
<td>Boom! Place the Large Blast (5”) template centred on the centre point of the trap marker. All models caught in the blast suffer a Strength 4 AP 5 hit. Models with an Armour value (AV) are hit on their Rear armour. The trap marker is removed from play.</td>
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Fire Wasp [Unit] [1 SP]
A Fire Wasp is an Adeptus Mechanicus-produced combat drone used since the early years of the Great Crusade in Zone Mortalis actions to venture ahead of assault parties and help clear them a path. Sent in ahead of a squad and intended to trip mines and other booby traps, the Fire Wasp is an extremely robust device, if a poor fighter. Most standard patterns are equipped with an inbuilt flamer weapon and searchlight device to aid in their mission.

The Fire Wasp is a single model with the following profile which is deployed in addition to the player’s spearhead forces.

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<tr>
<td>2</td>
<td>2</td>
<td>3</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>10</td>
<td>4+</td>
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Unit Composition
• 1 Fire Wasp

Unit Type
• Infantry (40mm base)

Wargear
• Flamer
• Searchlight
• Close combat weapon

Special Rules
• Fearless
• Move Through Cover
• Scout