

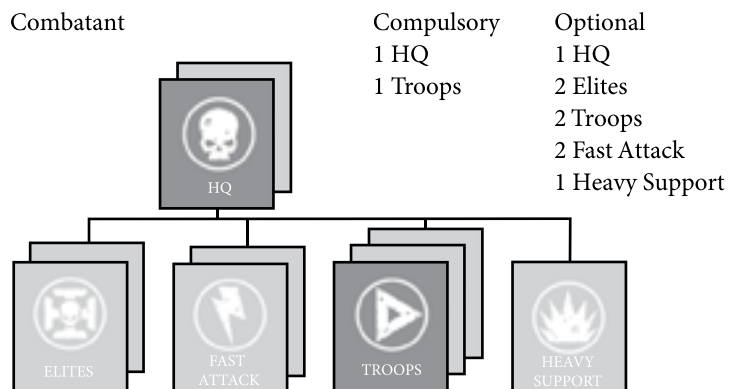
HORUS HERESY

Zone Mortalis- The Scar of Cthonia

In the dark above a ravaged planet's surface, amongst the horror of point blank targeting solutions and withering defensive batteries, Loyalist Legiones Astartes are called upon to execute boarding actions against the Traitor fleet. The XVIth legion light cruiser *Scar of Cthonia* is but one such battlefield from the early days of the Heresy where brother fought brother in the pitiless void.

Ruleset:

This is a Horus Heresy specific variant of 40K utilizing the Zone Mortalis rules. As such, it requires the use of the Forge World Horus Heresy books. In particular pages 168-173 of Book 1 and pages 184-187 of Book 3. Players will need to be quite familiar with this variant ruleset as all the main and optional rules will be in effect, with the lone exception being the "Enemy Unknown" variant.



Forces:

Each participant will bring a boarding team of 500 pts consisting of a single primary detachment using the "Combatant" Force Organization Chart found in Book 1, page 168. This force will be generated from Horus Heresy Books 1-4. No named characters or Dark Age Relics may be chosen. As this is a 500 point list, no Warlord Traits will be rolled for. A printed version of your list will be helpful.

Stratagems:

You may choose 2 pts worth of stratagems from the following list: Breacher Charges, Spearhead Sentry Gun, Lascutter, Firewasp, Traps, Void Hardened Armor, Shock & Awe, Devastation Drone. Details for these stratagems can be found in Book 1 pages 178-181 and Book 3 pages 194-197.

UNIVERSAL RULES

Table Set-up

Scenery will be in set up by event organizers and should not be altered. All Bulkhead doors begin the game closed. Note: Only Infantry Units, Jump Units and Jet Pack Units may freely move through small bulkhead doors!

Larger models must instead destroy small bulkhead doors that they can not normally fit through. Once destroyed, count the new opening as difficult terrain for larger models.

Note: Please leave all provided models with your table at the end of your game!

Ending The Game

Once time is called, the current turn is played out to completion. Otherwise, the game has a variable game length as follows: At the end of Turn 5, one of the players must roll a D6. On a 3+, the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time the game only continues on a roll of 4+. The battle automatically ends at the close of turn 7.

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!

Combat Squads:

Astartes units consisting of 10-15 models may be broken up and deployed into two smaller combat squads of 5+ models for the duration of any game. These count as two separate units but remain a single choice on the Force Organization Chart.

Catastrophic Damage

For 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 appropriate chart, according to the mission. In addition, if any ordnance weapon has been used on the preceding turn add +1 to the total.

MISSION DESCRIPTIONS

Mission: Breach and Clear

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

Mission: Encounter

Two hostile forces are advancing through unknown ground where neither side has the advantage of foreknowledge or tactical control of the area.

Mission: Storm the Bridge

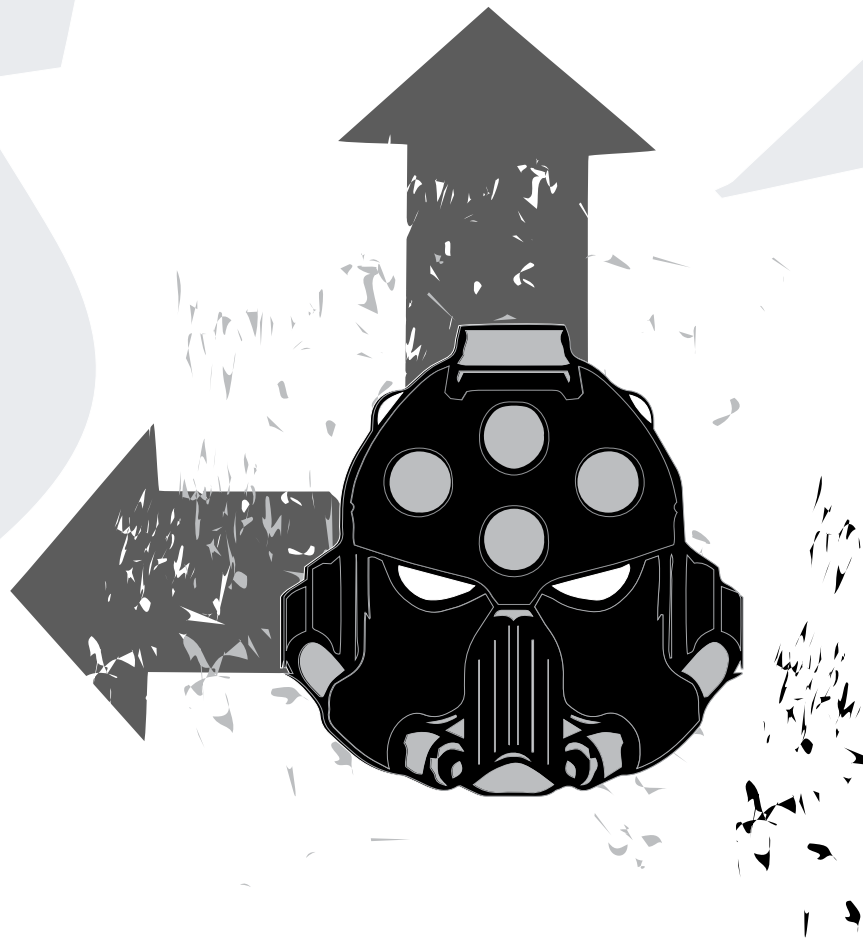
Boarders are attempting to seize the bridge to take control of the ship. The Attackers are joined by two Legion Seeker Marines on a mission to assassinate the ship's Navigator and prevent the ship from escaping into the Warp.

Mission: Capture the Flight Deck

A group of boarders has made its way to the ship's flight decks to prevent it from launching fighters to defend itself.

Mission: Sabatoge the Plasma Drives

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



ZONE MORTALIS CATASTROPHIC DAMAGE CHART

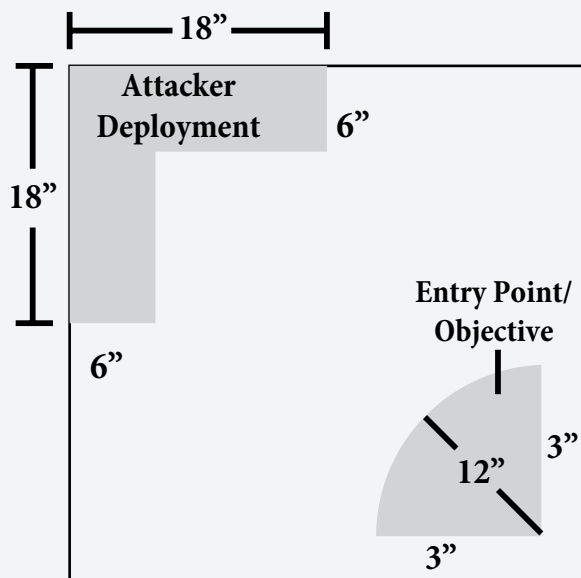
- BLOOD IN THE VOID -

2	Reinforcements	At the start of a player's turn, one of that player's previously destroyed units (if any) may enter into their reserves this turn.
3 - 5	All Clear	No Effect.
6 - 7	Void Debris Field	Radioactive wreckage from destroyed vessels blankets the area in a dense cloud, limiting visibility and wrecking havoc with targeting systems. For this turn only all models have their Ballistic reduced by -2 (to a minimum of 1). In addition, all successful armor saves that rolled a "6" must be re-rolled. Models with Hardened Armour or Void Hardened Armour, an Armour value (AV), or has a save of 2+ may ignore this effect.
8 - 9	Hull Quake	The ship's hull bucks and shakes, and gravity fluctuates wildly. All clear terrain is counted as difficult terrain for this turn, and already existing difficult terrain is counted as both difficult and dangerous terrain for this turn.
10	Internal Explosion	Deck plating buckles outward as internal systems vent explosions and wreckage out into the void. Players take turns placing D2+1 Large Blast templates on the table. Players roll off to see who places first. Templates scatter as normal, any model caught under a temple suffers a S5 AP4 Pinning hit on their rear armor.
11	Plasma Venting	Burning plasma and violent electronic discharges arc from structure to structure across the hull. Players take turns placing D3+1 flamer templates with the small end touching any structure or objective on the tabletop. Players roll off to see who places first. Any model caught under a temple suffers a S5 AP4 Rending, Volkite hit.
12	Lance Strike	The battlefield is torn assunder as a nearby vessel's lance weaponry strikes the area! Players take turns placing D3+1 Large Blast templates on the table. Players roll off to see who places first. Templates always scatter 3D6, any model caught under a temple suffers a S10 AP1, Pinning hit.

ZONE MORTALIS CATASTROPHIC DAMAGE CHART - BOARDING ACTIONS -

2	Reinforcements	At the start of a player's turn, one of that player's previously destroyed units (if any) may enter into their reserves this turn.
3 - 5	Stable	No effect.
6 - 7	Power Surge	The ship's energy systems go into violent spasm, blowing out lighting arrays and either plunging the area into darkness or flooding it with a blaze of sparks. Night Fighting rules are now in effect this turn. If they were already in effect, they no longer apply this turn. Additionally, bulkhead and airlock doors may either open or shut on their own on a D6 roll of 5+ (roll for each one separately).
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 reduced by -1 (to a minimum of 1). Additionally, no Reaction Fire attacks can be made.
10	Depressurisation	The players roll off and the winner indicates an area of the board entirely bounded by walls and or door sections. Any doors in this section immediately close if they were open and the area becomes subject to the Cold Void special rule for the remainder of the game. Should any door bounding the area be opened or destroyed, the effect extends to the adjacent area as far as the next set of walls and doors, which themselves automatically shut.
11	Graviton Rad-Wave	The area experiences a deadly plasma drive containment failure, sending a wave of radioactive horror through the vessel. All terrain, even clear terrain, is counted as difficult and dangerous terrain for this turn. Additionally, all applicable units are now considered to have Rad Grenades plus their weaponry has the Rad-phage special rule for the remainder of the game.
12	Lance Strike	The battlefield is torn assunder as a nearby vessel's lance weaponry strikes the area! Players take turns placing D3+1 Large Blast templates on the table. Players roll off to see who places first. Templates always scatter 3D6, any model caught under a temple suffers a S10 AP1, Pinning hit.

MISSION: BREACH AND CLEAR



Primary Objectives

At the end of the game, the Attackers gain 1 Victory point for each Cogitator Array destroyed. The Defenders gain 1 Victory point for each enemy unit destroyed. The side which controls the Entry Point Objective gains 3 Victory points.

Secondary Objectives

Slay The Warlord & Attrition (the player who has destroyed the highest number of enemy units at the end of the game gains an additional Victory Point.)

Scoring Units

All units count as scoring. Units drawn from either the Troops or Elites allowance gain the Objective Secured special rule. A unit may only ever claim one objective at a time. Important Zone Mortalis Note: In order to claim or contest an objective an eligible unit must have a model in base contact with it.

Deployment

Before the game begins, both sides should divide their forces into two equal groups based on their number of units. If there is an odd number of units, then a single group simply will have one more unit in it. Players must then decide which of these two forces is to be their spearhead and which is to be their reserve.

The Attacker chooses a corner and places their spearhead force within 6" of the table edge. This is the Attacker's deployment zone. (see map for example) The Defender places the Entry Point Objective within 12" of the opposite corner, at least 3" from any table edge, and 1" from any other terrain. Next, players take turns placing the five

Cogitator Arrays, starting with the Attacker. These may be placed anywhere on the table other than within 6" of a table edge or 12" of each other. The Defender finally places his spearhead force anywhere on the table, so long as they remain more than 12" from an enemy model and not in the Attacker's deployment zone.

First Turn

The Attacking player goes first.

MISSION SPECIAL RULES

Zone Mortalis Special Rules, Cold Void, The Hungry Stars, Scattered Reserves, Catastrophic Damage

Cold Void

All weapons and attacks with a Strength of 4 or higher now cause the Rending effect (weapons and attacks which already have the Rending effect 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.

The Hungry Stars

Blast attacks which would cause a Pinning test, instead impose a Strength test. Any model caught in the blast who survives which fails this Strength test is removed as a casualty as they are sent spinning helplessly into the void! Models with Hardened Armour or Void Hardened Armour, an Armour value (AV), or has a save of 2+ may re-roll failed Strength tests.

Jump infantry who move over 6" in the Movement phase must test for dangerous terrain. Models who fail are lost to the void and removed as casualties.

Scattered Reserves

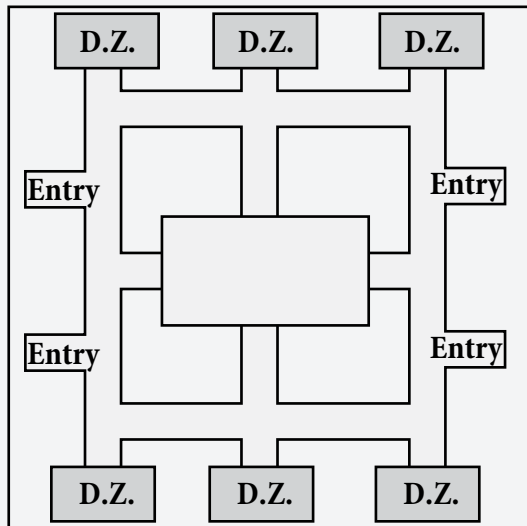
All the standard rules for Reserves apply with the following stipulations. When placing Reserves, models may choose to enter from any table edge. However, Defenders may not choose to enter through the Attacker's deployment zone.

Catastrophic Damage

This mission uses the "Blood in the Void" chart.



MISSION: ENCOUNTER



D.Z.= Deployment Zone

Primary Objectives

For each 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.

Secondary Objectives

Slay The Warlord & Attrition (the player who has destroyed the highest number of enemy units at the end of the game gains an additional Victory Point.

Scoring Units

Units drawn from either the Troops or Elites allowance count as scoring units. A unit may only ever claim one objective at a time.

Deployment

Before the game begins, both sides should divide their forces into two equal groups based on their number of units. If there is an odd number of units, then a single group simply will have one more unit in it. Players must then decide which of these two forces is to be their spearhead and which is to be their reserve.

Players roll off, the winner choosing which of the table edges is to be their deployment zone, and deploys units from their spearhead force within any of the rooms on their table edge. Then their opponent deploys their spearhead force on the opposite table edge in the same manner.

First Turn

The player or side which deployed first has the first turn unless their opponent can steal the initiative.



MISSION SPECIAL RULES

Zone Mortalis Special Rules, Night Fighting, Cautious Reserves ,Bulkhead Door Control, Catastrophic Damage

Cautious Reserves

All the standard rules for Reserves apply with the following stipulations. When placing Reserves, you may do so from any of the entry points, found on the table edges to your left or right, so long as the entry point chosen has no enemy units within 6". This distance is not measured "as the crow flies" but in terms of actual transversable inches - i.e. no cutting corners.

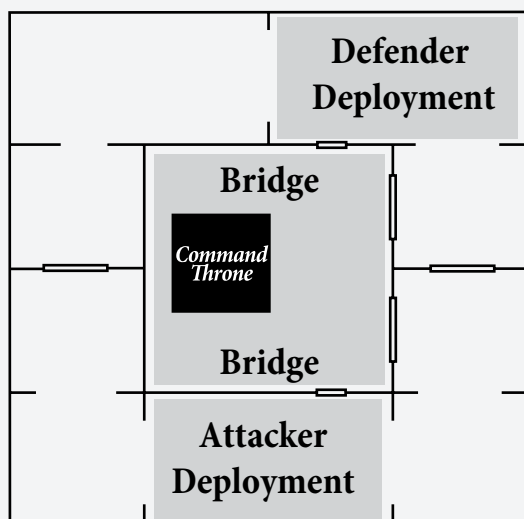
Bulkhead Control

All the rooms with bulkheads along a player's table edge are considered Controlled by them and as such treats them as Accessible by their units, but units belonging to enemy forces treat them as being Locked. The remaining bulkheads on the table are considered Accessible.

Catastrophic Damage

This mission uses the "Boarding Actions" chart.

MISSION: STORM THE BRIDGE



Primary Objectives

Assassinate the Navigator - At the end of the game, if the Navigator has been slain, the Attacker earns 3 Victory points. If the Navigator is not slain, the Defender earns 3 victory points.

Secondary Objectives

Seize the Bridge - Each side earns an additional victory point for each of its scoring units entirely within the Bridge and not falling back.

Scoring Units

All units count as scoring.

Deployment

Before the game begins, both sides should divide their forces into two equal groups based on their number of units. If there is an odd number of units, then a single group simply will have one more unit in it. Players must then decide which of these two forces is to be their spearhead and which is to be their reserve.

The Defender places their spearhead force in their designated deployment zone (see diagram.) The Defender places the Navigator model on the Bridge (see diagram). The Attacker places their spearhead force in their designated deployment zone (see diagram).

First Turn

The Defending Player goes first.

Special Units

The Defending force will include an Expeditionary Navigator (provided by tournament organizers.) Printout of Rules and equipment will be provided. The Navigator deploys separately but is an Independent Character and may join a unit.

The Attacking force will include Two Legion Seeker models. (provided by tournament organizers.) Printout of Rules and equipment will be provided. The Seekers permanently join an infantry unit or form their own two-man unit. The two Seeker models "Marked for Death" Special Rule is applied to the Navigator and any unit he has currently joined.

MISSION SPECIAL RULES

Zone Mortalis special rules, Scattered Reserves, Command Throne, Bulkhead Door Control, Catastrophic Damage

Scattered Reserves

All the standard rules for Reserves apply with the following stipulations. When placing Reserves, models may choose to enter from either player's table edge.

Command Throne

While the Expedition Navigator is in or in base contact with the Command Throne, it has the Fearless and Counter-attack special rules, as do all friendly models on the bridge section of the Zone Mortalis board.

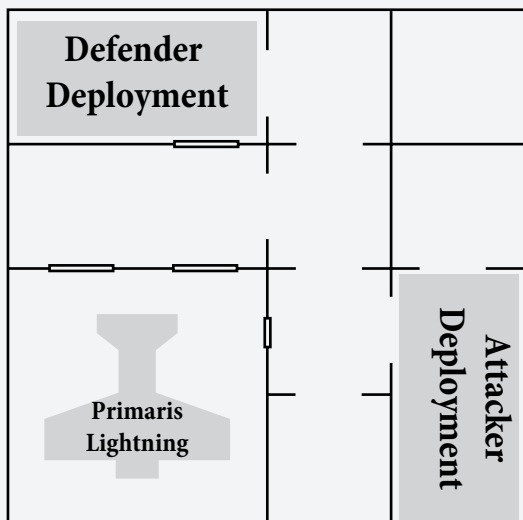
Bulkhead Door Control

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

Catastrophic Damage

This mission uses the "Boarding Actions" chart.

MISSION: CAPTURE THE FLIGHT DECK



Primary Objectives

Destroy the Primaris Lightning Strike Fighter - At the end of the game, if the Lightning Fighter has been destroyed, the Attacker earns 3 Victory points. If the Lightning has not been destroyed, the Defender earns 3 victory points.

The Lightning Fighter is secured by a powerful gravatronic field and counts as having an Armor Value of 11, Two Hull Points and has a 4+ Invulnerable save against shooting and blast attacks.

Secondary Objectives

Search and Destroy - One victory point is awarded for each enemy unit destroyed.

Deployment

Before the game begins, both sides should divide their forces into two equal groups based on their number of units. If there is an odd number of units, then a single group simply will have one more unit in it. Players must then decide which of these two forces is to be their spearhead and which is to be their reserve.

The Defender places their spearhead force in their designated deployment zone (see diagram.) The Attacker places their spearhead force in their designated deployment zone (see diagram.)

First Turn

The Defending Player goes first.



MISSION SPECIAL RULES

Zone Mortalis special rules, Lift Off!, Scattered Reserves, Bulkhead Door Control, Catastrophic Damage

Lift Off!

At the end of Turn 4, if the Lightning Strike Fighter has not been destroyed, the pilot makes an emergency takeoff. The three launch bay bulkheads slam shut, the outer hull door opens, and the fighter lifts off. Any models present in the launch bay must pass an initiative test at a -2 or be sucked into the void. At the beginning of Turn 5, the outer hull door re-seals itself and the bulkhead doors reopen.

Scattered Reserves

All the standard rules for Reserves apply with the following stipulations. When placing Reserves, models may choose to enter from either player's deployment zone.

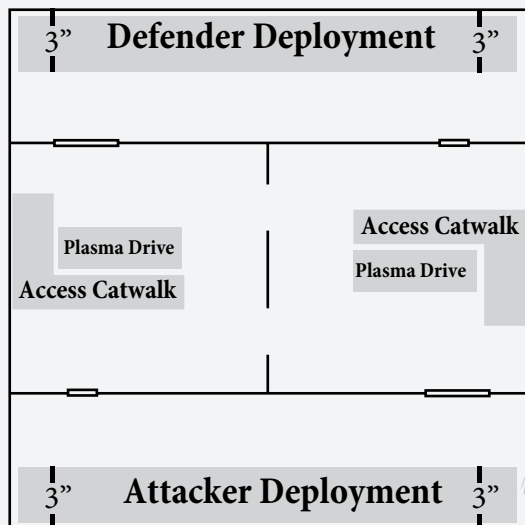
Bulkhead Door Control

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

Catastrophic Damage

This mission uses the "Boarding Actions" chart.

MISSION: SABOTAGE THE PLASMA DRIVES



Primary Objectives

Destroy the Plasma Coils - At the end of the game, the Attackers gain one victory point for each of the four Plasma Coils destroyed. The defender gains one victory point for each Plasma Coil still on the table. Plasma Coils count as having an Armor Value of 11, one Hull Point and have a 4+ Invulnerable save against shooting and blast attacks.

Secondary Objectives

Slay The Warlord & Last Man Standing (The side with the greatest number of surviving units at the end of the game gains an extra Victory point.)

Deployment

Before the game begins, both sides should divide their forces into two equal groups based on their number of units. If there is an odd number of units, then a single group simply will have one more unit in it. Players must then decide which of these two forces is to be their spearhead and which is to be their reserve.

The Defender places their spearhead force in their designated deployment zone (see diagram.) The Attacker places their spearhead force in their designated deployment zone (see diagram.)

First Turn

The Defending Player goes first.

MISSION SPECIAL RULES

Zone Mortalis special rules, Scattered Reserves, Cascade Failure, Bulkhead Door Control, Catastrophic Damage

Scattered Reserves

All the standard rules for Reserves apply with the following stipulations. When placing Reserves, models may choose to enter from either player's table edge.

Cascade Failure

When a Plasma Coil is destroyed, roll a D6. On a 6, it explodes. Center a Large Blast Template over the Plasma Coil and work out damage at S7 AP2. Furthermore, roll a D6 for the next closest Plasma Coil. On a 6 that Plasma Coil Explodes too. Keep rolling for each Plasma Coil in this way, until one does not explode or no more remain. The attacker gains VPs for Plasma Coils destroyed in this manner.

Bulkhead Door Control

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

Catastrophic Damage

This mission uses the "Boarding Actions" chart.