

# Horus Heresy – Zone Mortalis

## Random Mission Generator Cards



### CARD SET UP AND GETTING STARTED

**Step 1:** Divide the cards into their four types, DEPLOYMENT, PRIMARY MISSION, SECONDARY MISSIONS and FUN STUFF.

**Step 2:** After shuffling the piles, draw the top 3 cards of each type and place them face up in rows.



**Step 3:** Roll off with your opponent.

**Step 4:** Starting with the winner, begin choosing a single card you do not like and remove it from the available selection. Continue this until there are only 1 of each type of card left. This is your game scenario. Read the cards carefully, it will tell you when to place OBJECTIVES if required.

**Step 5:** Using markers/counters or any acceptable method, setup the deployment zones on the table.

**Step 6:** Once the zones are in place and identifiable - roll off. The winner gets to choose to use Player A or Player B deployments zones.

**Step 7:** Roll a D6. On a result of 1 to 3, use the STANDARD setup option. On a result of 4 to 6, use the ALTERNATE method.

**OBJECTIVES:** If your scenario has objectives, they may be placed any where on the table that is 6" from a table edge and 12" from another objective. If the card has a specific caveats regarding placement ensure to follow its directions as well.

**NIGHT FIGHT:** On a 4 or 5 there is Night Fighting on Turn 1. On the roll of a 6, it is Night Fight from Turn 5 onwards.

### STANDARD GAME SETUP

**Step 1:** Roll for NIGHT FIGHT, WARLORD TRAITS and PSYCHIC POWERS.

**Step 2:** Roll off with your opponent. The winner gets to choose to go first or second.

**Step 3:** The First player deploys their whole army, including declaring any RESERVES and their method of entry.

**Step 4:** The Second player deploy their whole army and declares RESERVES as required as well.

**Step 5:** Starting with the player who deployed first, setup any INFILTRATE units as required.

**Step 6:** The player going second may attempt to seize the initiative. Commence Turn 1.

### ALTERNATE GAME SETUP

**Step 1:** Roll for NIGHT FIGHT, WARLORD TRAITS and PSYCHIC POWERS.

**Step 2:** Roll off with your opponent. The winner gets to choose to go first or second.

**Step 3:** Starting with the First player, players alternate deploying a single unit at a time onto the battlefield until only INFILTRATORS remain. Do not forget to declare any units that are staying in RESERVE and their method of arrival as it becomes their turn to be deployed.

**Step 4:** Once all units from both sides are down, roll off and deploy INFILTRATORS starting with the dice winner.

**Step 5:** Once both armies are fully deployed and/or nominated as reserves. Roll off to see who gets first turn.

**RESERVES:** As units are declared to be in RESERVE, you must nominate how they are entering the battlefield (DEEP STRIKE, OUTFLANK, STANDARD EDGE)

**INFILTRATORS:** Can be deployed anywhere on the board that is at least 18" away from the opponent. If the infiltrating unit is NOT in LOS to any enemy, it may deploy within 12"



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## Quick Reference Guide



### Firestorm and Shrapnel

BLAST and TEMPLATE weapons gain SHRED. If the weapon already had one of those special rules it gains +1 STRENGTH.

### Nowhere to Hide

In ZM the victorious side in an ASSAULT may reroll their SWEEPING ADVANCE roll if they wish.

### Blind Panic

In ZM if a unit FALLS BACK within 1 inch of a Friendly unit they must also take an immediate MORALE check. FEARLESS units ignore this.

### Reaction Fire

Roll a D6. If it is under the majority INITIATIVE score of the unit it may conduct a Reaction Fire instead of OVERWATCH. Use your Normal BS instead of BS 1 in reaction to an assault.

- PISTOLS, ASSAULT and RAPID FIRE weapons may be used for a Reaction Fire.
- HEAVY may be used if unit also has RELENTLESS.
- BLAST Weapons MAY NOT be used.
- TEMPLATE weapons may be used, rather than placing the template it causes D3 hits instead.

If a REACTION FIRE roll is failed you may OVERWATCH instead.

### Cold Void and Poisoned Air

All STRENGTH 4 weapons or higher now count as RENDING, unless the target has HARDERED ARMOUR, is a vehicle or has a 2+ SAVE. IF a unit is mixed apply RENDING hits to more vulnerable targets first.

Weapons that are already RENDING now rend on a 5+.

Weapons which are BLAST also now cause PINNING.