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| Midwest Conquest 2023 |
| The Amber Strand, a Phyrix Incursion |
| Zone Mortalis Mission Pack |

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# A picture containing night sky Description automatically generatedThe Amber Strand Zone Mortalis Big Team Battle Mission

After the losses the forces of the Warmaster suffered in the Outer Reaches, they fight with a desperate fervor, knowing that defeat means eternal damnation. They employ a mixture of brutal close combat and ranged firepower, their weapons modified to unleash deadly toxins, warp-infused energy, or daemonic power. The traitors lurk in the shadows, using guerilla tactics, traps, and ambushes to turn the tight corridors and confined spaces against their loyalist foes.

The Loyalists press forward, undeterred by the overwhelming odds, their unwavering loyalty to the Emperor or their Legion driving them ever onward. Seizing critical structures in the abandoned halls of the amber strand will allow them to strengthen their foothold and erode the early gains of the traitors.

The fighting in the Amber Strand is characterized by brutal melee engagements, with Loyalists and traitors clashing in furious hand-to-hand combat. Chainswords roar, power fists smash through armor, and lightning claws rend flesh as the combatants fight tooth and nail for supremacy. Every encounter is a test of skill, strength, and endurance.

The battle rages on, corridors filled with the bodies of fallen warriors from both sides. Yet the halls of beneath the surface are unstable, the ancient artifice that holds them together strained by the fighting above. Scout reports mention vast quakes and halls suddenly filling with vented gases. The fight for the complex will test the legionnaires sent below and both sides must capture what they can before the tunnel system collapses further.

## **Overview**

Each team will select a General who will make team decisions, if one cannot be selected, one will be chosen for you.

**Alternate Deployments**

This version of ZM supports several alternate deployment methods. The number of players which may choose to use them is based on the number of players on each team. Ultimately, the decision of which players will use these alternate deployments ultimately falls to each team’s General.

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| Up to 3 players | 1 Alternate Deployment |
| Up to 6 players | 2 Alternate Deployments |
| Up to 9 Players | 3 Alternate Deployments |
| More than 9 Players | 4 Alternate Deployments |
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**Teleport Assault** – Place a marker after deployment, at the beginning of their team’s turn, the Teleport Assault player may move the marker up to 24” or may deploy their army within 9” of the marker. The interceptor reaction is allowed for one unit in each enemy player’s army which can draw line of sight to units arriving in this way. Units which arrive using this method may not charge the turn they arrive. If all your models cannot be deployed in this manner, move the marker up to 24” immediately and deploy any remaining models in the next turn.

**Outflank Assault** – Place a marker after deployment, at the beginning of their team’s turn, the Flanking Assault player may move the marker up to 24” or may deploy their army within 9” of the marker. The interceptor reaction is allowed for one unit in each enemy player’s army which can draw line of sight to units arriving in this way. Units which arrive using this method may not charge the turn they arrive. If all your models cannot be deployed in this manner, move the marker up to 24” immediately and deploy any remaining models in the next turn.

**Infiltrate** – This player deploys their entire army using the Infiltrate special rule.

**Army Coherency** – Whenever models are deployed, they must be deployed within 6” of another unit from that player’s army.

**Objectives**

5 objectives will be placed approximately center and spaced out. If a player controls one of these objectives at the end of their turn, their faction scores 2 victory points. At the end of Turn 4, each of the objectives is worth 6 campaign points to the faction that controls them, and will confer the following control benefits until they are lost. At the end of the game, the faction with the most victory points scores the difference between the 2 faction’s victory point totals as campaign points.

## A picture containing night sky Description automatically generated**Objective Control Benefits**

1. Communications Array – Allows the controlling faction to apply a +1 to your reserve rolls or -1 to enemy reserve rolls, chosen at the start of each game.
2. Orbital Defense Array – One randomly determined table in each Battlezone gain access to the following weapon. Scatters 4D6. Can’t be used turn 1.

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|  | Range | S | AP | Type |
| Orbital Defense Array | Unlimited | 8 | 6 | Ordinance 1, Apocalyptic Mega-Blast, Rending (6+), Pinning |

1. Archaeotech Research Facility – Whenever a player of the controlling faction activates and Point of Interest, they may draw 2 Archaeotech or NPC cards and discard one.
2. Inertial Dampener Control – Whenever a roll on the Catastrophic Damage Table is made, the team which controls this objective may add or subtract 1 from the roll to determine the result of the Catastrophic Damage.
3. Power Substation – If, in the active players movement phase they control this objective, the controlling player may turn lights in D6 rooms on or off. These rooms will have the Night Fighting rules active until changed by the Power Control Center.
   1. If your target is in a room with Night Fighting active, but you are not, the Ballistics Skill and Range modifiers apply.
   2. If you are in a room with Night Fighting active, you suffer the -1 Leadership modifier.

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**The Hazards of Zone Mortalis**

Fighting in the bunker complexes of the Amber Strand is made deadlier by the unstable nature of the ancient machinery left behind by the those who came before. This is represented by using the Catastrophic Damage table described below. One of the perils of battle underground or within a building in a war zone is the risk of bringing the roof down on yourself and being buried alive or crushed under tons of earth or masonry.

When this special rule is in effect, in every turn after the ﬁrst each Team’s Generals 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 was used or Dreadnought or Automata explosions have occurred on the preceding turn add +1 to the total.

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| Result | Effect |
| 2-5 - Stable | No effect. |
| 6-7 - Look Out! | Each Team’s Generals roll off and the winner may place a single Massive Blast (7") 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. |
| 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 unleash debris upon those near them. All clear terrain counts as difﬁcult terrain for this turn only. |
| 11 – Cave-in | Each Team’s Generals 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 weapon. Any model caught under a template suffers a Strength 5 AP 4 hit and must take a Pinning check. |
| 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 tons 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. |

**Additional Notes**

Walls which go all the way to the ceiling will be marked. Other walls may be climbed on top of using ladders, which require 3” of movement to climb. Any models which ignore vertical distance when they move may move onto or off of a wall but must treat such a move as dangerous terrain.

Each faction will have a very strict 45 minutes to complete their turn. Any actions which exceed this 45 minute limit will finish resolving the dice roll they are currently rolling but will not continue.