

# ZONE MORTALIS

# KHAYON'S REVENGE

As Daravek's Death Guard forces board the Vengeful Spirit, Khayon rushes to meet the Chaos Lord and avenge his previous defeats.

## THE ARMIES

Each player selects a Battle-forged army of 1,000 points. The Attacker must select a Death Guard army that includes Thagus Derevek. The Defender must select a Black Legion army that includes Khayon the Black.

## THE BATTLEFIELD

The Zone Mortalis battlefield is a tangled labyrinth of passageways and chambers, and should be represented appropriately. Starting with the Defender, players take turns placing board tiles until they have set up a full board.

Once the table is set up, split the table into quarters. The Defender chooses their table quarter, and the Attacker takes the opposite quarter.

## DEPLOYMENT

Starting with the Attacker, the players alternate deploying units in their deployment zones

## FIRST TURN

The Attacker has the first turn. The Defender may attempt to Seize the Initiative. To do so, the Defender rolls a D6. On a 6, the Defender takes the first turn.

## DOORS

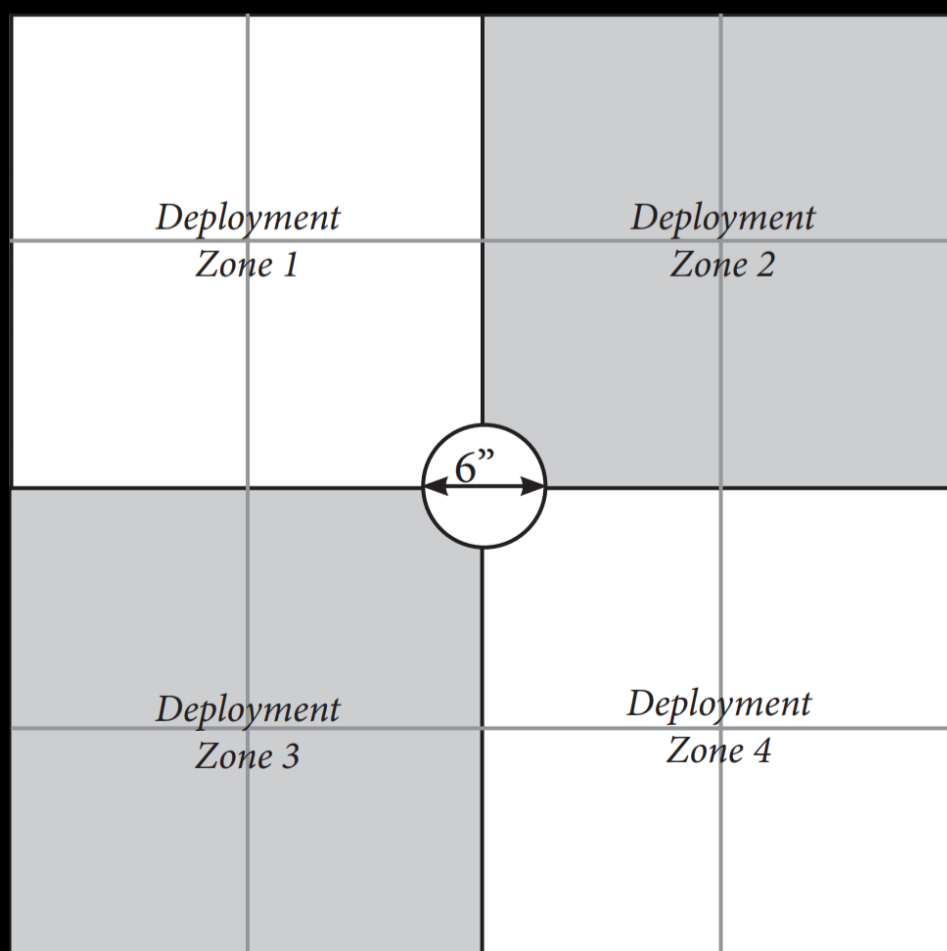
Doors in this mission are **Accessible**.

## GAME LENGTH

This game lasts until either Khayon or Thagus Daravek is dead. There can be no end while they both stand.

## VICTORY CONDITIONS

At the end of the game, if Thagus Daravek has been killed, then the Defender is the winner. If Khayon the Black has been killed, the Attacker wins. If both have been killed, the mission ends in a draw.



# ZONE MORTALIS

## THE EMPEROR'S CHAMPION

As Khayon and Daravek clash on the Vengeful Spirit, Abaddon and his closest warriors have boarded the Eternal Crusader, hellbent on cutting off the head of their enemy. It would be no easy battle however, as they'd find themselves face to face with the Emperor's Champion...

### THE ARMIES

Each player selects a Battle-forged army of 1,000 points. The Attacker must select a Black Legion army that includes Abaddon Ascendant. The Defender must select a Black Templars army that includes Sigismund. Each character must be the Warlord for their armies.

### THE BATTLEFIELD

The Zone Mortalis battlefield is a tangled labyrinth of passageways and chambers, and should be represented appropriately. Starting with the Defender, players take turns placing board tiles until they have set up a full board.

Once the table is set up, split the table into quarters. The Defender chooses their table quarter, and the Attacker takes the opposite quarter. The Defender then places one Objective Marker in their Deployment.

### DEPLOYMENT

Starting with the Attacker, the players alternate deploying units in their deployment zones

### FIRST TURN

The Attacker has the first turn.

### DOORS

Doors in this mission are **Controlled** by the defender.

### GAME LENGTH

This game lasts six turns. If Abaddon is killed, the game ends

immediately and the Defenders win.

### VICTORY CONDITIONS

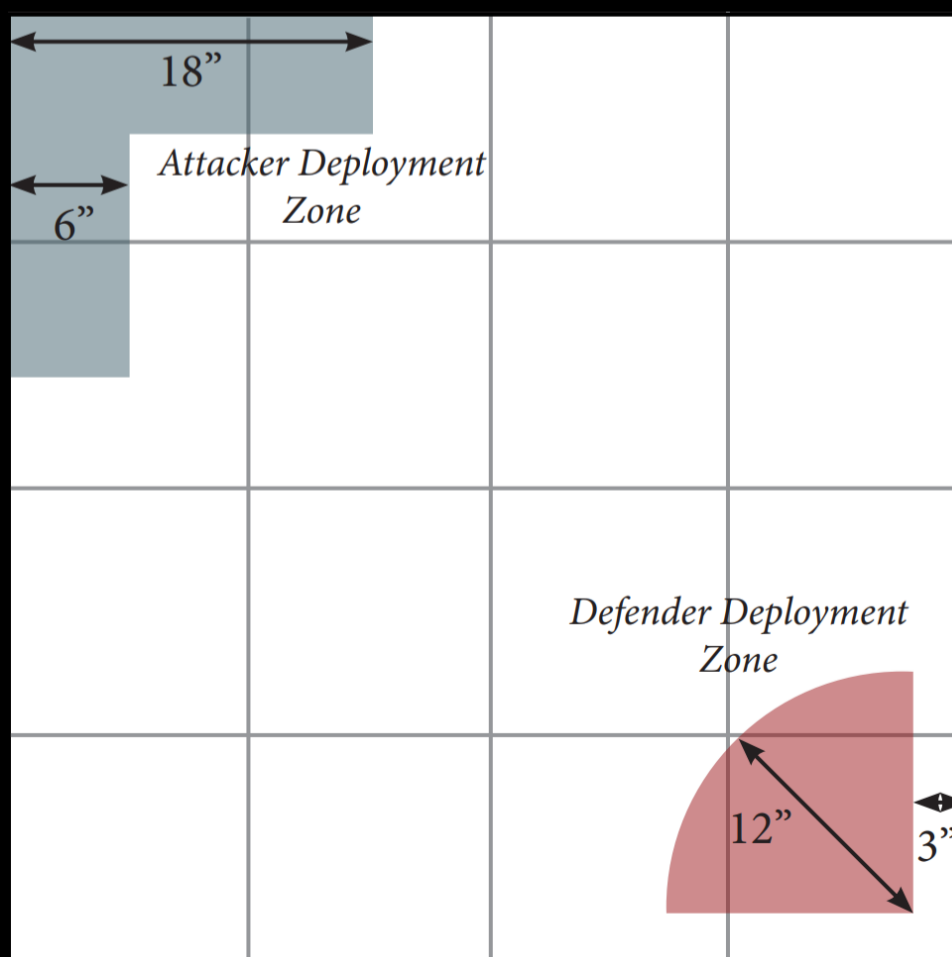
At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

**Repel the Attackers:** The Defender scores 1 Victory Point for enemy each unit that is completely destroyed. Units brought back as reinforcements are counted as a new unit for the purposes of tallying Victory Points.

**Slay the Warlord:** If the enemy Warlord has been slain during the battle, you score 5 Victory Points.

**Attrition:** The player who destroyed the most enemy units scores 1 Victory Point.

**Secure the Entry:** The player who controls the objective marker in the Defender's deployment zone scores 3 Victory Points.





## ABADDON ASCENDANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Abaddon Ascendant	6"	2+	2+	4	4	7	6	10	2+

Abaddon Ascendant is a single model armed with a master-crafted power sword and the Talon of Horus.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Talon of Horus (melee)	Melee	Melee	x2	-4	D3	-
Talon of Horus (shooting)	24"	Rapid Fire 2	4	-1	D3	-
Master Crafted Power Sword	Melee	Melee	+1	-3	2	Each time the bearer fights, it can make 1 additional attack with this weapon.

### ABILITIES

**Death to the False Emperor** (pg 118)

**The Warmaster:** If your army is Battle-forged and Abaddon Ascendant is your Warlord, you receive 2 additional Command Points.

**Dark Destiny:** Abaddon Ascendant has a 4+ invulnerable save. In addition, all damage suffered by Abaddon is halved (rounding up).

**Lord of the Black Legion:** You can re-roll hit rolls for friendly **BLACK LEGION** units while they are within 6" of Abaddon Ascendant. Friendly **BLACK LEGION** units automatically pass Morale tests while they are within 6" of Abaddon Ascendant.

### FACTION KEYWORDS

CHAOS, HERETIC ASTARTES, BLACK LEGION

### KEYWORDS

CHARACTER, INFANTRY, CHAOS LORD, TERMINATOR, ABADDON THE DESPOILER

### POINTS VALUES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Abaddon Ascendant	1	200

**Warlord Trait:** If Abaddon Ascendant is your Warlord, he must be given the **First Among Traitors** Warlord Trait.



# SIGISMUND

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sigismund	6"	2+	2+	4	4	5	6	9	2+

Sigismund is a single model armed with the Black Sword, a bolt pistol, and frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Black Sword	Melee	Melee	+2	-3	D3	When resolving an attack made by this weapon against a CHARACTER or MONSTER, you can re-roll the wound roll.
Bolt pistol	12"	Pistol 1	4	0	1	-

**ABILITIES**

**Angels of Death** (see Codex: Space Marines)

**Dolorous Fighter:** When resolving an attack made by this model in the Fight phase against an enemy CHARACTER model, successful invulnerable saves must be re-rolled.

**Skillful Parry:** When resolving an attack against this model in the Fight phase, subtract 1 from the hit roll.

**Chapter Master:** You can re-roll hit rolls for friendly BLACK TEMPLARS units while they are within 6" of Sigismund.

**Iron Halo:** This model has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, IMPERIAL FISTS, BLACK TEMPLARS

**KEYWORDS** CHARACTER, INFANTRY, CHAPTER MASTER, EMPEROR'S CHAMPION

POINTS VALUES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Sigismund	1	200

**Warlord Trait:** If Sigismund is your Warlord, he must be given the **Death's Champion** Warlord Trait.

### Death's Champion

Friendly BLACK TEMPLARS units within 6" of this Warlord can re-roll wound rolls of 1 in the Fight phase and always fight first in the Fight phase. If the opponent has units that have charged or with a similar ability, alternate choosing units to fight, starting with the player whose turn it is.



## KHAYON THE BLACK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khayon the Black	6"	3+	3+	4	4	5	3	9	3+
Khayon the Black is a single model armed with a bolt pistol, frag and krag grenades, and Sacramentum									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Sacramentum	Melee	Melee		+1	-3	2	-		
Bolt pistol	12"	Pistol 1		4	0	1	-		
ABILITIES	<p><b>Death to the False Emperor</b> (pg 118)</p> <p><b>Archmagus:</b> Add 1 to Psychic Tests made for this model.</p> <p><b>Sorcerous Shielding:</b> This model has a 4+ invulnerable save.</p> <p><b>Yoked Automata:</b> You can re-roll hit rolls of 1 for friendly <b>BLACK LEGION RUBRIC MARINES</b> units within 6" of this model.</p>								
PSYKER	This model can manifest three psychic powers in each friendly Psychic phase, and can attempt to deny two psychic powers in each enemy Psychic phase. It knows the Smite psychic power and three psychic powers from the Dark Hereticus and/or Discipline of Change.								
FACTION KEYWORDS	CHAOS, HERETIC ASTARTES, BLACK LEGION								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, SORCERER, KHAYON THE BLACK, TZEENTCH								

### POINTS VALUES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Khayon the Black	1	130

**Warlord Trait:** If Khayon the Black is your Warlord, he must be given the **Warp Lord** Warlord Trait.



## THAGUS DARAVEK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daravek	4"	2+	2+	4	5	6	5	9	2+

Khayon the Black is a single model armed with a bolt pistol, frag and krag grenades, and a Blighted Axe

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blighted Axe	Melee	Melee	+1	-2	2	You can re-roll failed wound rolls for this weapon.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-

**ABILITIES**

Death to the False Emperor (pg 118), Disgustingly Resilient

**Sigil of Corruption** This model has a 4+ invulnerable save.

**Lord of the Death Guard:** You can re-roll hit rolls of 1 for friendly **DEATH GUARD** units within 6" of this model.

**FACTION KEYWORDS** CHAOS, HERETIC ASTARTES, DEATH GUARD

**KEYWORDS** CHARACTER, INFANTRY, CHAOS LORD, NURGLE, DARAVEK, TERMINATOR

### POINTS VALUES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Thagus Daravek	1	110

**Warlord Trait:** If Thagus Daravek is your Warlord, he must be given the **Hulking Physique** Warlord Trait.