

ZONE MORTALIS - SKY HOOK

With an outer shield of metal and fierce energy storms raging in his higher orbit, Zopyrus VI is a difficult prospect to assault. The planet is dotted with dozens of structures, which appear to be a form of orbital elevators (known to the Imperium as Skyhooks). If a faction is to control Zopyrus VI, they must control the Skyhooks and use them to journey down below the planet's defences. The Skyhook-platforms are not designed to take battle on, which will undoubtedly engulf them and their delicate balance is likely to be disturbed by an too heavy assault, potentially hurling all of the combatants to their deaths.

THE ARMIES

This is a Zone Mortalis expansion and uses its rules with the following exceptions. Your Skyhook army must be no more than 1.000 points and is selected using the Zone Mortalis combatant Force Organisation Chart.

THE BATTLEFIELD

The Skyhook battlefield is designed to be played on a 4'x4' gaming surface. Use many open Zone Mortalis tiles - imagine this is a Huge Lift! The terrain has been predetermined by the two players. Expect it to get crowded on those platforms! Best use some tanks and containers as terrain.

DEPLOYMENT

Before deploying their forces, each player should first roll for their warlord traits and psychic powers where necessary. Divide the battlefield into four quarters and roll off to determine the player who may chose the first quarter as his deployment zone. The second player has to take the opposite deployment zone. After setting up the terrain and determining who gets the first turn, the player going second places the first of the D2 mission objectives. If there is an second objective it is placed by the other player. Objectives are represented by markers with 40mm diameter. An objective-marker does not count as terrain. Objectives may not be placed in impassable terrain, nor within 6" of a table edge or a deployment zone.

The player who has chosen his deployment zone first now sets up his first unit into his deployment zone according the following list:

- Heavy Support
- Standard
- Elite
- HQ
- Fast Attack

After that the second player sets up his first unit into his deployment Zone according the list above. Repeat this until all units are set up.

FIRST TURN

The player or side which deployed first all of his units has to take the first turn unless their opponent can seize the initiative.

GAME LENGTH

The game has a random number of turns.

VICTORY CONDITION

Victory in this mission is decided by victory points. The player with the highest total at the end of the game is deemed the winner.

PRIMARY OBJECTIVE

At the start of every movement phase, beginning with the second game turn, before any reserve rolls are made, it is time to check if a player receives victory points. Regardless of the proximity of enemy units, once a friendly unit is within 3" of an objective marker it gains control of the objective for this friendly turn and the controlling player immediately receives 1VP. At the end of the game, players earn extra victory points: If a unit controls an objective after the last turn has ended, and there are no enemy units within 3" of this objective, the controlling player receives an additional 5VPs.

CONTROLLING AN OBJECTIVE

Any unit (except for Vehicles, pinned or fleeing units) can claim or contest an objective in their own turn or at the end of the game.

SCORING UNITS

Units taken as troop choices on the Forge Organisation Chart or with the Objective Secure special rules are considered scoring units for the Skyhook missions. A player gains an additional +1VPs for an objective that is controlled by a scoring unit (including if it is held at the end of the game with no enemy within 3" as detailed above).

SECONDARY OBJECTIVE

Slay the Warlord

SPECIAL RULES

Only units entering the game via deep strike may be held in reserve.

THE TILT

The whipping winds and rapid descent of the Skyhook do not make it a comfortable platform to wage war on. At the start of each game turn roll a scatter dice to determine the 'tilt' of the Skyhook platform. Any game effect that scatters (including those for shooting or unstable footing but not for deep striking) do so in the direction indicated for the whole turn. A roll of a hit still scatters in the direction indicated on the hit die.

UNSTABLE FOOTING

All units are affected with the exception of permanent hovering units as jetbikes or skimmers. The affected units, must roll a D6 at the start of their turn. On a roll of 2+ the unit scatters d6+2". On a roll of a 1 the unit instead scatters 3D6". Any models that leave the board edge count as being destroyed. This represents the rapidly moving and unstable platform on which they are fighting, slipping from beneath them and pitching them headlong over the edge. This 'slide' does not count as movement for the unit, but for the purposes of firing heavy weapons etc. the unit counts as being moved.

Sliding through an enemy unit or difficult terrain counts as dangerous terrain (no armour saves allowed). Units engaged in Assault must scatter separately and both are then allowed a free Pile In move in order to remain locked by keeping at least one model in base contact with an enemy model. If the units are unable to remain locked in combat ensure there is a 1" gap between them and they are considered unengaged.

