



ADEPTICON 2018

ZONE MORTALIS

EVENT DATES: 03.22.2018 - 03.23.2018

LAST UPDATE: 01.23.2018

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes, other than FAQ updates after a new release, will be made to the event after 2/1/2018.

ARMY CONSTRUCTION

- Armies will consist of **750 points** or less, consisting of a single Primary Detachment and must conform to the following Force Organization restrictions (this detachment grants 3 Command Points & all Battle Forged armies gain an additional 3 Command Points):
 - 1-2 HQ
 - 1-3 Troops (you **MUST** bring at least one Troop choice)
 - 0-2 Elite
 - 0-2 Fast Attack
 - 0-1 Heavy Support
- Players **MUST** use the same army list throughout the tournament.
- Codices that are released prior to March 1st, 2018 will be allowed in this event. Forge World army lists and material from the Horus Heresy books **WILL NOT** be allowed in this event.
- Forces selected for the Zone Mortalis event should be chosen from their Codex as normal, with the following exceptions:
 - Units may not select Dedicated Transport options.
 - No unit may have a starting size greater than 15 models.
 - Vehicles, other than Walkers, may not be chosen unless their models are no more than 4" wide.
 - Flyers may not be chosen at all.
 - Monstrous Creatures needing more than a 60mm round base may not be chosen.
- Imperial Armor Units (Forge World) may be in used (i.e. are allowed) in this event.
- Fortifications, Lords of War Units, Forge World army lists and material from the Horus Heresy books **WILL NOT** be allowed in this event.

GENERAL RULES

- The Warhammer 40,000 8th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used. In the case of a conflict between printed and digital versions, the most recent update or FAQ will take precedence.
- The AdeptiCon 2018 Warhammer 40K Rules Addendum and FAQ (coming soon) will be used to resolve additional rules disputes. Please use the [AdeptiCon Warhammer 40K FAQ Submission Form](#) to submit any questions concerning this event.
- Each player must bring a Warhammer 40,000 rulebook and the codex (or codices) represented in their army, a copy of the Zone Mortalis rules (a printout of the PDF is sufficient) and all materials needed to play a game/report the results - including dice, measuring devices, templates, and a writing implement.
- A separate printed army list is required for the judges and each of your opponents. Each army list **MUST** contain the following details: Player Name, Faction/Codex used and have their Warlord clearly designated.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and 3-colors).
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the



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feedback form on the [AdeptiCon 2018 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!

- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

CLARIFICATIONS

- First turn will be determined by a die roll, with the person who finished deployment first receiving +1 to the roll.
- Special Deployment (Deep Strike, Infiltrate, Scouting, Webway, etc.) are allowed. Any unit using this type of deployment must roll a dice for each model in the unit, any rolls of 1 result in a model being removed from the unit.
- Special Deployment (From the Skies, Burrowing, etc.) are **NOT** allowed.
- Weapons that roll D3/D6 for number of shots/hits (Flamers, Frag Missile, Frag Grenades, etc.) may choose to reroll the die to determine the number of shots/hits.
- Cold Void: Weapons that are STR 4 or higher gain AP -3, on wound rolls of 6+. If the weapon already gains -AP on 6+ rolls, it now gains it on wound rolls of 5+.
- No Where to Hide: If required to make a morale test due to close combat loses, roll 2 dice and take the highest.
- Weapons which normally do not require Line of Sight to their target, **DO** require Line of Sight in games of Zone Mortalis. They may still be fired, using the profile provided in the appropriate codex, but **MUST** select a target which they can draw Line of Sight to (except Mole Mortars and Eldar D-weapons).
- Psychic powers that do not require Line of Sight are used normally in games of Zone Mortalis, except those that are required to make To Hit rolls using the psyker's BS:
 - When measuring the range of a psychic power that requires you to draw a line, do not extend the line of effect through a wall or closed door (but the power can effect damage to the door).

SCENARIOS, SCORING & AWARDS

- Each player will play three games against three different opponents.
- Each game will last approximately 1 hour and 15.
- Prizes will be awarded during these games for participation and achieving certain mission objectives.

BEWARE ODDITIES

When you play Zone Mortalis, it is important to remember that these games approach Warhammer 40,000 in a way that was not originally conceived by the designers. This means odd stuff will crop up which you need to sort out 'on the fly'. The best way to resolve these issues is to ask yourself the following:

1. Is there any existing Warhammer 40,000 rule you can use as a precedent?
2. What is the most reasonable thing that would happen in this situation?
3. What are the two most likely outcomes and then roll a D6:
 - 1-3 = Go with solution 1
 - 4-6 = Go with solution 2
4. If all else fails, ask the event organizer or judge, however, the judge's decision is final.



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CATASTRØPHIC DAMAGE TABLE - BURIED ALIVE!

At the start of game turn 2 and each turn thereafter, both players roll and D6 and add the results together.

2D6	Result
2-5	Stable: No effect.
6-7	Look Out!: The players roll off and the winner may choose a single enemy unit not in combat. That unit suffers D6 Strength 5, AP -1, 1 dmg hits.
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 -1 (to a minimum of BS6).
10	Tremor: The ground shakes dangerously and shivers and heaves as cracks rip open ceilings and walls unleash debris upon those near them. All units must roll two dice before moving take the highest.
11	Cave-in: The players roll off and the winner may choose D3 Large Blast units not in combat anywhere on the table to represent a cave-in. Any units chosen suffer D6 Strength 5, AP -1, 1 dmg hits and must take a Leadership check. If failed units move at half speed next movement phase.
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). Characters may re-roll this test if it is failed. If a 12+ is rolled again, treat this as having no effect

STRATAGEMS

Tunnel Access (3CP): Place 3 hatch marker 12" apart and 6" from a table edge. You may place up to two infantry units into reserve. Deploy both units at the end your movement phase within 6" of a hatch and more than 9" from an enemy unit. Roll a die for each model deployed this way, for each roll of 1 a model is removed.

Flanking Counter Assault (2CP): Place 1 infantry unit in reserve. Must be deployed at the end of your movement phase within 3" of enemy deployment edge and more than 9" from an enemy model

- Roll a die for each model deployed this way, for each roll of 1 a model is removed.
- Cannot use both Tunnel Access & Flanking Counter Assault.

Sustained Assault (3CP): Declare you are using this stratagem before deployment. Secretly choose one of your non-character infantry unit. When this unit is destroyed they may redeploy at the end of your next movement phase within 6" of your table edge. Does not cost reinforcement points. Does award Kill Points if used each time it is destroyed.

Booby Traps/Sentry Guns (2CP): Use when an enemy units (Deploys, Appears, Comes on to the table, etc.) with 12" of one of your units. Enemy loses models on rolls of 1 and 2.

Barricades (1CP): Gain Three 4" Barricaded, May be placed anywhere on the tables (players musts provide their own barricades).

Reactive Fire (1CP): Select a unit firing overwatch. That over watch is resolved at full ballistic skill for Pistol, rapid fire, and assault weapons.