Goon Mortalis

This is the Goonhammer Approved Zone Mortalis Mission pack for the 2024 June Open.
This is meant to depict horrid close quarter battles on a spaceship boarding action, designed to finish quickly, so a support force can be deployed , or a second Goon Mortalis game can be played in a single slot..
This uses some of the rules from the Siege of Cthonia mission pack, but not others. If the rule is not included here, it is assumed to be missing.

List Selection

Armies are 1250pt, created as per the main GHO mission pack with a Zone Mortalis Organisation chart, with the following additional requirements:

- Max 1 Dreadnought.
- No Pride of the Legion.
- All battlefields will use ceilings, so the use of Jump Infantry is not advised.
- All missions will contain 3-4 objectives, but all infantry units will be able to capture them as per "Special Rule: Objective Secured". You are advised to bring a good amount of Line.

Designer's Note: We do not recommend running Militia. Deployment zones in this board are small, benefitting elite forces, and you run 100+ infantry you will end up putting most of your units in reserve. You're welcome to try.

Board Design

We're using a 36" by 36" battlefield, filled with a set of GW 40k Boarding Actions terrain plus some additional scatter.

Each board should have a curvy but unobstructed "lane" running around the outside edge without (single width) doors, and another similar "lane" running horizontally from one neutral board edge to the other. Terrain created a large and a small room on each side of the board alongside these lanes. Scatter should be added to the table where possible. It should be impossible to draw a straight line from one deployment zone to another, or from one neutral board edge to another.

Deployment and First Turn

In all missions, the attacker deploys first and goes first. Seize the Initiative cannot be used in any mission.

Game Length

The game ends at the end of Turn 5.

Goon Mortalis Rules

The following Siege of Cthonia rules ARE in place:
- Corridors and Chambers
- Moving Through Terrain
- Zone Mortalis Terrain Pieces (Walls, Doors, Barricades, Debris, Hazardous Debris)
- Measuring Ranges in Zone Mortalis
- Ranges in Zone Mortalis
- Barrage Weapons in Zone Mortalis
- Reactions in Zone Mortalis
- Objective Markers
- Firestorm and Shrapnel
- Nowhere To Hide
- Blind Panic

The following Siege of Cthonia rules ARE NOT in place:
- System Override
- Zone Mortalis Terrain Pieces (Ladders, Stairways and Hatches)
- Deployment and Reinforcements
- Zone Mortalis Secondary Objectives

Special Rule: Objective Secured

Any infantry unit without a 2+ save can hold an objective as if they have the Line Keyword.
Units with the Line Keyword can hold an objective even if there are other infantry units within range of the objective, unless that unit also has the Line keyword.

Special Rule: Hatch Fighting

When deciding who is available to fight during the Assault Phase, any infantry model in base contact with a Door is in engagement range of an enemy model if that model is within engagement range of the door.

Reserves and Special Deployment

Reserves enter without a roll. They canarrive:
- From their own board edge from Turn 2
- The side board edges on Turn 3
- The opponent's board edge on turn 4.

nits cannot assault the turn they arrive and can only Snap Fire ranged weapons. Interceptor does not apply.
Units with Deep Strike, Scout, Flank or Infiltrate may arrive reserve on turn earlier than on the above table (their own board edge turn 1, side board edges turn 2, etc).
Units may not Deep Strike or Outflank.
Units with the Infiltrate cannot deploy units and instead gain the Scout Rule.

Zone Mortalis Missions

Mission 1: Boarding Assault

The attackers must breach the enemy vessel and gain a precious foothold.

Deployment

Each player may deploy units wholly within 4" of their table edge. Players deploy their entire army on the board, and Reserve Points from the Siege of Cthonia book will not be in use.

Placing Objectives

Players take turns, starting with the player who chose to deploy first and go first, to play 2 objective markers each. Each player must place an objective marker in their opponent's deployment zone and one in no man's land. No objective marks may be within 2" of a board edge or 12" from another objective.

Primary Mission: Seize the Decks

At the start of each player's turn, starting on the 2nd turn, that players gains 1 pt for each objective they control. On the final turn, the defender scores victory points at the end of their turn, not the start.

Secondaries

Slay The Warlord

Mission 2: Assault Critical Systems

The attackers have made it deep into the vessel, and must now destroy vital infrastructure on the vessel.

Deployment

The attacker may deploy units wholly within 4" of their table edge. The defender may deploy units on their half of the table. Players can deploy their entire army on the board, and Reserve Points from the Siege of Cthonia book will not be in use.

Placing Objectives

Players take turns, starting with the defender, placing three Critical Infrastructure Objectives (dressed up tin cans or other suitable scatter terrain) in the defender's deployment zone. No objective marks may be within 12" from another objective.

Primary Mission: Destroy Infrastructure

The attacker must destroy the Critical Infrastructure Objectives. These are AV11/11/11 HP3 Vehicles. Don't roll on the damage table for penetrating hits. When the objective is destroyed, they always explode hitting ever unit within D6 with the following profile:

When destroyed, they explode D6 inches with one of the following profiles:
1. Virus Bombs Str 1 AP2 Poisoned 3+ Pinning
2. Munitions St8 AP3 Pinning
3. Promethium St5 AP4 Shellshock Pinning
4. Computer Systems (No attack, all doors on the table lock)
5. Propulsion Systems (Roll a scatter dice and a D6, every model on the board moves that distance in that direction. If they hit a wall, obstacle or another model they stop moving.)
6. No effect

If a Critical Infrastructure Objective is destroyed, the attacker gains 1 VP.. If they survive until the end of the game, the defender gains 1 VP.

Secondaries

Slay The Warlord

Mission 3: Bloodbath

Ground be damned! Wet the decks with blood, no matter the cost!

Deployment

Each player may deploy units wholly within 4" of their table edge. Reserve Points from the Siege of Cthonia book will not be in use and the

Placing Objectives

When a unit is destroyed, place an objective marker beneath the last model to be removed. Continue placing objectives when units are destroyed until 5 objectives are on the battlefield.

Primary Mission: Rout the Enemy

At the end of the final turn, the players gain 1 VP for each objective they hold.

Secondaries

Slay The Warlord