THE HORUS HERESY
BETRAYAL AT CALTH

WHITE DWARF EXCLUSIVE SCENARIO: SPOILS OF WAR

The battle lines are drawn beneath the surface of Calth, the Ultramarines holding their ground against the Word Bearers. Yet the brutal onslaught of the XVII Legion has left both sides desperately low on ammunition. As the Ultramarines search out hidden caches of weapons and munitions, the Word Bearers infiltrate their lines, waiting for the right moment to strike and steal their contents. Yet one amongst the Word Bearers is not so subtle in their approach to warfare…

'The blast door is sealed, my lord, but I can't say for how long,' said Antius. The adamantium bulkhead behind him reverberated with a crash, dust and rocks falling from the cavern ceiling high above.

'Then let us not tarry here. We have an urgent mission to complete,' replied Captain Aethon, striding into the gloom of the arcology's storage facilities. Sergeant Thaddeus, his once-blue armour streaked with dirt and blood, ushered his men after Aethon, his eyes glancing back at the blast door. A bestial roar came from the other side followed by the rending squeal of a powered fist tearing through solid metal. Never one to feel fear, Thaddeus was nevertheless thankful that the Word Bearers Dreadnought was contained for the time being. The Ultramarines had already passed the remains of Squad Herxes, a testament to its berserk fury.

'Thaddeus, with me,' bellowed Aethon from up ahead. The veteran sergeant sprinted past his men to stand beside his captain. Aethon loomed over him, his Terminator armour eclipsing the scant light from the overhead gantries. 'There are ammunition crates scattered throughout the arcology,' explained Aethon quickly. 'Herxes – Guilliman remember him – gave his life to activate the teleporters in this quadrant and we must use them to get ammunition to our battle-brothers.' Thaddeus, peering through the darkness, could see large containers stacked against the walls of the cavern, some half-buried in rubble blown loose by detonations on the levels above.

'Amphion, Cerialis,' barked Thaddeus, 'move those crates over to the freight teleporter on our right.' A distant roar and a dull clang of metal hitting metal resounded behind them. The blast door. 'Belay that order, use the teleporter ahead, mark 18 on your display.' Thaddeus blink-clicked an icon on his helmet display and his battle-brothers moved to obey. 'Senecio, Merenus, take the next stack of crates to mark 19.' The two Ultramarines nodded an affirmative and ran to the crates, dragging them bodily from the rubble. The rest of Thaddeus's squad stood on guard, ever-watchful for signs of the Word Bearers.

'Sergeant!' Thaddeus turned to see Cerialis holding out an ammunition crate. 'Someone's tampered with the gene-locks. They're secure, but someone's been here before us.'

A guttural roar erupted from the darkness behind them, followed closely by the bark of bolters. 'That's not the only thing we have to worry about,' snarled Aethon. 'Weapons up!'

FORCES

The Ultramarines Force consists of Captain Aethon and one Legion Veteran Tactical Squad. The Word Bearers Force consists of one Legion Veteran Tactical Squad and Sor Gharax.

You will also need six regular six-sided dice, which will be used to represent munitions crates as described below.

SET-UP AND INITIATIVE

First, set up the six dice as shown on the map to represent the munitions crates. Make sure the numbers match those shown.

Then, the Ultramarines player sets up Captain Aethon and his Legion Veteran Tactical Squad anywhere in the Ultramarines Deployment Zone.

Finally, the Word Bearers player sets up his Legion Veteran Tactical Squad anywhere in the Word Bearers Deployment Zone, and sets up Sor Gharax in the Access Way hex.

The Ultramarines player takes the Initiative in the first round.

COMMAND CARDS

The Ultramarines player takes the Melta Bomb and Krak Grenade Command Cards into his hand. The Word Bearers player takes two random Command Cards into his hand. Each player then creates a Command Deck of five random cards.

SPECIAL RULES

Low Ammo: Whenever a unit makes a Shoot action, halve the Firepower of each model's Ranged Weapon (rounding up). Note that this does not affect Critical Effects – for example, a Plasma Gun's critical effect still adds 4 dice to the roll.

Munitions Crates: Each of the dice represents a munitions crate. The number it shows is its ammo value, representing how much ammunition it contains. A hex can contain any number of munitions crates. If a unit in the same hex as a munitions crate makes a Run, Advance or Consolidate action, each model in the unit can carry one crate along with it as it moves. A unit cannot carry any munitions crates when it Retreats or when it advances as part of an assault action.

Desperate Measures: If an Ultramarines unit is in the same hex as any munitions crates when it makes a Shoot action, the Ultramarines player can declare before rolling the dice that they will make use of the crate's contents. If they do so, reduce the ammo value of one crate in the hex by 1 (or remove the dice, if it cannot go any lower) and pick a model in the unit. That model is not affected by the Low Ammo rule for this action. You can do this up to once per model in the unit.

A Bull at the Gates: At the start of the mission, Sor Gharax is trapped behind the sealed blast door, attempting to tear it down. Each time he is activated, he makes a special action. The Word Bearers player rolls three dice. For each Hit or Critical Hit, put an unused Tactical Marker on Sor Gharax's reference card. If an eighth marker is placed on the card, the door is town down and removed. Sor Gharax can act as normal from then on.
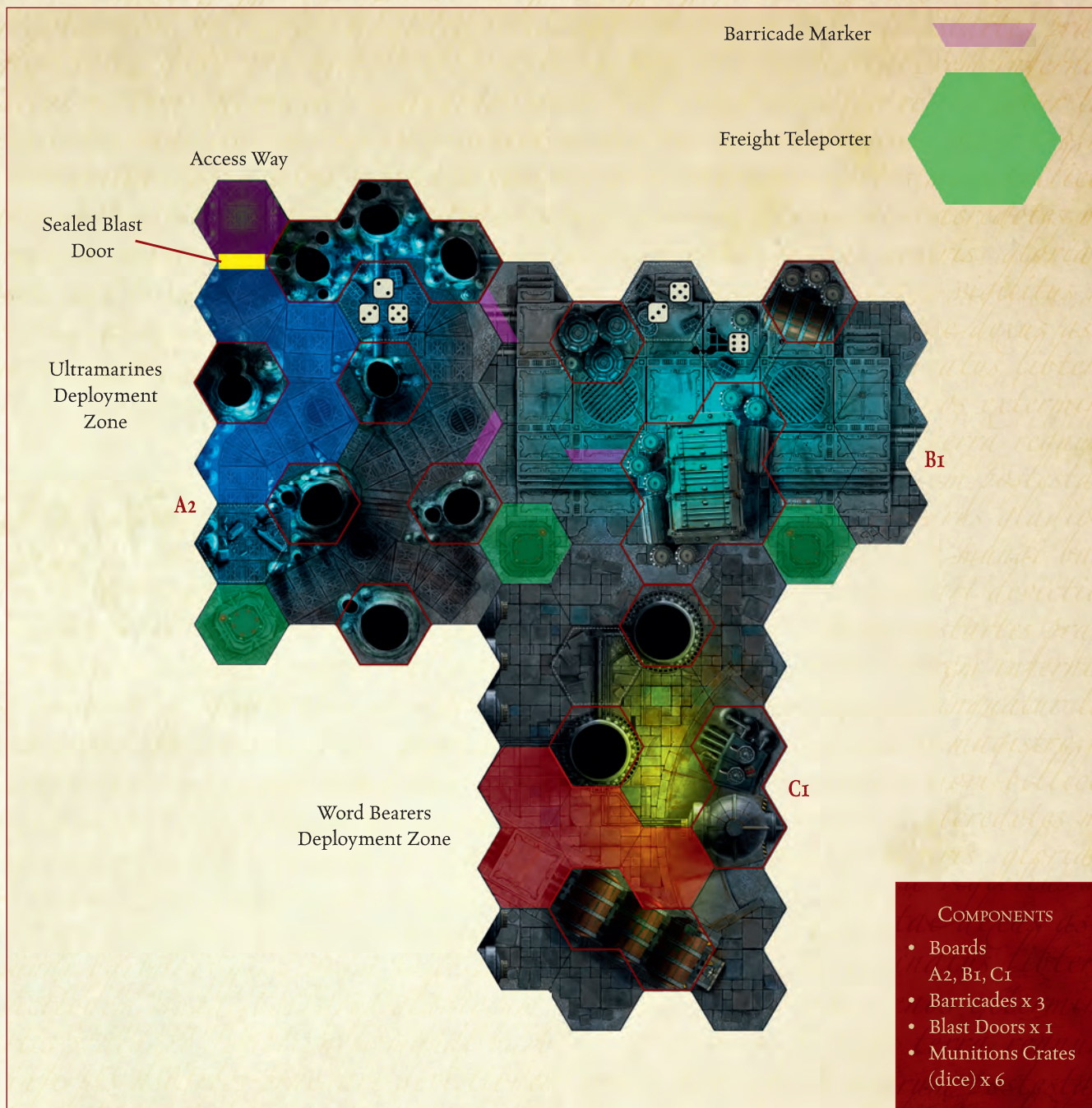
Remote Teleport: An Ultramarines unit standing on or adjacent to a freight teleporter has access to a special action. If it makes it, all models and munitions crates on the freight teleporter are removed from play – they have been teleported to safety.

VICTORY

If the Word Bearers player has no models on the board at the start of any round, or if the Ultramarines player teleports away munitions crates with a combined ammo value of 10 or more, the game ends and the Ultramarines player is victorious.

If the Ultramarines player has no models on the board at the start of any round, or if either player has either no cards in his Command Deck at the start of any round, the game ends and the Word Bearers player is victorious.

Barricade Marker

Freight Teleporter

Access Way

Sealed Blast Door

Ultramarines Deployment Zone

A2

B1

C1

Word Bearers Deployment Zone

Components
- Boards
  A2, B1, C1
- Barricades x 3
- Blast Doors x 1
- Munitions Crates
  (dice) x 6

'Emperor damn you!' yelled Aethon, aiming his combi-bolter into the shadows. The magazine whirred and Moricorpus spat a hail of bolts in the direction off the ruined blast door. The muzzle flashes illuminated the underground cavern, Aethon's target visible for all to see. Striding undaunted through the hail of bullets was the Dreadnought Sor Gharax, its armour slick with fresh gore.

'Target acquired,' said Antius across the vox, bringing his missile launcher to bear. The rocket arced across the cavern and smashed into

the Dreadnought's chest, knocking it off its feet and into an outcrop of water-slick stalagmites that shattered beneath its bulk.

'Secure the munitions!' yelled Thaddeus. 'We must get them to the teleporters!' Already the Dreadnought was attempting to stand and Antius was out of rockets. A Word Bearer, unseen in the confusion, leapt from the shadows, his combat blade held low. Too late Amphion turned, encumbered by the munitions crate. The blade came up between the armour plates of his torso, sliding under his

ribs and into his primary heart. Thaddeus growled a threat and pulled the trigger of his bolter. A single shot rang out before the clip registered empty. The Word Bearer, using Amphion's body as a shield, ducked, levelled his bolter in return and pulled the trigger. The click of an empty magazine echoed mockingly.

'Combat blades, brothers,' said Thaddeus, drawing his sword. Senecio and Merenus were already at the teleporter, loading in crates. 'Don't use the ammunition unless you have to. It's cold steel for these traitors, nothing more.'

SOR GHARAX, 'THE BULL'

Assault   4
Bulk   3

Equipped With
Contemptor power fist
Combi-bolter
Multi-melta or assault cannon

Relentless Advance: When a unit that contains at least one model with this special rule makes an Advance action and does not end it adjacent to an enemy unit, it can immediately make a free Shoot action. Only models with this rule can add Attack Dice and trigger Critical Effects.

Unstoppable Behemoth: Sor Gharax is never Pinned and cannot be forced to Retreat or lose tactical points.

LEGION VETERAN TAC...

Armour
Stamina
Assault
Bulk

Experienced Leader: Add 1 te... roll in the Initiative ...