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v1

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Game: **THE HORUS HERESY: BETRAYAL AT CALTH**

Publisher: **Games Workshop (2015)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SETUP

Decide who will play the **Ultramarines** and who will play the **Word Bearers**. Choose a **scenario** and follow its setup instructions and special rules.

To play the 6 scenarios as a **campaign**, keep track of the victorious player in each scenario. If the player who is victorious the most times achieves a minor victory in scenario 6, it is counted as a major victory. If that player suffers a major defeat it is instead counted as a minor defeat, and a minor defeat is counted as a draw.

DICE

Hit   **Critical Hit**   **Shield**

Re-Rolls

When instructed to re-roll dice, the second result stands. A re-rolled result cannot be re-rolled unless specifically stated.

TURN SEQUENCE

1. INITIATIVE PHASE

Each player rolls 3 dice. The player who scores the most hits takes the **initiative** for the round. On a tie, both players re-roll until one player scores more hits.

Scenarios may state which player has the initiative for the first round.

2. READY PHASE

Each player draws a card from their Command deck and adds it to their hand.

Each unit on the board receives 2 TPs.

3. ACTION PHASE

Starting with the player with initiative, players take turns to activate a unit and make up to 1 action with it.

To activate a unit, you must spend 1 of its **tactical points**. Unless otherwise stated, a unit must be activated before it can make an action.

Record a unit's remaining tactical points with a **Tactical marker**, added, flipped or removed as appropriate. If a unit has no tactical points left, it cannot be forced to lose any.

If a player runs out of units with TPs remaining, his opponent continues to activate units until he also has no units with TPs remaining.

When neither player has any units with TPs remaining the round is over and a new round begins.

ACTIONS

Advance

The unit moves **to an adjacent unoccupied hex**.

Pinned A unit adjacent to an enemy unit is **pinned**. Pinned units can only make *Advance*, *Consolidate*, or *Assault* actions.

Run

The unit moves **up to 2 hexes**. Each move must take it into an adjacent unoccupied hex. If it moves into a rubble hex, or a hex adjacent to an enemy, the action ends immediately.

Consolidate

Any number of models in the unit can each move to an adjacent hex with sufficient capacity. If a model moves into an occupied hex, it becomes part of the unit that is occupying that hex for all purposes, including the number of TPs it has remaining.

Any models that move to an empty hex form a new unit, gaining as many TPs as the unit they left (even if that unit no longer exists because all models have left it).

Assault

The unit makes a **melee attack** against an adjacent target unit. If it is not adjacent to an enemy, the unit can move to an adjacent unoccupied hex before it makes its melee attack (provided this hex is adjacent to an enemy unit).

If the target unit still contains at least 1 model after the attack has been resolved, it can immediately make a melee attack against the activated unit without being activated itself.

If the target unit's hex is unoccupied at the end of the action, the activated unit *may* immediately move into it for free.

Retreat After all melee attacks have been made during an *Assault* action, count the number of models removed as casualties from each unit. If more were removed from the target unit than from the activated unit, the target unit must **retreat**.

A retreating unit immediately makes a *Consolidate* action in which all models must leave their hex if possible. No model can move into a hex adjacent to an enemy unit. Any model that cannot leave its hex must make a **desperate last stand**.

Desperate Last Stand Roll a die for each model that makes a desperate last stand. If a **shield** is rolled, the model stays where it is and loses any remaining TPs. On any other result, the model is removed as a casualty.

Shoot

The unit makes a **ranged attack** against a target unit to which it has **line of sight** (LOS). Trace a straight line from the centre of its hex to the centre of the target unit's hex. If this line does not pass through any occupied or blocked hexes, or cross any sealed blast doors, the unit has a clear LOS to the target unit.

LOS can be traced along the straight edge of a hex without counting as passing through it, as long as this edge does not pass directly between 2 adjacent blocked or occupied hexes.

Obscured Shots If the unit does not have a clear LOS, it may still be able to make an obscured shot. Trace a straight line from the centre of the activated unit's hex to any point in the target unit's hex. This may pass through occupied hexes, but as long as it does not pass through any blocked hexes, or cross any sealed blast doors, the unit can make a ranged attack. However **models in the target unit add 2 dice to their defence rolls and the attack roll cannot trigger any critical effects**.

Rubble If the target unit is in a rubble hex, target models in the unit **add 1 die to their defence rolls**.

Barricades If a unit's LOS crosses a barricade within the target unit's hex, target models in the unit **add 2 dice to their defence rolls**.

HEXES

Blocked hexes are indicated by a solid red outline. Empty spaces around the edge of the board sections are treated as blocked hexes for all purposes.

Rubble hexes are indicated by a dotted white outline.

Two hexes are **adjacent** if they share a straight edge, unless that edge has a sealed **blast door** or **obstruction** on it. Models cannot move through sealed doors.

To count hexes, count along the shortest route that does not cross any blocked hexes or sealed blast doors.

A hex can hold any combination of models from the same side as long as their combined **bulk** values do not exceed 3. Models from opposing forces can never share a hex.

An **occupied hex** is a hex that contains at least 1 model.

ATTACKS

Melee and ranged attacks are resolved as follows:

1. Make Attack Roll

Melee Attack: total the **Assault** values of all models in the unit and any weapons they are carrying.

Ranged Attack: total the **Shoot** values of the weapons carried by all models in the unit.

Roll this many dice and gather any **hits** rolled to form the **damage pool**.

2. Select Target Model

The opposing player chooses 1 model in the target unit to be the **target model**.

3. Make Defence Roll

The opposing player rolls a number of dice equal to the target model's **Armour** value. Each **shield** rolled discards 1 hit from the damage pool.

4. Allocate Damage

Any remaining hits in the damage pool are allocated to the target model, one at a time. If a number of hits equal to the model's **Stamina** are allocated, that many hits are discarded from the damage pool and the model is removed as a casualty.

If fewer hits are allocated than the model's Stamina, they are discarded.

If there are any hits remaining in the damage pool, repeat steps 2-4 until all hits have been discarded or allocated, or until all models in the target unit have been removed as casualties.

A unit removed as a casualty is immediately removed from the board and takes no further part in the scenario.

Critical Effects

If 1 or more **critical hits** are rolled at the *Make Attack Roll* step, the attacking unit's controlling player can choose to trigger the critical effect of a single weapon carried by a model in the unit.

This must be a ranged weapon if the unit is making a ranged attack, or a melee weapon if the unit is making a melee attack. Only 1 critical effect can be triggered per attack.

Critical hits still count as hits and are added to the damage pool.

Sor Gharax

When a unit makes an attack with *Sor Gharax* as the target, the *Select Target Model* step is resolved differently; the Ultramarine player shuffles the deck of Damage cards and draws one at random to choose a target location which is treated as the target model for purposes of the attack.

THE HORUS HERESY
BETRAYAL AT CALTH

1. INITIATIVE PHASE

Each player rolls 3 dice. The player who scores the most hits takes the **initiative** for the round. Re-rolls ties.

2. READY PHASE

Each player draws a card from their Command deck and adds it to their hand. **Each unit on the board receives 2 TPs**.

3. ACTION PHASE

Starting with the player with initiative, players take turns to activate a unit and make up to 1 action with it. To activate a unit, spend 1 of its **tactical points**.

When neither player has any units with TPs remaining the round is over and a new round begins.

ACTIONS

Advance

The unit moves **to an adjacent unoccupied hex**. A unit adjacent to an enemy unit is **pinned**. Pinned units can only make *Advance*, *Consolidate*, or *Assault* actions.

Run

Unit moves **up to 2 hexes** into adjacent unoccupied hexes. The action ends if it moves into rubble or adjacent to an enemy.

Consolidate

Any number of models in the unit can each move to an adjacent hex with sufficient capacity. If a model moves into an occupied hex, it becomes part of the unit that is occupying that hex.

Assault

The unit makes a **melee attack** against an adjacent target unit. If not adjacent to an enemy, the unit can move to an adjacent unoccupied hex before attacking.

If the target unit still contains at least 1 model after the attack has been resolved, it can immediately make a melee attack against the activated unit without being activated itself.

If the target unit's hex is unoccupied at the end of the action, the activated unit *may* immediately move into it for free.

Retreat After all melee attacks, count the models removed as casualties. If more were removed from the target unit than from the activated unit, the target unit must **retreat** and immediately makes a *Consolidate* action in which all models must leave their hex. No model can move into a hex adjacent to an enemy unit. Any model that cannot leave must make a **desperate last stand**.

Desperate Last Stand Roll a die for each model: if a **shield** is rolled, the model stays where it is and loses any remaining TPs. On any other result, the model is removed as a casualty.

Shoot

The unit makes a **ranged attack** against a target unit to which it has **line of sight** (LOS).

Obscured Shots LOS to any point in the target unit's hex, even through occupied hexes.

ATTACKS

1. Make Attack Roll

Melee Attack: total the **Assault** values of all models in the unit and any weapons they are carrying.

Ranged Attack: total the **Shoot** values of the weapons carried by all models in the unit.

Roll dice and gather any **hits** rolled to form the **damage pool**.

2. Select Target Model

Opposing player chooses 1 model in the target unit to be the **target model**.

3. Make Defence Roll

Opposing player rolls dice equal to the target model's **Armour** value. Each **shield** rolled discards 1 hit from the damage pool.

4. Allocate Damage

Remaining hits in the damage pool are allocated to the target model, one at a time. If a number of hits equal to the model's **Stamina** are allocated, that many hits are discarded from the damage pool and the model is removed as a casualty. If fewer hits are allocated than the model's Stamina, they are discarded.

If there are any hits remaining in the damage pool, repeat steps 2-4 until all hits have been discarded or allocated, or until all models in the target unit have been removed as casualties.

If 1 or more **critical hits** are rolled at the *Make Attack Roll* step, the attacking unit's controlling player can choose to trigger the critical effect of a single weapon carried by a model in the unit (ranged weapon on a ranged attack, or melee weapon on a melee attack). Only 1 critical effect can be triggered per attack.

RANGED WEAPONS

Weapon	Shoot	Critical Effect
Assault cannon	6	Re-roll any number of ☐ or ⚄. Do this until none remain or you wish to stop. If attack roll contains 4 or more ⊙, the weapon is destroyed after action has been resolved (*Heavy Weapon Arm* Damage card).
Boltgun	2	Target loses 1 TP.
Bolt pistol [1]	2	Target loses 1 TP.
Combi-bolter	4	Target loses 1 TP.
Flamer [2]	4	After attack, make another shoot action against a unit adjacent to target unit. Only weapons with this critical effect are counted.
Heavy bolter	6	Target loses 1 TP.
Heavy flamer [2]	6	After attack, make another shoot action against a unit adjacent to target unit. Only weapons with this critical effect are counted.
Meltagun	3	If target unit is within 3 hexes, first target model counts its Armour value as 0 when making its defence roll.
Missile launcher	5	Add 1 die to the attack roll for each model in the target unit.
Multi-melta	4	If target unit is within 6 hexes, first target model counts its Armour value as 0 when making its defence roll.
Plasma gun	3	Add 4 dice to the attack roll. If these dice roll at least 2 ⊙, the firing model is removed as a casualty.
Plasma pistol [1]	3	Add 4 dice to the attack roll. If these dice roll at least 2 ⊙, the firing model is removed as a casualty.

[1] *A model equipped with a bolt pistol or plasma pistol adds 1 to its Assault value. Pistols can only be used if the target is within 3 hexes.*

[2] *Flamer weapons can only be used if the target is within 3 hexes.*

MELEE WEAPONS

Weapon	Assault	Critical Effect
Chainfist	+1	First target model counts its Stamina value as 1 when allocating hits.
Chainsword	+1	Add 1 die to the attack roll for each ⊙. If these roll further ⊙, no further dice are added.
Contemptor power fist	+2	First target model counts its Armour value as 0 when making its defence roll.
Lightning claw	+1	Re-roll up to 2 dice in the attack roll.
2 lightning claws	+3	Re-roll up to 4 dice in the attack roll.
Power fist	-	First target model counts its Armour value as 0 when making its defence roll.
Power sword	+1	First target model halves its Armour value when making its defence roll.

WARGEAR

Grenade Harness When a unit that contains a model equipped with a grenade harness makes an **assault action**, **add 1 die to the attack roll** for each model in the target unit.

Legion Vexilla Units containing a model equipped with a legion vexilla can **re-roll any number of dice** when making **melee attack rolls** and **desperate last stands**.

DEFENCE ROLL BONUSES (SHOOT ACTIONS)

Obscured shots **+2 dice** to defence rolls. The attack roll cannot trigger critical effects.

Rubble **+1 die** to defence rolls.

Barricades **+2 die** to defence rolls.