



# HORUS HERESY CALTH BOX BASH

SATURDAY - APRIL 2<sup>ND</sup>  
10:00AM - 2:30PM

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!

# HORUS HERESY

## SEND IN THE INFANTRY: Betrayal At Calth Box Bash

The local titan support is busy with enemy maniples, legion superheavy tanks are slogging it out at long range with their counterparts, artillery is doing its brutal business, fast attack elements have been out of contact for hours, and the armor support you've been promised is now nothing but smoldering ruin. Little left to do but leg it through the treacherous rubble and take the target objectives with masses of infantry. Not so bad - this way you can squeeze the life out of any traitors with your bare hands...

### OVERVIEW

Basic infantry squads and contemptors unleash their fury at close quarters in this bring and battle big game bash. Players will have very similar forces as these will be based off the contents of the Betrayal at Calth boxed game. Note that this does NOT mean you have to actually use the plastic contents. You may freely use whatever resin and plastic models you own to fulfill the required force composition.

As this event focuses on Heresy-era conflicts, ALL players will bring forces with era-appropriate models (e.g., Mark II-VI Power Armor variations) or suitable conversions. This is a REQUIREMENT.

### FACtIONS

During this event players will be split up into traitors and loyalists, then grouped together so that hated legions can square off against one another. All forces will be deployed along one continuous extended table set-up so that we can try for a huge number of Heresy themed infantry in one spot at the same time on the same table!

### TIMED TURNS

Turns will be timed to keep the game flowing. When time is called, time is up. Period. No exceptions. Unresolved close combats are called a draw and carry over to the new turn. Any unfired weapons remain inert. Drop the dice, and the turn switches over. If all players are ready before time is called, then we'll start a new turn.

## SPIRIT OF THE GAME

We'd very much like to stress that this is NOT a competitive tournament event, but a more narrative driven format. Prepare to face potentially unfair odds and laugh when crazy things happen.

## TABLE SET-UP

Each table will have 12" deployment zones on both sides, with a 24" No-man's land between players' deployment zones.

## ADJACENT TABLES

Players can interact with models on an adjacent table, but only with shooting attacks. Add 6" to any distances measured into the adjacent table. Player's may not move onto an adjacent table in any way or charge models on an adjacent table.

## MEATGRINDER

Players will each receive a number of Meatgrinder tokens. You may not trade these with other players at your table - the number you receive is the number you have to use for the game. One side will say "Meatgrinder" and the reverse will say "Vengeance". When spent, flip the Meatgrinder token over to the Vengeance side and hand it to your opponents.

Meatgrinder tokens may be spent at the start of your Movement Phase to place one of your destroyed units, that is not your Warlord or a Rhino, anywhere within your deployment zone. The unit counts as having moved (so no Fury of The Legion attacks) and skips the rest of Movement Phase. However the unit may still fire, run, or charge an enemy unit as normal.

## VENGEANCE

Once earned these tokens are shared by the entire faction (Loyalist or Traitor) and can be used by any player on that side of the tables. These may be spent during the game for one of three effects:

1. To have a model fire a single Jokaero Digital Weapon instead of one of their regular weapons. This is treated like a standard combi-weapon of your choosing at the time of firing.
2. To have a model inject frenzon combat-stimms and roll an additional D6 close combat attacks.
3. To have a unit overtax their armor, rolling and keeping an extra D6 when determining the distance of a charge, run, sweeping advance, or consolidate move.

Once spent these tokens are removed from play.

The chosen effect does not stack on a single model - so no, you can't inject Frenzon three times. BUT, you could use three Vengeance tokens to fire a Jokaero Digital Weapon, overtax your armor for some extra charge range, and then inject Frenzon - all in one go. Once spent these tokens are removed from play.



## BETRAYAL AT CALTH DICE

At the start of each side's turn, 12 special dice will be rolled by every player. Each die may be spent or assigned by that player to a single model currently on the table, controlled by that player, and not involved in an Assault. A model may only have a single die assigned to it each turn, so choose wisely! Unused results are discarded.



Hit Symbol- 1 additional shot for a model that has a weapon with the Rapid-fire or Pistol special rule.



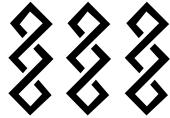
Critical Symbol - 1 additional shot for a model that has a weapon with the Assault special rule.



x3 Critical Symbols - 1 additional shot for a model that has a weapon with the Heavy special rule.



Shield Symbol - Return 1 Power Armored infantry model to a squad of your choosing.



x3 Shield Symbols - Return 1 Terminator or Artificer Armored infantry model to a squad of your choosing.



x5 Shield Symbols - Return 1 Wound to your Warlord or 1 Hull Point to a Contemptor.



Blank - No effect

## SCORING UNITS

Every unit in your force counts equally as a scoring unit. However it is very important to note that on this battlefield ONLY Terminator Squads have the Objective Secured special rule. Rhinos can not capture secondary objectives, nor do they count as a scoring unit, though any units transported within certainly do once they disembark.

## PRIMARY OBJECTIVES

3 initially neutral Primary Objectives Markers will be placed equidistant from each other along each table's

centerline. When claimed, replace these with either a blue (Loyalist) or red (Traitor) Objective Marker. Then pick up and roll one of the provided ModCubes, placing it within the Objective Marker afterwards.

If the rolled result is a blank or the enemy's faction symbol (Palatine Aquila or Eye of Horus), nothing happens. On the following turns, when an Objective Marker is claimed by a new unit (friend or foe) that player must re-roll the ModCube if it currently shows a blank or the enemy's faction symbol.

If the rolled result is YOUR faction symbol, the Objective Marker and ModCube are now locked for the game and may not be claimed by the enemy in any way.

Units within 3" of a Primary Objective Marker that shows YOUR faction symbol gain the Preferred Enemy (Everything) special rule.

Player's will want to attempt to secure these objectives, though they'll likely change hands several times until locked in place.

## SECONDARY OBJECTIVES

3 Secondary Objectives are placed equidistant from each other on each table. These will be placed 12" from a table's edge on both sides for a total of 6 Secondary Objectives. These can only be captured by the enemy if they move a model into contact with it or successfully successfully charge it. Once captured, remove the Secondary Objective from the table.

Units within 3" of their faction's Secondary Objective Marker gain the Hatred (Everything) special rule.

Players will need to protect their 3 Secondary Objectives while attempting to capture the opposition's 3 Secondary Objectives.

## CHECKLIST OF DOOM

Each player will be given a list of in and out of game objectives known as The Checklist Of Doom. Simply check off conditions that you've achieved as they happen during the game. Once checked off, that's that, try for another item. The total tally of items you've checked off will go towards your faction's VP pool.

## VICTORY

Players will contribute to a shared pool of VPs for their faction based on control of Primary Objectives, the capture of enemy Secondary Objectives and your own Checklist Of Doom. At the end of the game a loyalist and Traitor total will be determined. The side with the most VPs will be declared the victor!

## FORCE COMPOSITION

As mentioned earlier, your force selections will be based upon the contents of the Betrayal At Calth boxed set. Legion specific rules for your force will apply as normal. However no legion specific units will be present or allowed. Legion specific wargear may be chosen within the points limits set down here. However, nothing that would grant Psychic Mastery Levels is available. With this in mind your force will consist of the following:



### WARLORD

A single Centurion

Choose a Warlord Trait from the Age of Darkness table.

May take 75 points of options.

Caveat: The bike and jetbike options are not available. Consul choices: Chaplain or Legion Champion only.

### VETERANS

10 Veterans with Sgt

May take 50 points worth of options.

Caveat: Vexillas and Nucio-vox are free if modeled.

### TERMINATORS

5 Standard Terminators with Sgt

May take 50 points worth of options.

Caveat: Grenade harnesses are free if modeled.

### CONTEMPTOR

1 Contemptor

May take 35 points worth of options.

Caveat: Must retain a single Dreadnought close combat weapon or Chainfist.

### TACTICAL SQUAD OPTION #1:

x1: 20 Man Tactical Squad with Sgt

No additional points may be spent on Tactical Squads. (free options are still valid)

Caveat: Vexillas and Nucio-vox are free if modeled.

Sgt: May have any combination of options.

Full Squad Bonus: This squad and any character who joins it gain the Feel No Pain (5+) special rule.

### TACTICAL SQUAD OPTION #2:

No additional points may be spent on Tactical Squads. (free options are still valid)

x2: 10 Man Tactical Squad with Sgt

Caveat: Vexillas and Nucio-vox are free if modeled.

Sgts: May have any combination of options, but may not take artificer armor.

### OPTIONAL TRANSPORT

A single bare bones Rhino with no options besides a dozer blade may be fielded as a dedicated transport for either the Veteran squad or one of your 10 man Tactical Squads (if you chose Tactical Squad Option #2).