

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE
CITADEL MINIATURES
WARHAMMER 40,000
WARHAMMER AGE OF SIGMAR
ISSUE 93
07 NOVEMBER 2015



BETRAYAL AT CALTH

THE HORUS HERESY

AMAZING PLASTIC CITADEL MINIATURES AND BOXED GAME!





WHITE DWARF

ISSUE 93
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NEW RELEASES: CITADEL MINIATURES

Big boxes for the Space Marines and the Adeptus Mechanicus to kickstart your armies.

NEW RELEASES: BLACK LIBRARY

The Black Library have long been purveyors of fine Horus Heresy tales, and they don't let us down this week, with a trio of Calth titles!

NEW RELEASES: FORGE WORLD

The Cerastus Knight-Atrapos makes its entrance.

THE SEEDS OF BETRAYAL

A murdered star, a traitor son, an empire riven by civil war. How did it all come to this? Read on...

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The classic red and blue combination, 10,000 years in the making – a stage-by-stage guide.

THE WRATH OF VERIDIA

So how does *Betrayal at Calth* work? Join us for a look at this great new game.

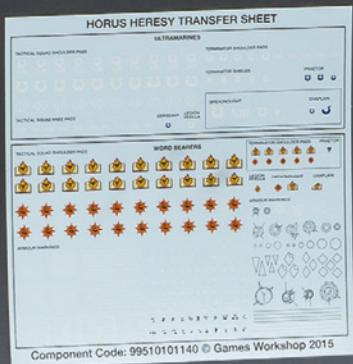
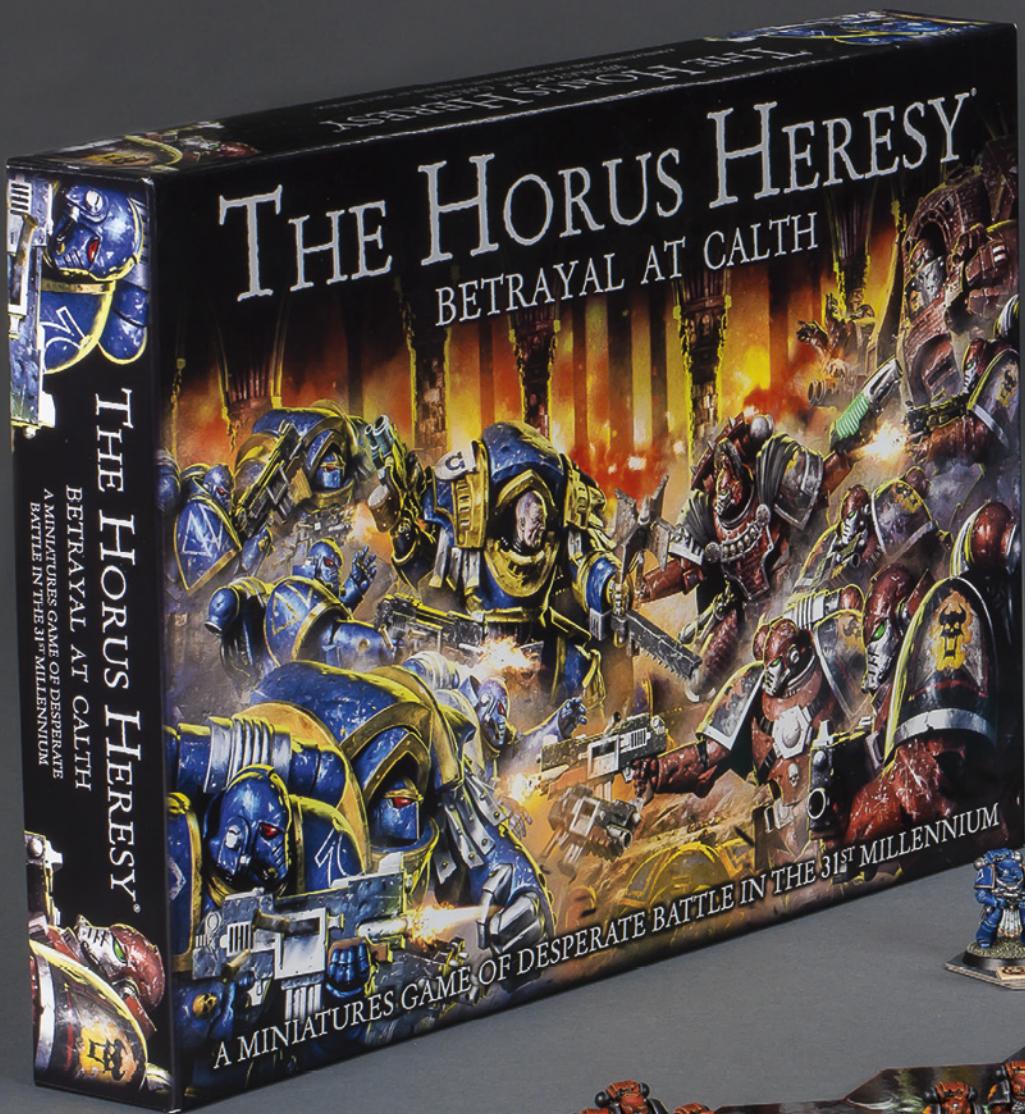


FOR THE EMPEROR!

In the history of the Warhammer 40,000 universe there is no event as gloriously iconic, as galaxy-spanningly epic, and as horrifically tragic as the Horus Heresy. 10,000 years ago the Warmaster Horus – the Emperor's most trusted lieutenant – turned to Chaos and plunged the Imperium into bloody civil war. Forge World and Black Library have been making glorious miniatures and books and telling the story of the Horus Heresy for years now, but this week the Heresy comes to life with astonishing new plastic Citadel

miniatures in The Horus Heresy: Betrayal at Calth, a brand-new boxed game containing no fewer than 30 Mk. IV power armour-clad Space Marines, along with two mighty heroes, five Cataphractii Terminators and a Contemptor Dreadnought. Phew!

A series of thrilling missions recreates the first conflicts between the Ultramarines and the traitorous Word Bearers. Turn the page now to find out all about it. Will you fight for the Emperor, or against him? ♣



THE HORUS HERESY

BETRAYAL AT CALTH

As Calth is ravaged by the death throes of its tortured sun, a battle rages beneath the surface. The Word Bearers Legion wage a war of extermination against the Ultramarines. Betrayal at Calth is the boxed game that brings the underground war to life.



In the wake of one of the most diabolical acts of treachery of the Horus Heresy, the world of Calth faces a death sentence, poisoned by the baleful radiation of its murdered star, Veridia. Across Calth's surface, thousands of warriors of the Ultramarines and Word Bearers Legions scramble for the dubious safety of the arcologies, vast underground cities that spread beneath the world. Only one order remains: survive and continue the fight. One of the bitterest chapters in the history of the Horus Heresy is about to begin...

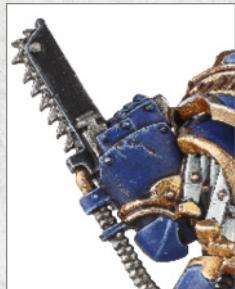
The Horus Heresy: Betrayal at Calth is a boxed game recreating the murderous conflict fought beneath Calth's tortured surface. As radiation storms scour the world, Ultramarines and Word Bearers battle to the death far below.

Within the box you'll find a game board representing the arcologies, two forces of plastic Citadel miniatures – the Word Bearers and Ultramarines – along with everything you need to refight the Betrayal at Calth. And what a game it is...

The Horus Heresy: Betrayal at Calth contains 38 plastic Citadel miniatures, the first plastic models for the Horus Heresy, including Captain Aethon, 10 Ultramarines Legion Veteran Tactical Marines, 5 Ultramarines Legion Terminators, Kurtha Sedd, 20 Word Bearers Legion Veteran Tactical Marines and the Contemptor Dreadnought, Sor Gharax. Not to mention the game board, 39 card markers, 42 game cards, 12 custom dice and a decal sheet!

CAPTAIN AETHON

The Ultramarines are led by Captain Aethon, a stoic veteran of the Great Crusade. Aethon wears finely articed Cataphractii pattern Terminator armour and bears a chainfist and his personal combi-melta, Moricorpus, in battle. Aethon is the hero of the Ultramarines forces in Betrayal at Calth, and he cuts a suitably dashing pose, his cloak flaring out behind him as he aims Moricorpus at another treacherous Word Bearer.



<p>1</p> <p>1 As a combi-bolter, Moricorus is part rapid fire boltgren and part deadly armour-busting meltagun.</p>	<p>2</p> <p>2 Captain Aethon's chainfist can tear through bulkheads, Space Marines and even cut down a Dreadnought.</p>
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KURTHA SEDD

As Chaplain of the Word Bearers Legion, Kurtha Sedd was once charged with maintaining the morale of his brothers. Now he leads his followers against the Ultramarines with a maniacal fervour, utterly devoted to a malign cause. Sedd is clad in Mk. IV power armour and armed with a plasma pistol to gun down the enemies of his Legion, and a crozius arcana to stave in the skulls of any who deny the Primordial Truth of Chaos.



1	Kurtha Sedd's helmet is topped by a transverse crest or centuris, an ancient Terran signifier of rank and status.	2	Even Kurtha Sedd's backpack has additional details, with metal banding and skull-studs set below the vents.
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LEGION COLOURS

The Horus Heresy: Betrayal at Calth is first and foremost a boxed game that recreates the struggle between the Ultramarines and Word Bearers, but it's also a great big box crammed with Space Marine miniatures. You don't have to paint your models in the same way we have. Below you can see the Contemptor Dreadnought painted in Ultramarines colours – which is perfect if you want to add it to your Warhammer 40,000 or Horus Heresy army.

SOR GHARAX, 'THE BULL'

Dealt a mortal wound long ago, Sor Gharax lives on to serve his Legion in the armoured sarcophagus of a Contemptor Dreadnought. In battle Sor Gharax shoulders his way through the ranks of the foe, guns spewing death and power fist pulping the enemy as he advances.

Sor Gharax can be equipped with either the multi-melta shown above or with a Kheres pattern assault cannon (see right). The multi-melta is a murderous thermal weapon capable of reducing a battle-brother to molten slag (armour and all), while the assault cannon can scythe down entire squads with its rapid fire bursts.



The Contemptor Dreadnought in the set has two weapon options: the multi-melta or the Kheres pattern assault cannon shown below. Which you choose to build is entirely up to you. The model will be equally useful in your games – the choice of guns simply alters the tactics you can use with him.

LEGION VETERAN TACTICAL SQUAD

The Horus Heresy: Betrayal at Calth contains three squads of 10 Tactical Marines (one squad for the Ultramarines, two for the Word Bearers). These come with a staggering array of options and extras: each squad has 13 optional heads, 10 bolters, a flamer, plasma gun, melta gun, missile launcher, heavy bolter, plasma pistol, bolt pistol, chainsword, power sword, lightning claw, power fist, combi-weapon (with flamer, melta and plasma mounts), Legion vexilla and myriad extra pouches. How you choose to equip your models is entirely up to you.



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1 A Legion vexilla inspires greater feats of martial prowess and valour in close combat (and melee action is a certainty in the narrow, winding corridors of the arcologies).

2 A Legion Veteran Sergeant with plasma pistol and power sword. There are loads of options for how you build your sergeant – if you want to make the model just as it appears here, that's great. Likewise, if you want to go for a different set of weapons (he could even carry a bolter like his men if you wished) the parts are available in the box.



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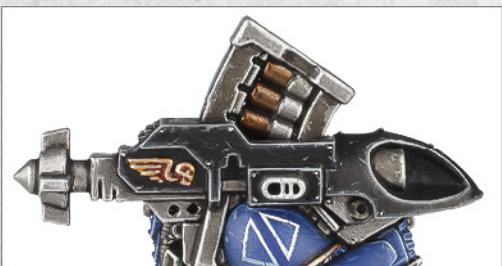
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3 A Legion Veteran Tactical Squad can be equipped with a single heavy weapon, and Betrayal at Calth includes a choice of missile launcher and heavy bolter for each squad. Here you can see the missile launcher.

4 Each squad also has the choice of three special weapons – this Ultramarines Veteran is armed with a meltagun, which spells certain death to the enemy at short range. You'll also notice pteruges hang from his waist. While this offers a modicum of protection, primarily it is a nod to the heritage of the Legions.

5-10 Typically seven men in a Legion Veteran Tactical Squad carry bolters, the mainstay weapon of the Space Marine Legions. All the Space Marines in Betrayal at Calth wear Mk. IV power armour, with its distinctive helmet shape, greaves and knee guards. Even at the time of the Horus Heresy, power armour was considered a precious commodity, produced by master artisans for the Legions, and a close inspection reveals that every set of legs is subtly different. When these different legs are mixed with the helmets, chest plates, arm poses and guns you get staggering variety.

11 The reverse of the missile launcher shows the weapon muzzle. Old-school fans of Warhammer 40,000 will remember the design of this weapon from the first ever boxed set of plastic Space Marines.

12 A Sunspite pattern plasma pistol can kill a Space Marine in a single shot – but every shot risks overheating.

13 Each Legion Veteran is armed with a sword for when the fighting gets close and personal.

LEGION VETERAN TACTICAL SQUADS

The Horus Heresy: Betrayal at Calth contains two 10-man Tactical Squads for the Word Bearers, which are the same plastic Citadel miniatures as the Ultramarines, with a level of detail and a variety of spares only previously found in Warhammer 40,000 kits such as the Space Marine Tactical Squad or Vanguard Veterans. The comprehensive construction booklet in the box details how to assemble your models and the decal sheet that comes along with it ensures that once you've painted your models they can all have the correct Legion markings.



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1 The decal sheet that comes in Betrayal at Calth provides dozens of transfers – including Word Bearers icons to go on the Legion vexilla.

2 This Veteran Sergeant has a bolt pistol and lightning claw. The kit includes options for a power fist and a combi-weapon too.

3 A Legion Veteran with plasma gun – a weapon well suited to killing Space Marines.

4 Because you get two Word Bearers squads in Betrayal at Calth, you'll probably want to build one of each heavy weapon for the traitors. This Word Bearer carries a missile launcher.

5 A Legion Veteran with heavy bolter – a rapid fire weapon perfect for suppressing the enemy.

6-10 The models in Betrayal at Calth carry Tigrus pattern bolters – a state-of-the-art weapon for the Adeptus Astartes Legions at the outbreak of the Horus Heresy. Bolters fires mass reactive shells that punch through even Space Marine power armour, exploding with terminal force.

The Word Bearers here have freehand runes and sigils painted on their armour – but don't panic. The decal sheet includes loads of runes and details for the less skilled painters among us.

11 The flamer engulfs the enemy in a wall of blazing hot promethium – a certain death sentence.

12 Lightning claws are blades bathed in a field of disruptive energy and are capable of shearing through power armour.

13 The sergeant can be armed with a chainsword, a bloody brutal melee weapon.

LEGION TERMINATOR SQUAD

The Terminators in Betrayal at Calth are clad in Cataphractii pattern armour – resilient personal armour with baroque stylings. Clad in such armour a Space Marine is akin to a walking tank, able to absorb staggering damage and bear devastating weapons into battle. Each of these five multi-part models has a variety of weapons available – there are five pairs of lightning claws, five combi-bolters, five power fists and five chainfists. There is also a power sword and a grenade harness, which you can use on the squad's sergeant, and a heavy flamer for one squad member. However you arm your squad, you get loads of spares for your bits box.



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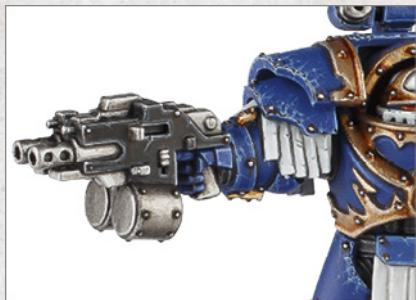
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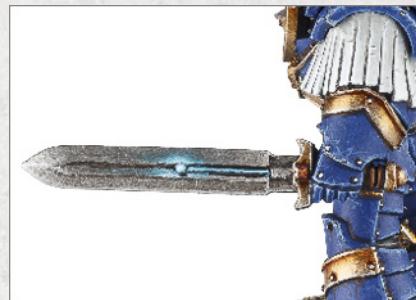
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- 1 Terminator Sergeant with combi-bolter, power sword and grenade harness.
- 2 Terminators with lightning claws.
- 3 The heavy flamer burns the enemy out of hiding.
- 4-5 Terminators armed with combi-bolters and power fists.
- 6 Heavy flamer.
- 7 Combi-bolters lay down a blistering wall of fire.
- 8 Traditionally, Terminator Sergeants carry power swords into battle.
- 9 Chainfists are designed to slice through bulkheads and flesh with equal ease.
- 10 Lightning claws are lethal melee weapons.
- 11 Segmented armour improves mobility.
- 12 Each suit is powered by a small reactor plant.
- 13 The grenade harness unleashes a barrage of high-frag explosives.
- 14 Captain Aethon and his Terminators assault the Word Bearers.



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- 1 Tactical Markers help track the action in a close fought battle.
- 2 Every squad in Betrayal at Calth has a unit card that explains its rules.
- 3-4 Command cards give your Space Marines an edge in battle. Expect tactical genius and evil schemes aplenty.
- 5-6 Tactical Markers record how many actions your squads have: when you've spent an action, flip the counter over.
- 7 Certain missions (and Command Cards) enable you to deploy barricades in the midst of battle.
- 8-9 Four double-sided gaming tiles for your games ensure plenty of variation from one mission to the next.
- 10 The 48-page Betrayal at Calth book is loaded with great artwork as well as the rules.

The Horus Heresy: Betrayal at Calth follows the underground war fought between the two Legions in the wake of the betrayal, as brother hunts brother amid the maze-like arcologies. To do this, the game contains an impressive 48-page full-colour book that explains the Horus Heresy so far, detailing the events of the Calth atrocity and the Space Marine Legionaries who now fight to the death.

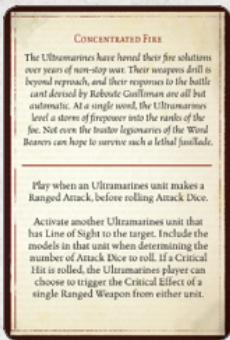
The Betrayal at Calth book is also loaded with all the rules you need to play the Betrayal at Calth game, with clearly explained examples of play and six missions that enable you to fight out the campaign between the forces of Kurtha Sedd and Captain Aethon. Whether your Space Marines are scrambling to escape the radiation storm scouring the surface in Mission 1: The Wrath of Veridia or trying to cage 'The Bull' in Mission 3: Labyrinth, each scenario presents a unique challenge with tremendous replay value. They are all accompanied by snippets of the story that combine to give you a sense of the death struggle between the Legions.

The battlefield for your games is a quartet of double-sided board tiles, detailed with intricate artwork showing the arcologies, complete with industrial machinery, crumbling masonry, rubble piles and all the little details you need to fight a raging underground war. A host of counters and tokens helps you keep track of the action throughout your battles, from the tactical points of your squads to barricades for your Space Marines to fight behind and more. These are printed on the same thick, glossy card as the board tiles, ensuring your Betrayal at Calth game will last many, many battles. Finally, the game comes with a clutch of 12 custom dice, featuring the unique hit, critical hit and shield faces you'll need to wage your wars – as with everything else in Betrayal at Calth, these are premium quality, and we just loved using them as we tried the game out for ourselves. ♦

This issue is packed with info on Betrayal at Calth and the Horus Heresy. For more about the Horus Heresy see [here](#), see [here](#) for Paint Splatter and check out [here](#) to see how the game works.



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ANCIENT ARMOUR IN WARHAMMER 40,000

The Horus Heresy: Betrayal at Calth is an amazing board game, but it's also a sensational addition to your miniatures collection, loaded with 30 Tactical Marines, five Terminators, a Space Marine Captain, Chaplain and a Contemptor Dreadnought.

The Space Marine Chapters fighting in the 41st Millennium cling to the relics of the past out of a mixture of reverence and necessity, faithfully maintaining older marks of armour and weapons, so if you want to bolster your Warhammer 40,000 Space Marine army with the models in this boxed game, you can.

The models in the set are also fully compatible with Forge World's range of Horus Heresy miniatures (as they are with all the plastic Space Marine kits in the Citadel range), which means you can upgrade them with Legion-specific shoulder pads and weapons. So, if you're looking to add more squads to your Adeptus Astartes Legions for Horus Heresy battles, you'll find these new plastic miniatures equally useful.



SPACE MARINES

BATTLE DEMI-COMPANY

The Space Marines are the sword of the Emperor, his mightiest warriors, the Angels of Death. Genetically-engineered super-humans, their lives are dedicated to the defence of the Imperium, their myriad foes torn asunder by bolter and chainsword.



42 MINIATURES

The Space Marine Battle Demi-company above is painted in the colours of the Ultramarines Chapter. However, you can paint this boxed set in the colours of any Space Marine Chapter you like, be it White Scars, Dark Angels, Salamanders or one of your own devising. To help you paint them, make sure you take a look at our wide range of basecoat sprays, available from the [Games Workshop website](#).

The Battle Demi-company forms the heart of most Space Marine strike forces, a solid deployment of power-armoured warriors that can take the fight to the enemy as easily as defend a crucial objective. Stalwart in defence, unstoppable on the assault, they are the Emperor's greatest warriors and they know no fear.

The Battle Demi-company is an all-plastic boxed set that includes 42 Space Marine miniatures. Inside you'll find three 10-man Tactical Squads, a five-man Assault Squad,

a five-man Devastator Squad, a Dreadnought and a Space Marine Commander. Every unit comes with an arsenal of weapons, from the grav-cannons in the Devastator Squad to the eviscerator chainsword in the Assault Squad. All these weapons – indeed, almost every part in this box – can be swapped between models for an unparalleled range of modelling options. Even the Dreadnought has a choice of weapons, including an assault cannon, twin-linked lascannons and a missile launcher. 

ADEPTUS MECHANICUS

BATTLE MANIPLE

Further the Quest for Knowledge with this Adeptus Mechanicus Battle Maniple, an all-plastic Skitarii force worthy of the Omnisiah. With dozens of modelling options, it's the perfect start to a new Skitarii army, or a great addition to an existing force.



The Skitarii are the foot troops of the Adeptus Mechanicus, fanatical cybernetic warriors who carry some of the most destructive weapons in the galaxy. They fight without fear or remorse, revelling only in doing the Machine God's work.

The Adeptus Mechanicus Battle Maniple contains 32 miniatures and a whole world of possibilities. Inside you'll find two units of Skitarii, which can be built as Skitarii Vanguard or Rangers. Both units have access to a wide range of weapons and

wargear, such as the plasma caliver, the transuranic arquebus and the arc rifle. The box also includes two units of Sicarians, which can be used to make Ruststalkers or Infiltrators. Again, both units have access to a wealth of wargear, including burst pistols, transonic blades and chordclaws. Last, but certainly not least, are the Ironstrider and the Onager Dunecrawler. The Ironstrider can be built as a Ballistarius or a Sydonian Dragoon (shown above) while the Dunecrawler has a choice of four different weapon systems. 

The Skitarii are one of the most versatile armies around. Every unit in this box can be built in several ways, often with a host of different weapon choices. The Onager Dunecrawler, for example, can be equipped with a neutron laser, a twin-linked heavy phosphor blaster, an Icarus array or an eradication beamer (as shown above). Truly the Omnisiah has blessed this boxed set.

ADEPTUS MECHANICUS ELIMINATION MANIPLE

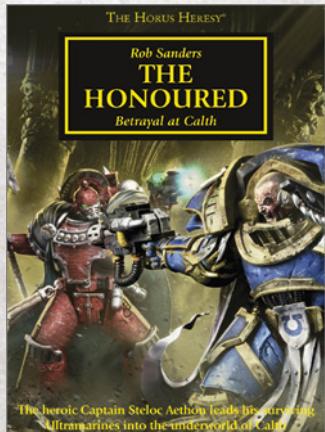


Praise the Omnissiah and revel in the Motive Force, the robots of the Cult Mechanicus are here!

When nothing but utter destruction will do, the most influential Tech-Priests of the Cult Mechanicus may call upon an Elimination Maniple to do their bidding.

The Elimination Maniple includes six Kataphron Destroyers and two Kastelan Robots, plus their Datasmith handler. The Kataphrons come with a range of weapons such as plasma culverins and heavy grav-cannons and can be upgraded to Kataphron Breachers for assaulting enemy fortifications and pulverising the enemy in close combat. The Kastelan Robots, meanwhile, can be armed with power fists and incendine combustors or a trio of heavy phosphor blasters. ♣

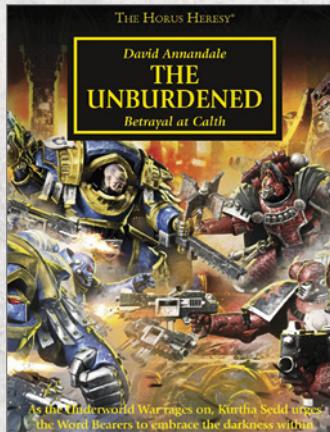
BLACK LIBRARY



THE HONoured

By Rob Sanders | Hardback | 192 pages

Betrayed, dishonoured, fooled... the Ultramarines are sent reeling by the Word Bearer's assault on Calth. Can Steloc Aethon, Captain of the Ultramarines and Praetor of Calth, save his battle-brothers from death and destruction?



THE UNBURDENED

By David Annandale | Hardback | 192 pages

Immerse yourself in treachery, dark pacts and the worship of Dark Gods as you follow the story of Kurtha Sedd, Chaplain of the Word Bearers Legion and one of Lorgar's devout followers, laying waste to the world of Calth.



BETRAYAL AT CALTH

Slipcased Limited Edition | Online Only

Can't decide whether to support the Ultramarines or the Word Bearers in the battle for Calth? Why not support both with this limited edition, which includes both books in a slipcase, available from the Black Library website.

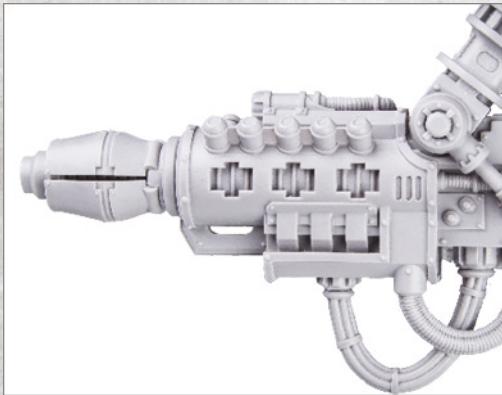
These Black Library books are also available as eBooks. For more information visit: www.blacklibrary.com

FORGE WORLD

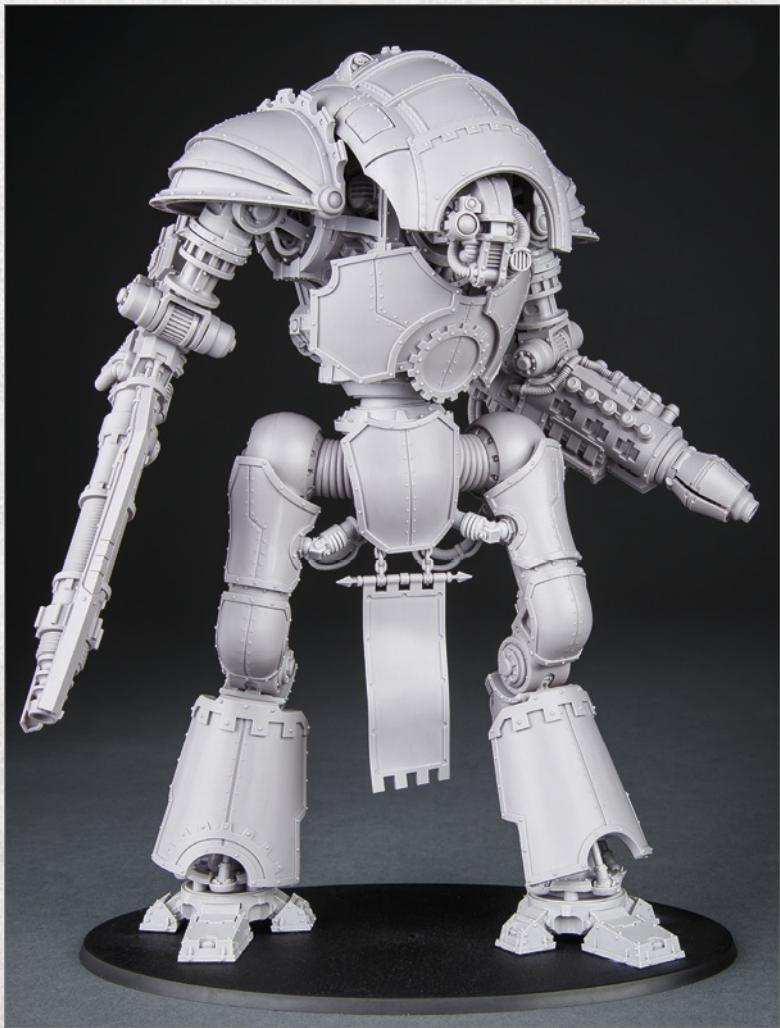
Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week the Mechanicum get reinforcements in the form of the towering Cerastus Knight-Atrapos.

MECHANICUM CERASTUS KNIGHT-ATRAPOS

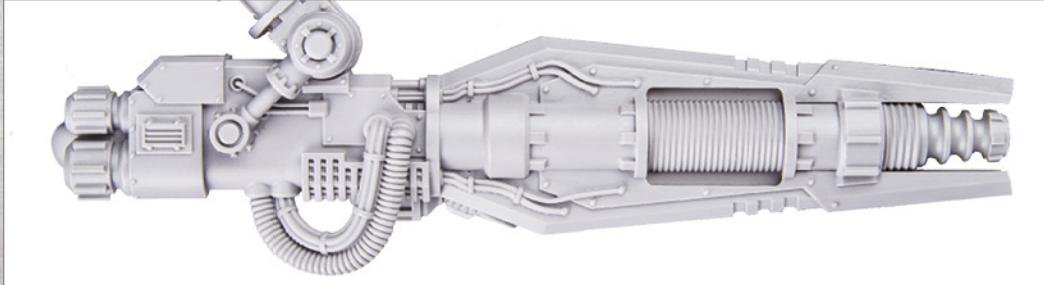
Many **Nightly Houses** owe fealty to the Mechanicum, their Knight suits built and maintained by the Sacristans and Tech-Priests of the Martian order. The Cerastus Knight-Atrapos is one such oath-bound war machine, an unusual sight among the Mechanicum's forces during the Horus Heresy, for the Cerastus pattern Knights are rare indeed. The Knight-Atropos is a Cerastus Knight heavily augmented by its Tech-Priest overlords, upgraded with castellated armour plates and equipped with two ferocious weapons, the graviton singularity cannon and the Atrapos lascutter. So armed, the Knight-Atropos is a deadly foe on any battlefield. 



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1 The graviton singularity cannon can collapse an armoured vehicle in upon itself with a single, concussive blast.

2 The Artrapos lascutter is designed for cleaving tanks apart in close combat, though it can be configured to project a deadly beam of energy.

THE SEEDS OF BETRAYAL

Right: Once battle-brothers, now sworn enemies, Kurtha Sedd of the Word Bearers and Captain Aethon of the Ultramarines Legion would duel to the death in the gloaming half light of Calth's arcologies – a war as bitter and bloody as any in the Horus Heresy.

The Betrayal at Calth is one of the most infamous events of the Horus Heresy, the war that shook the Imperium to its foundations. But the seeds of betrayal were sown long before the Word Bearers razed Calth.

The Emperor of Mankind arose in the midst of Humanity's darkest hour. A being of extraordinary power and vision, he subjugated the techno-barbarian tribes of ancient Terra, triumphing through his immense psychic power and the might of his biologically and alchemically engineered soldiers. With Terra united, the Emperor turned his gaze to the stars. In vast gene-laboratories, the Emperor created the armies that would be his Space Marines, forging the legions with which he could conquer the stars themselves. The greatest of these were his progeny the Primarchs – titanic heroes who possessed a portion of the Emperor's own

might. Each Primarch was a god of war, gifted immense supernatural power, and it was from their genetic material the Space Marine Legions were created. Each Legion shared much with their Primarch, and each Space Marine possessed a mote of their prodigious power.

THE GREAT CRUSADE

With these Legions the Emperor led a Great Crusade into the stars, seeking out the scattered and lost worlds of Humanity and bringing them back into the Imperial fold once again. He united Terra with the Priesthood of Mars, and spread the wisdom and reason of the Imperial Truth.



The Great Crusade was a time of war and heroism, with the Primarchs at the forefront, as the Space Marine Legions and Imperial Army brought hundreds and then thousands of worlds back into Humanity's embrace. Dangerous alien races which had once enslaved entire star systems were obliterated, or else swept aside by the inexorable advance of Mankind, and the manifest destiny of the Imperium to rule the galaxy began to come to fruition.

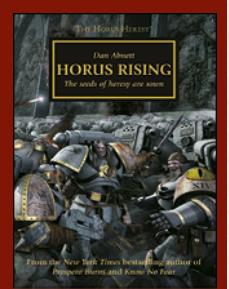
THE WARMASTER'S GLORY

At the height of this triumph, the Emperor withdrew from the Great Crusade. Pressing concerns on Terra demanded his wisdom, so he entrusted leadership of the Imperium's military to Horus Lupercal, the greatest of his gene-sons and Primarchs. He bestowed upon Horus the honorific of Warmaster, and though many envied

Horus his newfound rank, each of his brother Primarchs bent to their father's will. Inexorably the crusade ploughed on.

THE BEGINNINGS OF DOUBT

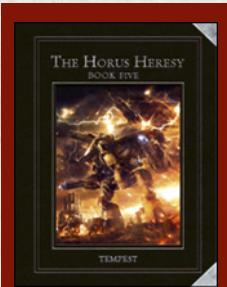
But with the Emperor so distant, doubts and misgivings entered the Warmaster's soul. Why should the Legions bleed and die in battle for a distant liege? As Horus's once unquestioning loyalty wavered, he was badly injured, a cursed weapon laying him low. As Horus ailed, the Dark Gods of Chaos corrupted his thoughts, preying on his doubts until a wedge was irrevocably driven into his soul. It was not long before Horus, chosen of the Emperor, gathered others of the Primarchs to him, plotting a rebellion that would see the Emperor's false and faithless reign cut short. At Isstvan III the seeds of betrayal became the flames of heresy.



THE HERESY STARTS HERE

Black Library's sensationally popular (indeed, *New York Times* bestselling) series on the Horus Heresy all begins with *Horus Rising*. Read this book for an amazing insight into Horus Lupercal, the heroic leader of the Great Crusade – a demigod who plunged the entire galaxy into flames.





FIGHT BATTLES IN THE AGE OF DARKNESS

If you want to recreate battles in the Horus Heresy, Forge World have just the thing. Along with a stunning range of resin Horus Heresy models (including the Primarchs) they have sumptuous, leather-bound books describing the major events. Book V: Tempest has 270 pages focusing on the Battle of Calth.

Below: Within the winding passages and crumbling halls of the arcologies, Word Bearers and Ultramarines waged a merciless, relentless war of extermination.

THE GALAXY BURNS

At Isstvan III the Legions who had sworn themselves to Horus's rebellion purged their ranks of those loyal to the Emperor. Horus not only slaughtered thousands of loyal warriors, but subjected the world to virus bombing, an act of calumny that would live in infamy just as much as the victory the traitors also won on Isstvan IV, when they ambushed a reprisal fleet sent to bring Horus to justice. As Horus and his traitor Legions won victory after victory, rumours flooded the wider galaxy – but the Imperium was a vast place, and most knew nothing of the insurrection that began on Isstvan III.

THE BETRAYAL AT CALTH

Horus was famed for his tactical genius, and he used this trait to great advantage as the embers of treachery were slowly kindled in his heart. He acted to isolate those Primarchs he knew would never turn on the Emperor, sending them to distant locations, where those with the power and skill to thwart him could be outnumbered and destroyed. Thus death came to Calth.

Roboute Guilliman, Master of the Ultramarines, was ordered to muster his Legion at the great shipyards of Calth and there await the Word Bearers, who would join them in a new mission.

All this was a ruse. The Word Bearers were the first of the legions to abandon the Imperial Truth and turn to the worship of the Dark Gods, and they had long harboured hatred for the Ultramarines. Decades earlier the Word Bearers had openly worshipped the Emperor as a god, in direct violation of the Imperium's secular creed. This worship led them to build cities in his name and hindered the progress of the Great Crusade. At Monarchia, the greatest of their shrine cities, the Emperor humbled the Word Bearers, having the Ultramarines raze the object of their idolatry to the ground before their very eyes. Many speculate this act turned them on the path that led to their new truth: Chaos. Now, their mission from Horus was simple. Crush the Ultramarines Legion so that they could not turn the tide of Horus's war.





A LEGION SUNDERED

The first the Ultramarines knew of the Word Bearers' treachery was when the *Campanile*, a captured star ship, smashed through the dockyards at full thrust, sowing panic and destruction among the densely packed Ultramarines fleet. On the surface, the Word Bearers and their armies of cultist followers turned their guns on the loyalists, butchering their former brothers who had mustered with parade-ground precision. The devastation was catastrophic. Worse still, the Sorcerers of the Word Bearers' Legion performed dark rituals that brought the Daemon lords of Chaos through the veil of reality.

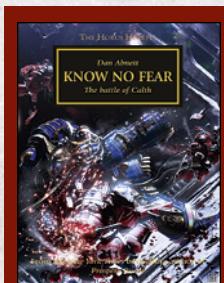
The battle that raged in orbit above Calth and scoured the surface of the world below was cut short by the Word Bearers' murder of Veridia, the system's star. In the torment of its long death, Veridia unleashed solar flares that ravaged the planet below. While those in space raced to escape, those on the planet fought their way below ground. Calth was lost, but the underground war had only just begun.

THE HERESY RACES ON

The attack on Calth left the Ultramarines, the largest of the Space Marine Legions, crippled and in disarray. Tens of thousands of veteran warriors had died, many of their greatest ships were destroyed or crippled and one of their most prized worlds was under a pall of radiation with a bitter war raging beneath its surface.

Worse still, the Ruinstorm, a raging warp storm summoned by the Word Bearers' efforts on Calth, plunged much of the galaxy into further confusion and rendered interstellar communication and Warp travel all but impossible. Truly, Horus's plans had come to fruition, and the road to Terra lay open. Yet all was not lost. If the Ultramarines could recover from the blow they had been dealt, they might yet become the Imperium's greatest defenders, and other loyal sons were slowly becoming aware of Horus's murderous plot. The greatest war in the history of the Imperium had only just begun, and it would lead right to the gates of Terra themselves... ☀

Above: Although the Word Bearers had the advantage of surprise over their former allies, the Ultramarines swiftly rallied with practical combat experience and solid theoretical doctrine.



THE BATTLE OF CALTH

Know no Fear is the blockbuster story of the Word Bearers' perfidious attack on Calth, and the Ultramarines' heroic efforts to halt them. We reckon it's one of the best Black Library novels of all time, and it's the direct prelude to the underground war described in *Betrayal at Calth*. Read it right away!

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. With *The Horus Heresy: Betrayal at Calth* available to order today, we turn our gaze upon the mortal enemies within: the Ultramarines and Word Bearers Legions.

ULTRAMARINES LEGION VETERAN TACTICAL MARINE

The Ultramarines wear the time-honoured colours of their Legion (a heraldry so iconic it is the same 10,000 years later in the 41st Millennium). The majority of any Ultramarines model is painted in Macragge Blue,

which you can either paint with an L Base brush or with a Citadel basecoat spray (or use Macragge Blue Air paint with an airbrush). Whatever your method, a smooth, even basecoat is the key to great results.

Power Armour



Eye Lenses



Bolter



ULTRAMARINES LEGION CATAPHRACTII TERMINATOR

As befits their rank and status as the exemplars of the Legion, the Ultramarines Terminators in Betrayal at Calth are considerably more ornate than the Tactical Marines, with baroque gold banding and white leather pteruges.

Terminator Armour



Gold



White Tabard



Lightning Claws



HOW TO USE THIS GUIDE



These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Each stage includes the following:

Photograph: These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they look like. Remember to look for similar areas of the model and do these at the same time.

Technique & Paint: The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it as easy as possible to identify the right one.



WORD BEARERS LEGION VETERAN TACTICAL MARINE

The Word Bearers Legion changed their armour shortly before the outbreak of the Horus Heresy. Once known for drab grey armour, they adopted the red of dried blood when their Primarch, Lorgar, found masters he would rather serve than the Emperor of Mankind. When they arrived on Calth, the Ultramarines were

shocked by their new-found panoply, and even more so by the heretical actions it heralded. Just as with the Ultramarines, the Word Bearers need a smooth all-over basecoat of their primary colour, Mephiston Red in this case. The scrawl on the Legionary's knee is painted carefully at the end with White Scar.



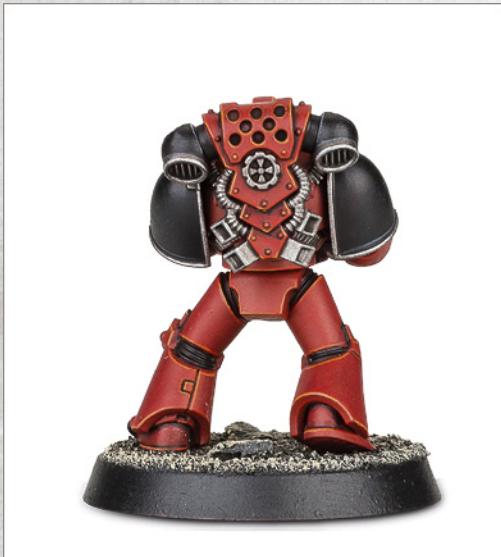
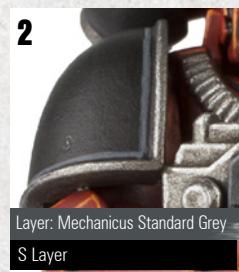
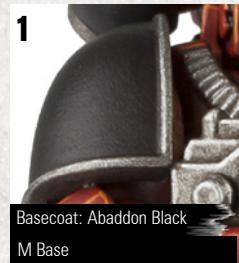
Power Armour



Eye Lenses



Shoulder Pads



WORD BEARERS CONTEMPTOR DREADNOUGHT

Unlike the other models in the game, Sor Gharax is best painted with drybrushing techniques – it's a really effective way of creating realistic highlights on his massive armour plates. Drybrushing can be messy, though, so completely finish the armour

before you go on to paint any other areas of the model. If you look closely at stages 3, 4 and 5 of the armour, you'll see that, as progressive stages are added, the drybrushing focuses more on the upper areas, creating a natural highlight. ☠

Next week: painting galore!

Armour



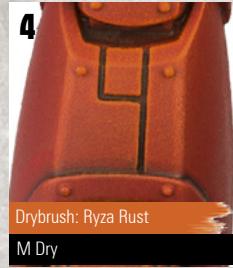
1
Basecoat: Mephiston Red
L Base or Citadel Spray



2
Wash: Nuln Oil
M Shade



3
Drybrush: Evil Sunz Scarlet
M Dry

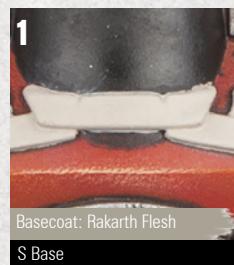


4
Drybrush: Ryza Rust
M Dry



5
Drybrush: Hexos Palesun
M Dry

Parchment



1
Basecoat: Rakarth Flesh
S Base



2
Wash: Seraphim Sepia
M Shade



3
Layer: Ushabti Bone
M Layer



4
Layer: Pallid Wych Flesh
S Layer

Script



1
Draw the lettering on with a soft pencil.

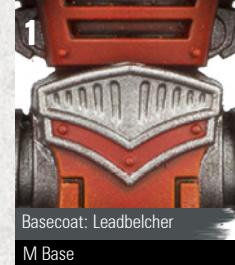


2
Basecoat: Abaddon Black
XS Artificer Layer



3
Wash: Nuln Oil
M Shade

Metal



1
Basecoat: Leadbelcher
M Base



2
Layer: Runefang Steel
S Layer



THE WRATH OF VERIDIA

The once-glorious world of Calth has been brought to blazing ruin by the Word Bearers. With the planet's sun scouring the surface, the Ultramarines run for the safety of the world's underground arcologies. But they are not alone in their quest for shelter...



The Wrath of Veridia is the first scenario in *The Horus Heresy: Betrayal at Calth*, making it the perfect mission for us to explain a bit about how the game works.

In this scenario the two Space Marine forces have just six rounds to get to safety before the Blast Doors to the arcologies close. The side with the greatest number of warriors behind the Blast Doors at the end of the scenario is the winner. Any

legionaries caught outside the Blast Doors when they close are incinerated – a bad way to go in anyone's book. Over the next few pages we'll give you an introduction to this great game and show you just some of the events that took place during the battle we fought, including a vicious firefight involving a heavy bolter, a mad dash for a rapidly-closing door and a dark pact that's truly unwholesome. Read on, fellow legionary, and bear witness...

ACTIONS

The legionaries in each hex fight as a unit. They can perform up to two actions each round, from Advance, Run, Consolidate, Shoot and Assault. Players take it in turns to activate a unit and perform an action with it. They might Run twice in a round, Advance and Shoot, Assault, or any combination of the above. In this initial mission, the Word Bearers get to activate a unit first.



8 Tactical Markers. Each unit starts the round with two actions. When an action is carried out, the marker is flipped over. The counter is removed after a second action.

9 Units can Run up to two hexes per action taken. Aiming for Blast Door Tertius, this trio of Ultramarines Run twice in their turn to get ahead of the enemy.

10 These Word Bearers have the same idea and also sprint forward. The missile launcher being aimed at them across the tunnel, however, stops them in their tracks.

11 Three Word Bearers, one armed with a heavy bolter, enter the rubble in the centre of the corridor. Any Defence Rolls they're forced to take will be improved by the cover.

12 Sergeant Cladius leads two battle-brothers (one with a meltagun) against the Word Bearers. It will be hard to kill them, but Cladius should have enough firepower...

A DEADLY FIREFIGHT

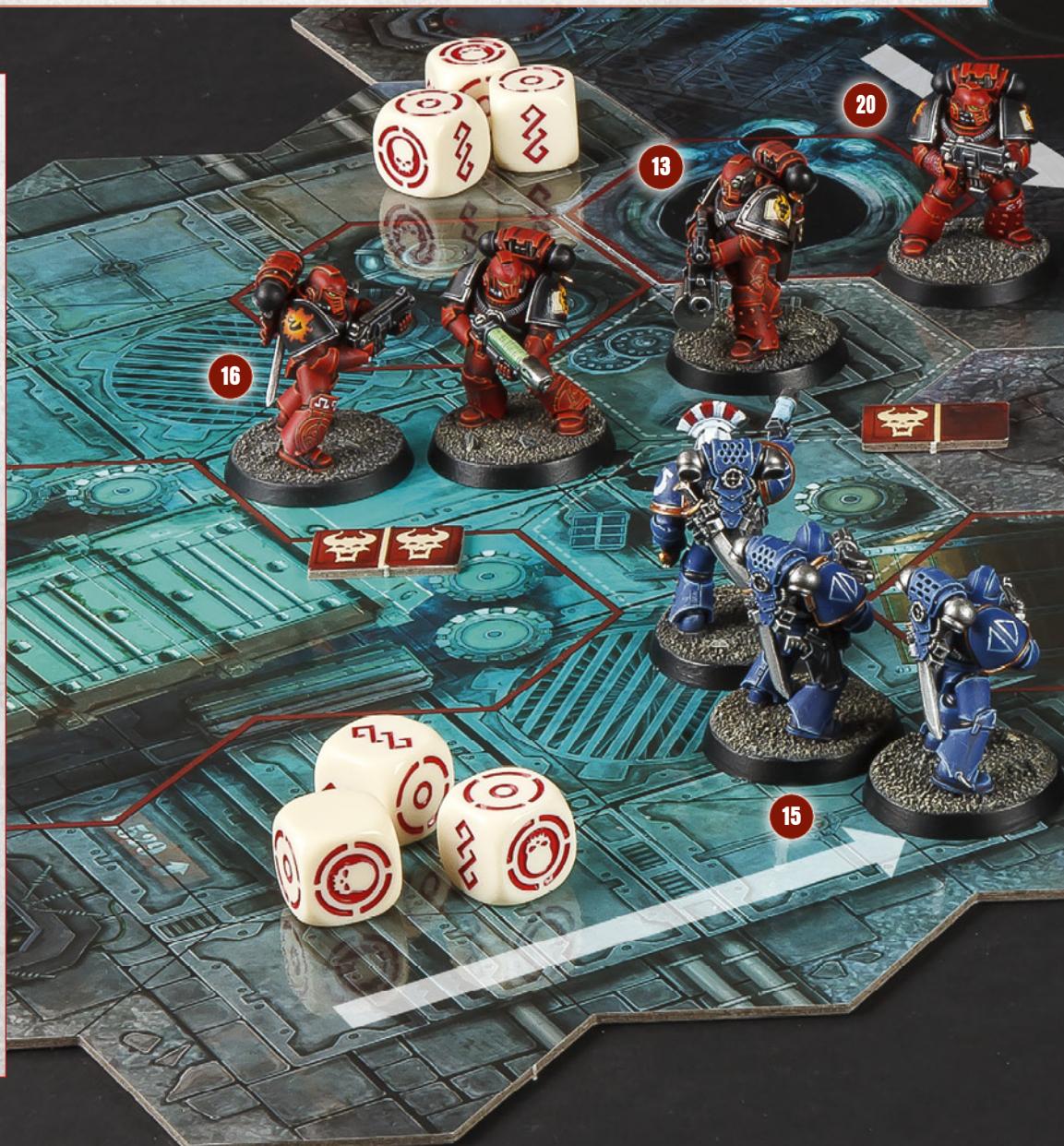
When making a Ranged Attack, all the dice generated by a unit's guns are rolled together. Blank faces and Shield icons count as misses, while Hits and Critical Hits are, as you'd expect, hits. Here the Ultramarines Shoot at the Word Bearers in the rubble. They generate eight dice – three each for the meltagun and the plasma pistol, and two for the bolter. Rolling the dice, they score six Hits, including one Critical Hit. They choose the meltagun's Critical Effect, negating one of the Word Bearers' armour saves (and the cover he was hiding in), killing him outright. A second Word Bearer also falls.



13 The legionary with the heavy bolter returns fire! Rolling six dice, the huge gun scores four hits, including one Critical Hit. The Ultramarines player checks his reference card (bottom right) and makes two Defence Rolls for his Armour. One is a Shield, subtracting one hit, meaning three hits get through; two hits are then allocated to a legionary, killing him. The last remaining hit is not enough to cause another casualty. The heavy bolter's Critical Hit, however, does cause the Ultramarines to lose their last tactical point as they duck for cover.

14 The Ultramarines Shoot at the heavy bolter legionary and score three hits. This might be enough to kill the Word Bearer if he rolls badly for his Armour. Fortunately the rubble offers extra protection and the one shot that gets past his Armour is not enough to kill him. Because this remaining hit is not enough to slay the legionary, it is discarded.

15 A pair of Ultramarines Advance, ready to Consolidate into other units nearby.



16 These Word Bearers Shoot the Ultramarines in the centre of the tunnel. Though they cause no casualties, they do strip them of their last tactical point with a Critical Hit.

17 The Ultramarines in this hex Consolidate into the hexes adjacent to them, one legionary joining the missile launcher squad, the other bolstering Cladius's unit.

18 The Word Bearers Run again in an attempt to get to Blast Door Primus. Their line of sight is obscured so they can neither see nor be seen. So they Run again!

19 The unit with the missile launcher make a difficult shot at Sergeant Herxes's unit, which is heavily obscured. Despite this, they score four Hits and kill a Word Bearer.

20 In response, Herxes Advances ready to Assault the unit in the centre of the tunnel, denying them the chance to use the deadly Frag Grenade card (below).



FRAG GRENADE

Mk II fragmentation grenades, often known simply as frag grenades, are heavy but compact explosive devices that can be activated with a single digit and hurled into the midst of the foe. Heartbeats later they detonate with such force they can scatter a squad of Legionaries Astartes to the ground. Such devices are doubly lethal in the claustrophobic confines of Calth's arcologies.

Play when an Ultramarines unit makes a Ranged Attack against a target unit within three hexes, before rolling Attack Dice.

One model in the unit can use a frag grenade instead of his Ranged Weapon. This has no Critical Effect, but has a Shoot value of 2 per model in the target unit.





CLOSE AND PERSONAL

In round three Sergeant Herxes initiates a Melee Attack against the adjacent Ultramarines. Just like Ranged Attacks, the Melee dice are all rolled together. In this case, four dice are rolled (two for each legionary) plus one for Herxes's plasma pistol and another for his chainsword. They score four hits including three Critical Hits (ouch!). The Word Bearers player chooses to activate the chainsword's Critical Effect, gaining an additional attack for each Critical Hit scored. The flurry of blows, however, kills just one legionary. In return, the Ultramarines hit with every roll and score a surprise kill!

DARK PACT

Those Word Bearers most steeped in the vile creed of Chaos have made bloody pacts to extend their lives, buying a false immortality that sees them rise to fight again even after suffering the most grievous wounds. All the Dark Gods have asked in return is that they betray all that was once dear to them, slaughter their brothers by the thousand, and surrender their body and soul for eternity.

Play when a Word Bearers model is removed as a casualty, before removing the model from the board.

Roll a dice. If a Blank is rolled the model is removed from the board, otherwise it remains where it is. (It cannot be chosen again as a target model during this attack. If it is the only model remaining in its unit, any remaining Hits in the damage pool are discarded.)

21 The Word Bearer's seize the Initiative, the unit with the plasma gun Consolidating into the rubble to join the legionary armed with the heavy bolter.

22 Desperate to kill the heavy bolter, Cladius's unit fire at the trio but roll only a single Hit. In hindsight they should have charged them and denied their shooting...

23 The heavy bolter, plasma gun and bolter (totalling 11 Attack dice!) return fire and kill two of Cladius's unit in a maelstrom of bullets; a devastating blow.



24 Cladius returns fire once again and kills a Word Bearer. His victory is short-lived, however, when the Word Bearers player flips over the Dark Pact card (left).

25 The Ultramarines with the missile launcher Run. For their second action they could Run or Shoot the infuriating heavy bolter unit. Will sense or revenge prevail?

26 The answer is, of course, revenge. Between bolter fire and high explosive missiles the Ultramarines kill one of the Word Bearers taking shelter behind the rubble.

27 The Ultramarines retreat from Sergeant Herxes but are confronted by him once again on the other side of a pillar. This second round of combat sees no casualties, much to the surprise of both players. The Ultramarines would happily have taken a casualty, which would have forced them to retreat a hex, ironically moving them closer to their goal, Blast Door Tertius. Sadly, it was not to be and they stubbornly stood their ground.

28 The trio of Word Bearers (some may say the cowardly ones) reach Blast Door Primus and Run through at the end of round three, putting them beyond harm's reach and the Word Bearers in a strong position for victory.

MAKE FOR THE BLAST DOORS!

In round four, the fate of the Ultramarines was sealed. The now-legendary heavy bolter legionary and his plasma gun-wielding companion killed all three Ultramarines in the missile launcher squad, while Herxes chopped down the two Ultramarines running for Blast Door Tertius. Seeing his warriors so brutally killed, Cladius charged the Word Bearer with the heavy bolter and killed both him and the traitor next to him with his power sword. But it was too little, too late – the Word Bearers had reached the arcologies and secured victory for the Warmaster. Death to the False Emperor!

BE THE FIRST TO SEE BETRAYAL AT CALTH

Every Games Workshop store and many large independent stockists will have a copy of *The Horus Heresy: Betrayal at Calth* in store today for you to look at, touch and maybe play a game with if you're lucky. Will you fight for the glory of Ultramar and the Emperor, or will you embrace the Primordial Truth?

NEW RELEASES

PRE-ORDER: NOW

RELEASED: 14/11/15

Unless noted otherwise, these products are all available to pre-order from 7 November and are on sale from 14 November. Find out more about this week's new releases [here](#) in this issue.

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