

THE HORUS HERESY[®]
EXEMPLARY BATTLES
OF THE AGE OF DARKNESS

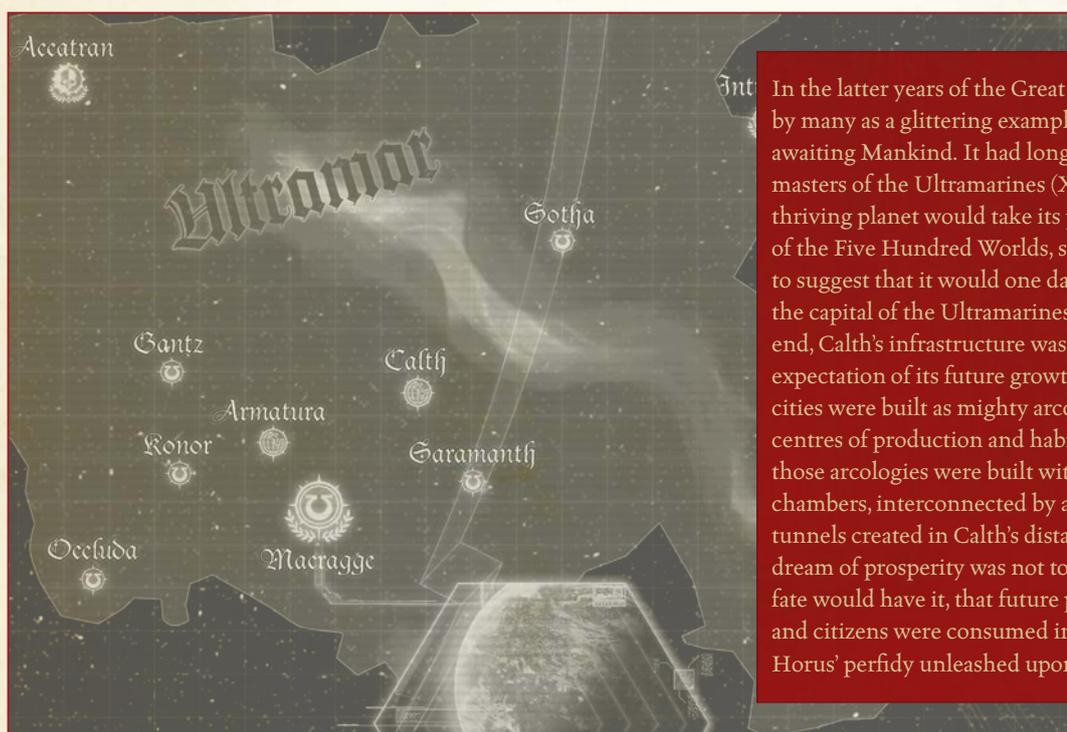


THE BATTLE
OF CALTH:
UNDERWORLD WAR

EXEMPLARY BATTLES

As the Age of Darkness ground ever onwards, the fires of war would spread throughout the entire galaxy, consuming everything in their path. Armies and worlds were reduced to nothing more than ash, in many cases leaving no one alive to bear witness to the sacrifices made or the atrocities committed. During this time, each Legion employed unique formations to prosecute their own style of war, whether by choice or through necessity, making use of unconventional, often abhorrent,

tactics and weapons. Many of these formations would be lost during the dark years following the Horus Heresy, their traditions wiped out and the last stockpiles of their weapons exhausted. Some, however, have been preserved in these records, that future generations may learn of the terrors unleashed upon the galaxy by the Emperor's turncoat sons and the valiant heroes who stood against them.



In the latter years of the Great Crusade, Calth was held by many as a glittering example of the bright future awaiting Mankind. It had long been planned by the masters of the Ultramarines (XIIIth) Legion that the thriving planet would take its place amongst the greatest of the Five Hundred Worlds, some even going so far as to suggest that it would one day replace Macragge as the capital of the Ultramarines' stellar empire. To that end, Calth's infrastructure was massively expanded in expectation of its future growth. Many of the planet's cities were built as mighty arcologies – self-sustained centres of production and habitation – and some of those arcologies were built within vast subterranean chambers, interconnected by an extensive network of tunnels created in Calth's distant geological past. This dream of prosperity was not to last however, and as cruel fate would have it, that future perished as Calth's cities and citizens were consumed in the fires that Warmaster Horus' perfidy unleashed upon the Imperium.

By mid 007.M31, the Ultramarines Legion was called to muster at Calth alongside the Word Bearers (XVIIth) Legion at the behest of Horus, seemingly to put to rest the long-held grudge that existed between them since the destruction of Monarchia. Unaware of the civil war already engulfing other parts of the Imperium, the Ultramarines were utterly unprepared for the sudden betrayal of the Word Bearers when Lorgar's sons turned the guns of their warships on the XIIIth Legion's anchored fleet and began its systematic destruction. Just as in orbit, the mustering fields on the surface of Calth played host to a carefully planned and heinous campaign of betrayal and fratricide. Countless warriors of Ultramar, some of them veterans that had fought to expand the Imperium's borders since the early days of the Great Crusade, were mercilessly slaughtered where they stood by their erstwhile brothers. The Ultramarines and their Solar Auxilia allies suffered crippling losses at the opening stages of the Calth Atrocity, but eventually, the proud scions of Roboute Guilliman overcame their shock and disbelief, rallied their forces and fought back. With countless already dead, the Word Bearers set in motion long-laid plans to murder the system's star and bring about the birth of the Ruinstorm.

The Veridia star was poisoned through occult rituals of cosmic significance and ravaged by a sustained bombardment from the captured guns of Calth's orbital weapons grid, causing devastating solar flares that reduced the planet's cities to radiation-bathed ruins and ash.

So lethal was the fell light of the star of Veridia that even the genetically enhanced warriors of the Legiones Astartes were forced to seek shelter. Within days of fleeing the surface, the fighting moved to Calth's underworld, where the surviving forces of the two Legions that were stranded on the planet continued their internecine war. With billions of lives having been lost in the opening attacks, the Ultramarines evacuated the surviving civilians to Calth's subterranean arcologies in an effort to provide some shelter from the jaws of total catastrophe.

Brutalised by the rad-storms they themselves created, the Word Bearers too sought refuge beneath the surface, butchering any Imperial defenders they came upon and taking over several of the arcologies. From these conquered underworld strongholds the predatory hosts of the XVIIth Legion, cut off from the

main body of the Shadow Crusade, ventured forth to scavenge essential supplies for the ongoing conflict and to raise dark shrines to their hungry gods. Countless atrocities took place in the months following the devastation of Calth's surface, not least the desecration of the Uranik arcology and the ritual sacrifice of its defenders by Legionaries belonging to the Graven Star Chapter of Captain Hol Beloth, or the destruction of CV427/Praxor and the three hundred thousand souls it sheltered, burnt to ash alongside the cultist infiltrators who detonated atomantic devices stolen from Ultramarines Legion armouries within the arcology.

One such location that stands out in Imperial records amongst the myriad disasters that befell Calth was that of the Auroran arcology. Auroran is noted as the rallying point for the shattered remnants of the Ultramarines' 547th Company, led there by Consul-Chaplain Ankarion, and shelter to two hundred thousand civilians. Amidst the chaos and confusion caused by the surge of enemy incursions following the retreat from the surface, the XIIIth Legion Calth central command lost contact with the Auroran arcology, soon after receiving a fragmentary vox signal requesting immediate assistance. The transmission bore Ultramarines Legion encryption codes of the highest priority, and so the task of investigating the incident fell to a force vastly unsuited to mount a search and rescue operation: Captain Valius Thesian and the 4th Destroyer Company of the 22nd 'Nemesis' Chapter. Known for their extensive use of volatile and hazardous weaponry, the Nemesis Chapter was deliberately mustered in isolation far from Calth's centres of population, and as such they were spared the catastrophic losses suffered by the majority of their Legion during the opening stages of the conflict. In the aftermath of the Word Bearers' betrayal, the 4th Destroyer Company had fallen back to occupy a series of subterranean bunkers scattered beneath the ruins of what was once the Aesperia Praefecture. Unfit for the role of saviour though they were, the Destroyers often shunned and deemed somehow tainted by their brethren because of the dark arsenal of forbidden weapons they employed in battle, they were the only sizable concentration of force the Ultramarines Legion could muster near the Auroran arcology. Captain Thesian swiftly mobilised his Legionaries when the call came to establish contact with the lost 547th, and soon several hundred ebon-armoured Ultramarines passed through the reinforced gates of the Auroran arcology and advanced towards their designated targets, armed and arrayed more for open battle than for a mission of mercy.

Fifty groups, each numbering up to thirty Space Marines, supported by talons of Contemptor Dreadnoughts were individually assigned a different vital objective; from securing air filtration centres and power generator hubs to scouting missions that would range ahead of the main relief force to seek out survivors or signs of the 547th Company. The cavernous subterranean chambers of the arcology were filled with the detritus of halted construction operations, upturned earth-moving machines, bulk crawlers and deactivated drilling engines. The ground was littered with the corpses of Pioneer Auxilia labourers, exhibiting extreme and unnatural degrees of decomposition, the rictus grin of their rotting skulls leering from inside the cracked visors of their environment suits as maggots and centipedes crawled out of their empty eye sockets. A foul stench surrounded the corpses, a putrid miasma that somehow managed to penetrate even the air filters of the Destroyers' sealed power armour. The equipment throughout the tunnels and chambers of the site bore signs of similar degradation; extreme corrosion and decay that should have been the results of decades of abandonment, not days.

There, in a place reminiscent of some hell of Ancient Terran myth, the Ultramarines Legion met their hated foe. Across the many chambers and halls of the Auroran arcology, hundreds of Word Bearers rose from concealed positions amongst abandoned engines and stacks of armoured containers to open fire with bolters and heavy weapons, scything down the front ranks of the advancing Ultramarines. The Nemesis Destroyers recovered quickly and returned fire, bracketing the enemy positions with volleys of rad missiles, phosphex bombs and heavy bolter shells without breaking their advance. Volkite energy beams lanced from the double-barrelled culverins mounted on the arms of the Ultramarines Contemptors, melting away armour and burning flesh to the bone. With little hope of maintaining a defensive position in the face of such devastating firepower, the Word Bearers sacrificed the advantage of cover and charged the Ultramarines in a howling rush.

These sons of Lorgar bore little resemblance to the warriors that the Ultramarines had faced during the opening stages of the Calth Atrocity. Their power armour had mutated to resemble bloody, sinewy flesh and bony protrusions had erupted from the ceramite, as much a part of the body beneath as they were grisly additions to the plate itself. Among the ranks of the Word Bearers, stranger silhouettes lurked – hulking Legionaries who had devolved into nightmarish creatures that barely resembled their original form, their hands transformed into vicious claws and their jaws distended into slaving, fang-filled maws. Dozens of Word Bearers were cut down as they broke from their positions of concealment but the rest swiftly closed the distance separating them from the Ultramarines. Reacting swiftly to their enemy's sudden assault, the Nemesis Destroyers unleashed a volley of rad grenades before pulling their own close combat weapons, meeting their enemy blade to claw. The subterranean realm was filled with a rad storm no less potent than that which ravaged the surface, as Nemesis Destroyers and Word Bearers clashed in bitter, unremitting combat. The taint of the Warp was heavy upon the scions of Lorgar, and where they fought, formless things of grasping arms and gaping mouths erupted from the ground and walls to attack the warriors of Ultramar. Viciously hooked axes and hideously mutated talons clashed against revving chainswords and artisan-made gladius blades as ghostly laughter echoed through the halls of the Auroran arcology. The XIIIth Legion vox band was flooded with a blizzard of static signals interspersed with the primal howls of otherworldly beasts, while warriors were swallowed whole by unnatural clouds of hellish light and shadow. Amongst the horrors that accompanied the twisted Legionaries of the Word Bearers, the Ultramarines caught sight of cadaverous creatures wearing the shattered remnants of power armour that unmistakably bore the colours and crests of their own Legion. The creatures' dead eyes burned with the ethereal flames of the Empyrean and their flesh hung loose in the places where their armour was missing, bloated and bruised like that of a drowned corpse. Puppeted by some hideous sorcery, the lost brothers of the 547th Company came forth in a shambling horde to slay their gene-kin.

Caught in a sudden tempest of warp-born nightmares, the Ultramarines' legendary coordination was stretched to breaking point across the arcology, with some battlegroups attempting to advance into contact with the enemy just as others were falling back from ambush to regroup. Captain Thesian's unit formed the

anchor of the Ultramarines' battle lines, with Thesian himself fighting at the forefront of the fiend-haunted chambers, but he could only intervene at one point at a time and several of the Ultramarines battlegroups were isolated and destroyed. Three squads of Nemesis Destroyers fought alongside their Captain, laying down a withering hail of bolter shells that kept their foes at bay. Those who ran out of ammunition mag-locked their bolters onto their armour and drew chainswords and combat blades to dispatch any foe that penetrated their units' interlocking fire. Honoured-ancients Andronicus and Dorian advanced steadily behind their kindred, the two Contemptor Dreadnoughts reducing Word Bearers and warp creatures alike into chunks of meat and ceramite with an unrelenting stream of high calibre shells from their Kheres-pattern assault cannons. Thesian's battlegroup moved steadily upon what had once been the Legion command strategium in the Auroran arcology, coordinating with their scattered forces as best they could. The remaining Ultramarines battlegroups abandoned their original objectives and began converging on their Captain's position.

After hours of brutal fighting, the Ultramarines' spearhead reached what had once been the headquarters of the 547th Company. The walls of adamantium and marble adorned with the icons of the Imperium and Ultramar had been torn down and in their place stood a temple of the damned, a fane that was the epicentre for all the corruption spreading through the Auroran arcology. Gilded pillars that had carried the proud banners of Imperial conquest now bore savagely cut sigils that caused nauseating pain to those who looked upon them. The crucified bodies of Ultramarines were arrayed around an enormous totem of bones in the shape of an eight-pointed star. Before a gathering of misshapen mutant creatures stood Consul-Chaplain Ankarion of the 547th Company bearing a spear of glistening obsidian. The azure-blue that once marked him out as a warrior of the Ultramarines was replaced with a shimmering crimson and his helmet was an indistinguishable mass of eyes, fanged mouths and curving horns. The fallen Chaplain was surrounded by a throng of monstrous Word Bearers Legionaries whose crimson armour was freshly daubed with the blood of Guilliman's sons. As their eyes fell upon the approaching Loyalists, the Word Bearers and nightmare creatures, led by the fallen Ultramarines Chaplain, bellowed a challenge in ancient Colchisian and charged.

The Ultramarines had already fought through a seemingly unending sea of terrors and now, at the end, they had discovered that the one responsible for the death of their brethren and the corruption of this subterranean realm was one of their own. Abandoning the measured and tactical approach to warfare their Legion was famed for, the Nemesis Destroyers broke into a charge themselves. Honour demanded that the foe was met head-on, the enemy's blood spilt by Ultramarines blades face to face; only this could expunge the stain of blackest treachery. The two forces crashed against each other with the war cries of their respective Legions on their lips; noble words uttered in defiance of the unhallowed screaming of the damned mixed with the thunder of bolters and the howls of chainswords as they bit deep into armour and flesh. Shapeless creatures slammed into the Ultramarines ranks, bearing the Destroyers to the ground where they tore them apart in a vicious frenzy. Viscous darkness slithered over the floors, stretched and swelled across walls and loomed down from the cavern roof, plucking Ultramarines from the ground and dragging them into the centre of its growing mass.

Amidst the chaos of the brutal melee, Thesian confronted Ankarion, swinging his relic blade two-handed in a savage downwards blow that was blocked by the traitor's spear. Ankarion's return strike impaled Thesian through the chest, the obsidian spear splitting the golden winged Ultima on the Captain's breastplate and erupting from his back. As if sensing the mortal wounding of the Ultramarines Captain, the dark intensity surrounding the totem's aurora shone brighter and began tearing ragged holes in the fabric of realspace; breaches from which tendrils of cyclopean creatures sought to break into this dimension. Ankarion lifted his transfixed foe high upon his spear, savouring the taste of victory. In a moment of desperate rage, Thesian pushed his failing body to one last act of vengeance. With agonising effort, the loyal son of Guilliman pulled the spear's haft through his sundered chest, and with a roar of defiance, stabbed the traitor through the throat with his relic gladius. Before the Chaplain could react, Thesian pulled a melta bomb from his belt and pressed it against Ankarion's chest, activating the device and embracing his fallen brother in death.

The two warriors were consumed utterly in a blast of thermal energy that rendered ceramite, flesh and bone to ashes. As Ankarion disintegrated, the aurora around the totem disappeared and the tears in real-space began to weaken and fade away. The Nemesis Destroyers fought on, and though only one in ten of

their original number remained, they were enough to hold the line. Against other Legionaries the warp-born horrors might have prevailed but the warriors of the Nemesis Chapter were a breed apart from their brother Ultramarines. These sons of Guilliman fought with a fury born of bitterness, and a disregard for survival that stemmed from the certainty of their own demise, for they already knew well that it was a death sentence to wield the pernicious arsenal of the Nemesis Chapter. Hordes of nightmare-creatures assailed them but the Destroyers kept them at bay with unrelenting volleys of bolter fire, the deadly chem-agents and toxins within their shells quickly adapting to the strange genetic makeup of their warp-infused targets and dissolving them from within. When their ammunition ran dry, the Ultramarines switched to their chainswords and hacked at tainted flesh until their scalded armour was covered with blood and ichor. Honoured-ancient Andronicus went on a wild rampage when his brother Contemptor Dorian fell, tearing Word Bearers abominations apart with his crackling power claws, and is recorded to have been the one to fell the profane bone icon that syphoned the ætheric energies into the Auroran arcology. With the destruction of the totem, the misshapen creatures began dissolving into formless puddles of primordial ooze and the remaining warp-possessed Ultramarines collapsed to the ground, the strings of their esoteric puppeteers cut. Upon the death of the last Word Bearer and the battle's conclusion, Destroyer Veteran Sergeant Cassian took command of the remaining Ultramarines forces and proceeded to direct the withdrawal of his surviving men.

No concrete narrative of the concluding horror of the battle's final hours can be given as extant records of the events are fragmentary, incomplete and often unreliable. Of the thousands of civilians who took shelter within the halls of the Auroran arcology no further records exist, and no eye-witnesses have come forth to speak of those events, but it is widely assumed that they perished in their entirety at the hands of the traitorous Word Bearers. The only fact that is known is that atomantic bombs were later brought into the Auroran arcology by the Ultramarines, who detonated the devices remotely upon their departure. The resulting blast annihilated the entire site in a nuclear firestorm that ensured the taint of the Emyrean would not spread further. It would be many years before the Underworld War on Calth would be won, but the Nemesis Destroyers would go on to play a major role in numerous conflicts of the Age of Darkness. Even though the fierce losses suffered by the Nemesis Chapter on the soil of Calth would eventually be replenished, the wounds in the souls of its warriors would never fully heal, leaving them as grim shadows of their former selves.

ULTRAMARINES NEMESIS DESTROYER SQUAD

190 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Nemesis Destroyer	4	4	4	4	1	4	1	9	3+
Nemesis Destroyer Sergeant	4	4	4	4	1	4	2	9	3+

ELITES

As was common with the Legiones Astartes at the outset of the Great Crusade, the Ultramarines Legion maintained entire chapters of Destroyers, each equipped with formidable weaponry which only they could be permitted to bring to bear against those enemies that required nothing less than total annihilation. The Destroyer squads of the Nemesis Chapter were instrumental in the Legion's resistance to the Word Bearers' assault upon Calth. Unlike many Destroyer squads, it was common for those of the Nemesis Chapter to retain a high proportion of bolters as a primary armament, augmenting their tactical flexibility with the addition of specialist ammunition loads created to cause such harrowing destruction to the ranks of the enemy that fear would break the spirit of those that survived. This, combined with the prodigious skill and steadfast discipline that was characteristic of the Ultramarines, would prove invaluable when combating the Traitor forces, especially so when defeating the fervent warriors of the Word Bearers Legion and banishing the neverborn beings they summoned upon Calth.

Unit Composition

- 9 Nemesis Destroyers
- 1 Nemesis Destroyer Sergeant

Unit Type

- Nemesis Destroyer: Infantry
- Nemesis Destroyer Sergeant: Infantry (Character)

Wargear

- Bolter with Nemesis ammunition
- Bolt pistol
- Chainsword or combat blade
- Frag grenades, krak grenades and rad grenades
- Power armour

Special Rules

- Legiones Astartes (Ultramarines)
- Stubborn
- Hardened Armour

Dedicated Transport

- An Ultramarines Nemesis Destroyer Squad numbering 10 models or fewer may choose a Rhino as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see *The Horus Heresy: Legiones Astartes Age of Darkness Army List* book), other Dedicated Transport options may be available for the squad.

Options

- The Ultramarines Nemesis Destroyer Squad may take:
 - Up to 10 additional Nemesis Destroyers +17 points each
- The entire squad may take melta bombs +25 points per unit
- One Nemesis Destroyer per squad may take a legion vexilla..... +10 points
- One Nemesis Destroyer per squad may be equipped with a nuncio-vox..... +10 points
- For every five models in the squad, one Nemesis Destroyer may exchange their bolter with Nemesis ammunition for one of the following:
 - Missile launcher equipped with a suspensor web and rad missiles (and no other type)..... +20 points
 - Heavy bolter equipped with a suspensor web..... +15 points
 - Volkite charger..... +5 points
 - Flamer..... +10 points
 - Meltagun..... +15 points
 - Plasma gun +15 points
 - Graviton gun..... +15 points
 - Lascutter..... +10 points
- The Nemesis Destroyer Sergeant may exchange either a chainsword or combat blade for one of the following:
 - Power weapon +10 points
 - Power fist +15 points
 - Single lightning claw +15 points
 - Thunder hammer +20 points
- The Nemesis Destroyer Sergeant may upgrade their power armour to:
 - Artificer armour..... +10 points
- The Nemesis Destroyer Sergeant may take up to:
 - Three phosphex bombs +10 points each

Nemesis Ammunition

The primary individual armament of the Nemesis Destroyers was superficially identical to the Tigris, Umbra and Phobos pattern bolters that were in widespread use at the time of the Horus Heresy. Internally however, Legion artificers reworked the ammunition feed systems and firing mechanisms allowing the weapons to fire experimental but volatile and often unstable rounds at a reduced velocity. This ammunition was far from standardised, using payloads of chem-agents and toxins concocted to inflict unimaginable pain as it rapidly adapted to the genetic structure of its target, unravelled it at a molecular level and rendered it to a grey slurry of base matter. It is purported that these weapons were a further continuation of the development of toxiferan munitions started by the Death Guard Legion during the Great Crusade. There are, however, no extant records that chart how the Ultramarines Legion armourers came to devise the resulting technology, and Imperial inquiries on the matter have been silenced by the highest authorities of Macragge and Terra.

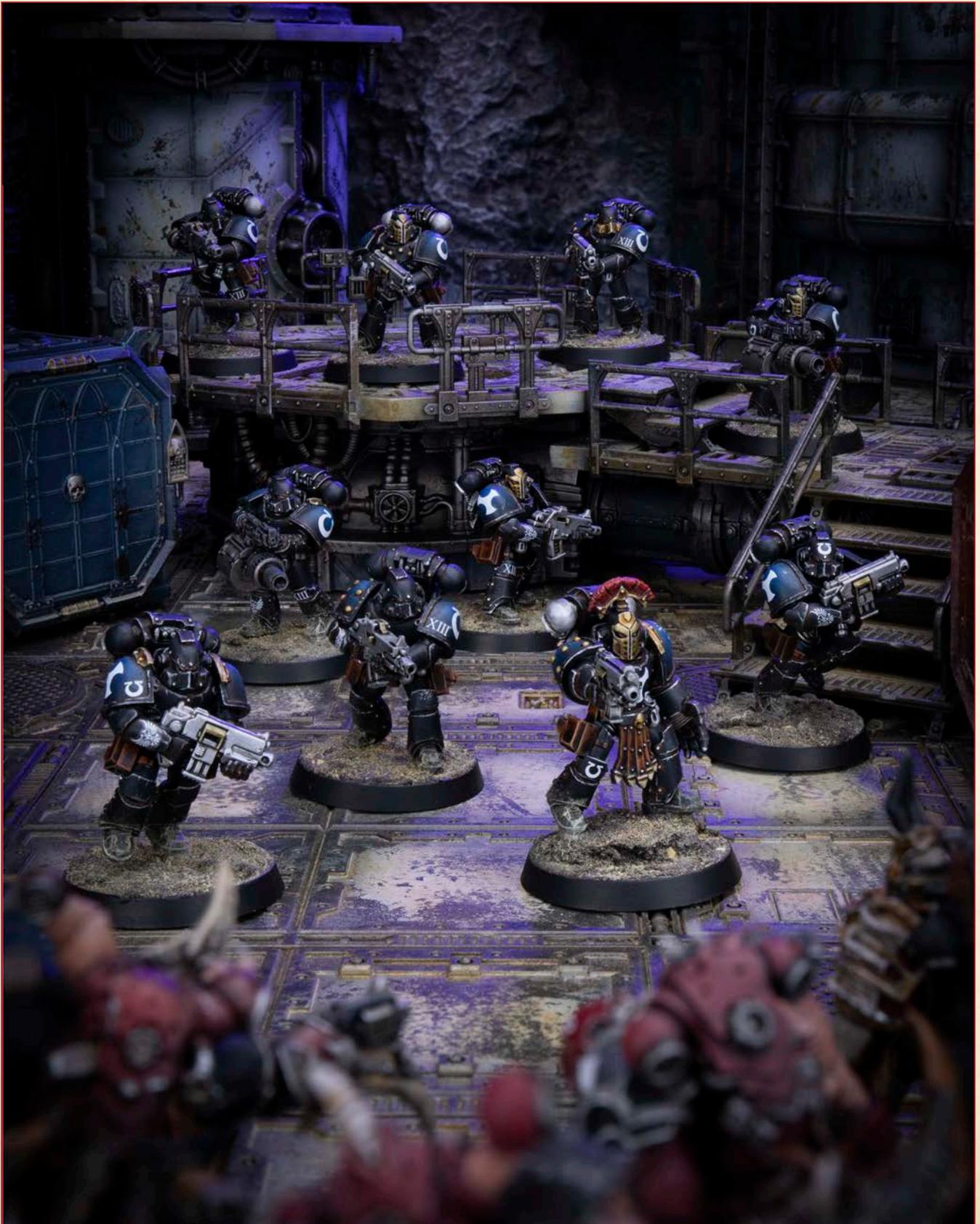
Weapon	Range	Str	AP	Type
Nemesis ammunition	18"	4	5	Assault 2, Harrower

Harrower: Any To Wound roll of a 6 is resolved at AP 2. Additionally, any unit from which a model is removed as a casualty during the Shooting phase as a result of an attack from a weapon with this special rule, must take a Morale check as if they had suffered 25% casualties.



UNIT SHOWCASE

Shown below are some examples of Ultramarines Nemesis Destroyers that have been built and painted by members of the Studio staff. The Ultramarines Nemesis Destroyers are based on the Legion MkIV Destroyer Squad, with a selection of upgrade parts from the Forge World range such as the Ultramarines MkIV Praetorian Heads Upgrade Set. Some parts are also used from the Citadel MkIV Space Marines kit and the Citadel MkIII Space Marines kit.



THE SCOURING OF THE AURORAN ARCOLOGY

The forces of the Word Bearers Legion launched uncounted incursions to seek out and destroy Ultramarines resistance fighters trapped beneath the surface of Calth, deep into the winding caverns and arcologies where the survivors of the initial attacks desperately sought shelter. Strike forces, facilitated by duplicitous agents from within the civilian population corrupted by the temptatious offerings of the dark gods, infiltrated the secure lines, disabling augur feeds and sensor arrays, allowing attacks to be made with devastating effect. Vast numbers of Loyalist lives were lost, vaporised by the subterranean detonation of horrifying weapons intended for void warfare, cut down with the hidden blades of those that stood beside them or poisoned by tainted atmosphere recyclers. Such was the scale of bloodshed, it sent waves through the Empyrean itself and stirred the dark powers that dwelled there.

Corporeal Hosts

Fallen Legionaries, reanimated by the malevolent powers of the Warp, would fight again under the banner of the Word Bearers. In some cases they rose, having been cut down in battle, as nothing more than wracked corpses wearing battleplate split and ruptured by mass-reactives. In other cases, they were altogether more whole; deceased but seeming to have surrendered their flesh and sinew to a force beyond their own will without protest.

For the purposes of playing the scenarios that follow, the Word Bearers player may include units of Ruinstorm Possessed from *The Horus Heresy: Book 8 – Malevolence* in their army selection as non-Compulsory Troops choices.



Tortured World

The tormented surface of Calth had been rendered perilously unstable, causing entire districts to subside into the depths of the vast caverns beneath the surface. The detonation of munitions capable of obliterating entire armies sent shockwaves out through the ground, levelling buildings far beyond the immediate blast radius. Those souls not crushed under the rubble of once-mighty cities were forced to seek refuge from the radiation of a star turned against them as a weapon. Where it was once a verdant world of plenty, Calth had become a death world upon which the conditions rivalled that of the most inhospitable planets within the Imperium.

At the start of each game turn after the first, both players must roll a D6. The results should be added together adding +1 if any weapons of Strength 8 or more were fired in the previous turn. The result on the following chart should be applied after any models have been deployed from Reserves, but before any other models are moved.

2D6 Result	Effect
2-5	Stable: For a brief period, the death throes of Calth fall silent and conditions are calm. No additional rules take effect this turn.
6-7	Aftershocks: The vibrations of a distant building collapse or massive explosion are felt for kilometres around; dust and debris shower down from the vaulted ceilings. All models on the battlefield suffer a penalty of -1 to their Ballistic Skill, to a minimum of BS 1, for the duration of the game turn.
8-10	Partial Collapse: Incessant firefights and explosions cause pillars and ceilings to collapse, crushing those unlucky enough to be caught beneath the tonnes of rock and masonry. Scatter three Large Blast (5") templates 4D6" from the centre of the board. If the result of a Scatter dice is a Hit, the template must still be scattered in the direction of the small arrow that appears on that face. Any models underneath any of the templates in their final position after scattering suffer a single Strength 8, AP- hit. A model with an Armour Value that suffers a Hit due to this rule must resolve that Hit against its Rear Armour Value. Models that are able to Jink must declare that they will Jink before any Scatter dice are rolled.
11-12+	Radiation Exposure: The intense radiation of the poisoned sun breaches through into the subterranean cavern with deadly effects. The Cold Void & Poisoned Air Optional Zone Mortalis special rule is used for the remainder of the game.

MISSION ONE: HUNT AND ELIMINATE

In this mission, the Ultramarines are attempting to hunt down and eliminate an incursion force of Word Bearers in the Auroran arcology beneath the surface of Calth. The protracted conflict has destabilised the vast subterranean arcologies, causing collapses and cave-ins and allowing the radiation emitted from the system's tortured star to permeate into these cavernous spaces. The environment these conflicts are fought in is as deadly as any weapons that are brought to bear.

This mission uses both *The Horus Heresy: Age of Darkness* rules and *Zone Mortalis* rules.

THE ARMIES

The mission presented here is intended to represent the smaller scale, but no less vicious, battles that took place beneath Calth. During the so-called Underworld War, forces of Ultramarines and their allies regrouped to fight back against the Word Bearers and their debased cultist allies. Players may, however, wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness, using the recommended army size of between 1,000-1,500 points and the *Zone Mortalis* Combatant Force Organisation chart.

SETTING UP THE GAME

- If using the recommended points limit, a 4'x4' battlefield will give players the most engaging experience.
- A greater density of terrain should be used compared to the quarter to one third coverage of the battlefield used in a standard game, making sure that each table edge has at least one clear entry/exit point per player. The confined access tunnels and interior caverns of the Auroran arcology can be represented using *Citadel Miniatures Zone Mortalis* terrain.
- After terrain is placed, but before any forces are deployed, the Ultramarines player must place six markers 1" in diameter or alternatively, appropriately sized terrain representing control panels and cogitator consoles. These markers must be placed in accordance with the rules for *Placing Objective Markers* in *The Horus Heresy: Age of Darkness rulebook*.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Players must roll off to determine who will deploy first and who will deploy second. The player who deploys first must select their board edge and the player who is to deploy second must use the board edge directly opposite the one selected by the player that is deploying first.
- Using the deployment map on page 14, both players deploy their armies as per the *Standard Deployment Method* as detailed in *The Horus Heresy: Age of Darkness rulebook*.

FIRST TURN

In this mission, the Word Bearers player takes the first turn, unless the Ultramarines player can Seize the Initiative.

GAME LENGTH

The game uses the *Variable Game Length* rules found in *The Horus Heresy: Age of Darkness rulebook*.

VICTORY CONDITIONS

The winner of this mission is the side that has the most Victory points at the end of the game. Each side scores Victory points under the following differing conditions:

The Defiant and the Debased

The Ultramarines player's goal is to purge the arcologies of the tainted presence of the Word Bearers, securing refuge for the surviving citizens within. The Ultramarines player scores 1 Victory point for each enemy unit and Independent Character that is destroyed.

The Word Bearers player's goal is to destroy the vital control panels and cogitator consoles represented by the markers that the Ultramarines player placed prior to deployment. The Word Bearers player must attempt to destroy these objectives beyond repair, disabling monitoring posts and life support systems vital to the refugees that are sheltering within the arcologies. Each objective has an Armour Value of 12 and counts as an immobile Fortification, and will be destroyed by any successful glancing hit or penetrating hit scored against them. Because the Word Bearers cannot be certain of the absolute destruction of the objectives at range, these objectives count as having a 4+ Invulnerable save against any shooting attack or blast damage they suffer, and cannot be harmed by events on the *Tortured World* table. At the end of the game, the Word Bearers gain 1 Victory point for each objective destroyed and an additional 5 Victory points if all of the objectives are destroyed.

MISSION SPECIAL RULES

- Deadly Ground
- Firestorm and Shrapnel
- Nowhere to Hide
- Blind Panic
- Reaction Fire
- Reserves
- The Defiant and the Debased
- Tortured World

MISSION TWO: BLOOD OF THE BETRAYED

Vicious firefights broke out within the labyrinthine tunnels and transitways linking the vast caverns beneath the surface of Calth. Despite suffering heavy casualties, both the Ultramarines and Word Bearers committed vast resources to these deadly conflicts as they flared up. The Ultramarines Legion were unshakably committed to the defence of their sundered home world but the Word Bearers Legion seemed disturbingly unconcerned by the rising death toll of their continued campaign.

This mission uses both The Horus Heresy: Age of Darkness rules and Zone Mortalis rules.

THE ARMIES

The mission presented here is intended to represent the smaller scale, but no less vicious, battles that took place beneath Calth. During the so-called Underworld War, forces of Ultramarines and their allies regrouped to fight back against the Word Bearers and their debased cultist allies. Players may, however, wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness, using the recommended army size of between 1,000-1,500 points and the Zone Mortalis Combatant Force Organisation chart.

SETTING UP THE GAME

- If using the recommended points limit, a 4'x4' battlefield will give players the most engaging experience.
- A greater density of terrain should be used compared to the quarter to one third coverage of the battlefield used in a standard game, making sure that each table edge has at least one clear entry/exit point per player. The confined access tunnels and interior caverns of the Auroran arcology can be represented using Citadel Miniatures Zone Mortalis terrain.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Players should roll off to determine who will deploy first and who will deploy second. The players must then deploy their armies in the zones shown on the deployment map on page 14.
- The player who deploys first must select their board edge and deploy their force in one of the deployment zones bordered by that board edge.
- The player who deploys second must select the board edge directly opposite the one selected by the player who deployed first and must deploy in the deployment zone diagonally opposite the one used by the player who deployed first.

FIRST TURN

In this mission, the player who deployed first has the first turn, unless the opposing player can Seize the Initiative.

GAME LENGTH

The game uses the Variable Game Length rules found in The Horus Heresy: Age of Darkness rulebook.

VICTORY CONDITIONS

For every scoring unit within the enemy deployment zone at the end of the game, the controlling player gains 3 Victory points. The player with the most Victory points at the end of the game wins.

MISSION SPECIAL RULES

- Deadly Ground
- Firestorm and Shrapnel
- Nowhere to Hide
- Blind Panic
- Reaction Fire
- Reserves
- Tortured World

MISSION THREE: THE HEART OF DESECRATION

Fighting continued for many months below the radiation-blasted surface of Calth and the tally of dead rose steadily. Amidst the rubble, the twisted Dark Apostles of the Word Bearers Legion raised dolmens and cromlechs from the shattered remains of great structures, draped in flayed skins and doused in the blood of sacrificial offerings to perform rituals to summon forth denizens of the Warp. These neverborn beings, manifestations of pure hate and betrayal, were sent forth and grew in power with every spent life. It is a testament to the fortitude of those of the Ultramarines Legion who remained, that they were able to even stand before the horrors unleashed against them and even more so that they fought to banish them.

This mission uses both *The Horus Heresy: Age of Darkness* rules and *Zone Mortalis* rules.

THE ARMIES

The mission presented here is intended to represent the defenders of Calth discovering one of the aberrant temples that the Word Bearers erected in the arcologies of the planet. Their goal is to expunge this taint from their world at any cost. Players may, however, wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness, using the recommended army size of between 1,000-1,500 points and the *Zone Mortalis* Combatant Force Organisation chart.

SETTING UP THE GAME

- If using the recommended points limit, a 4'x4' battlefield will give players the most engaging experience.
- A greater density of terrain should be used compared to the quarter to one third coverage of the battlefield used in a standard game, making sure that each table edge has at least one clear entry/exit point per player. The confined access tunnels and interior caverns of the Auroran arcology can be represented using *Citadel Miniatures Zone Mortalis* terrain.
- A template or marker must be placed in the centre of the board to represent the Ritual Site.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Using the deployment map on page 14, the Word Bearers player must first place their army in their deployment zone, followed by the Ultramarines player, who must deploy their army in their respective deployment zone. Otherwise, players must deploy their armies as per the Standard Deployment method as detailed in *The Horus Heresy: Age of Darkness rulebook*. Note that Reserves are not used in this mission and any models that cannot be placed in the deployment zone are considered to be destroyed.
- The centre of the board counts as the Word Bearers player's board edge for the purposes of Falling Back. If any model from a unit that is falling back comes into contact with the Ritual Site, the unit should be removed from play and is considered completely destroyed.
- Models that are part of the Ultramarines player's army fall back towards the closest board edge.

FIRST TURN

In this mission, the Ultramarines player takes the first turn, unless the Word Bearers player can Seize the Initiative.

GAME LENGTH

The game uses the Variable Game Length rules found in *The Horus Heresy: Age of Darkness rulebook*.

VICTORY CONDITIONS

The Ultramarines player wins if, at the beginning of their turn, all of the Word Bearers player's units that were not deployed as a result of the *Sacrificia Malefica* special rule have been removed from play or are Falling Back. The Word Bearers player scores three Victory points if they have more friendly units, including those that were deployed as a result of the *Sacrificia Malefica* special rule, on the board and not Falling Back at the end of the final turn. If, at the end of the game the amount of Victory points scored by each side is equal, the Word Bearers player is considered the winner.

SECONDARY OBJECTIVES

- Slay the Warlord
- First Blood
- Attrition

MISSION SPECIAL RULES

- Ritual Site
- Blood of Calth
- *Sacrificia Malefica*
- Deadly Ground
- Firestorm and Shrapnel

Ritual Site

Arcane and terrible rituals performed upon the twisted monuments erected by the Word Bearers and their fanatical devotees caused tears in the very fabric of reality, allowing malevolent warp beings to translate into the physical realm. Through swirling vortices of energy or between towering pillars of ethereal flame would the neverborn entities materialise.

A Large Blast (5") template or piece of terrain of a similar size should be used to represent the Ritual Site. The Ritual Site is treated as impassable terrain by both sides, and the edges of the template or terrain piece count as the table edge for the Word Bearers player for purposes of Falling Back or any other rule requiring them to move towards their own table edge. Any shooting attacks that draw line of sight through the Ritual Site count as having drawn line of sight through another unit and grant a cover save to the target as per the Intervening Models rule.

Blood of Calth

Scorched by the poisoned light of the Veridian Sun and forced underground, the defenders of Calth had little option but to stand and fight. For them, there was nowhere left to fall back; all was ruin and only bloody vengeance remained.

Each unit that is part of the Ultramarines player's army gains the Zealot special rule when at least one model that is part of the unit is wholly within the Ultramarines deployment zone.

Sacrificia Malefica

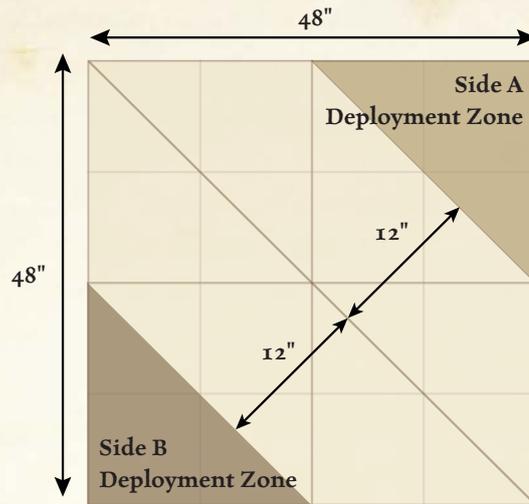
Within the ruined arcologies of Calth, the Word Bearers constructed black altars from which to commune with the dark gods and call forth the neverborn. Offerings of blood and flesh, taken from their enemies or given over willingly by fanatical cultists, sealed the pacts formed by these arcane and forbidden rituals. Beings of pure murderous intent coalesced and rose from pools of oily ichor and riven corpses rose again, puppeted by beings of despicable power. The defenders of Calth, beset by this new enemy, joined up to seek out and raze these profane temples and stem the tide of malevolence flowing into reality.

At the start of the Word Bearers player's second turn and at the start of each of their successive turns, roll a D6 and add +1 to the result if a unit belonging to either player was completely destroyed in the previous turn. If the total of the D6 roll and any modifiers is greater than the number of the current turn, the Word Bearers player may deploy a unit of Ruinstorm Lesser Daemons* consisting of up to five models within 6" of the Ritual Site, if appropriate models are available. Models cannot be placed within 1" of an enemy model or on Impassable Terrain. Any models that cannot be placed on the board in this way are considered to be destroyed. Units deployed as a result of this special rule are considered to be part of the Word Bearers army and may move, shoot and charge where eligible from the turn in which they are deployed but otherwise count as having arrived from Reserve.

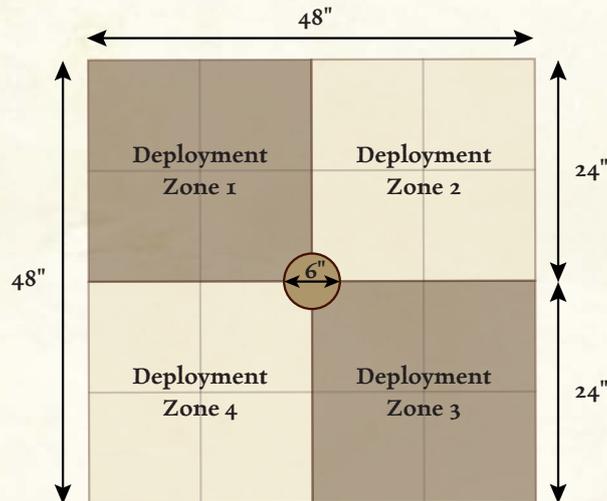
**See The Horus Heresy: Book Eight – Malevolence. The Word Bearers player may select up to three options from the Emanations of Horror list, but must select these before the game begins, making note of them. All units of Ruinstorm Lesser Daemons placed on the board as a result of this special rule must use the same options.*

DEPLOYMENT MAPS

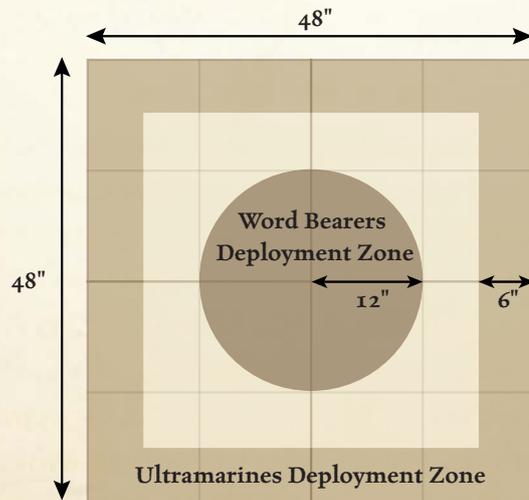
1. Hunt and Eliminate



2. Blood of the Betrayed



3. The Heart of Desecration



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