The Horus Heresy: Betrayal at Calth

Official Update, Version 1.0

Although we strive to ensure that our boxed games are perfect, sometimes mistakes do creep in. When such issues arise, we feel that it is important to deal with them as promptly as we can. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in Magenta. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 24
Amend the second paragraph under Victory to:
"If Captain Aethon is removed as a casualty, or if the Ultramarines player has no cards in his Command Deck at the start of any round, the game ends and the Word Bearers player is victorious."

Page 26
Amend the second paragraph under Victory to:
"If Sor Gharax is removed as a casualty, or if the Word Bearers player has no cards in his Command Deck at the start of any round, the game ends and the Ultramarines player is victorious."

Page 28
Amend second paragraph under Victory to:
"If Captain Aethon is removed as a casualty, or if the Ultramarines player has no cards in his Command Deck at the start of any round, the game ends and the Word Bearers player is victorious."

Page 29
The Stockpile Chamber deployment zones on the map should be three hexes each, not two, as shown on the right.

Page 30
Amend the second paragraph under Victory to:
"If Kurtha Sedd is removed as a casualty, or if the Word Bearers player has no cards in his Command Deck at the start of any round, the game ends and the Ultramarines player is victorious."

Back cover (reference)
The Contemptor Power Fist is listed as having an Assault value of +1. This should be +2.
The "Defence Roll Bonuses", listed at the bottom right, only apply during Shoot actions.

Rad Grenade (Word Bearers Command Card)
Amend the last paragraph to "One model in the unit may use a rad grenade instead of his Ranged Weapon. This has a Shoot value of 0. Before making the attack roll, roll three dice. For each Critical Hit rolled the Ultramarines player must remove one model from the target unit as a casualty."

Stockpile Chamber

Ultramarines Deployment Zones