

The Horus Heresy Campaign

Phase 1

Assault on Decca ii

Game 1 - Ambush

Intel has been received stating that the munitions plant is vastly protected by a huge defensive system consisting of void shields and gun emplacements with state of the art intercepting capabilities. A drop pod assault with these systems fully operational would be suicide

This defence system is powered by several generators located across the planet however intelligence has not revealed where.....

Traitors - You have managed to infiltrate several small recon forces on the outskirts of the planet to obtain the crucial whereabouts of these sub stations

Loyalists - It is of maximum importance that the location of these sub stations remains unknown to the treacherous scum

The mission

A loyalist patrol with a key figure has been spotted by the traitors who proceed to set an ambush

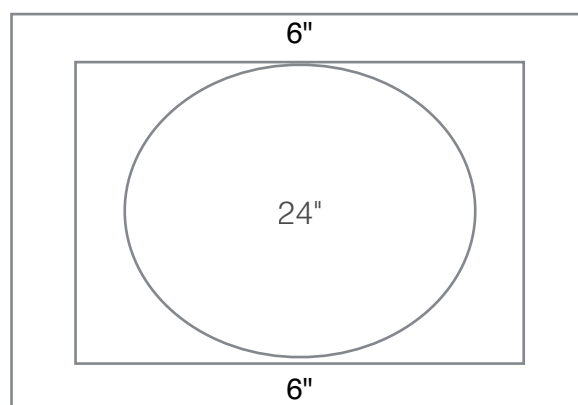
Capturing this figure will provide them with the information they need

Points: 1000 with standard Foc

Deployment : Ambush 48" x 48"

Loyalists to deploy in the centre while traitors on the outside

Building terrain or similar to be placed in the central zone (to represent the loyalist hunkering in) with woods/craters/small ruins around the outside



Objectives

Traitors

- score 1vp for every enemy unit that has been completely destroyed by the end of the game
- Score 2vp if the enemy's warlord has been captured (he is the only man left alive or he is a prisoner of a unit)

Loyalists

- Score 1vp for every enemy unit that has been completely destroyed by the end of the game
- Score 2 vp is the enemy's warlord has been destroyed

Special rules

1. Due to the nature of an ambush, the loyalist deploy first in the centre however will always get first turn with no option to seize
2. Due to the close proximity of deployment, loyalists will be unable to assault on their first turn, traitors however will
3. The loyalist warlord may only par take in close combat if he is part of another unit but cannot be hit back
4. The loyalist warlord may not have any wounds placed on him during close combat. All wounds to be allocated to the unit he is with
5. If all members of a unit the warlord has joined have been destroyed in close combat, the warlord becomes a prisoner of that enemy unit and can only be released by the unit being destroyed or made to fall back
6. If the loyalist warlord is alone, he can be taken prisoner by a unit that assaults him
7. The loyalists warlord can however be wounded and killed by shooting attacks. If he is destroyed, the traitors receive a -2 penalty to their final victory point score
8. If a unit the loyalist warlord has joined is shot at, all wounds are to be allocated to the unit first. If however the unit is completely destroyed with wounds left over, these are then allocated to the warlord and resolved as normal
9. A traitor unit with the warlord as prisoner may embark in a transport as normal so long as the total number including the captured warlord does not exceed the maximum transport capacity. If the unit disembarks, then the captured prisoner must do also