

**The Horus Heresy Campaign**  
**Phase 1**

**Assault on Decca ii**

**Game 2 - Shoot the messenger**

With the traitors failings in their first mission comes a new threat, the threat of their presence being noticed and the loyalists forces learning of an imminent attack.

A small party of loyalist are making their way towards a control tower to raise the alarm however the terrorists are in hot pursuit.

**Traitors - You must stop this loyalist party getting word to their brothers at all costs. Access to this tower would also provide access to Intel.**

**Loyalists - Raise the alarm and send out warning, this treacherous plan must be stopped.**

**The mission**

Coms are down in the field, the only way a message can be sent warning of an attack is a nearby control station.

This control station also houses data files providing maps, pass codes and other valuable Intel

**Points: 1250 with standard Foc**

**Deployment : Modified hammer and anvil**

24"	24"	6"	18"
 Coms Tower	Loyalist		Traitor

## Objectives

### Traitors

- score 1vp for every enemy unit that has been completely destroyed by the end of the game
- Score 2vp if one infantry model is within 3" of the coms tower
- First blood
- Slay the warlord

### Loyalists

- Score 1vp for every enemy unit that has been completely destroyed by the end of the game
- Score 2 vp if one infantry model is writhing 3" of the coms tower
- First blood
- Slay the warlord

### Special rules

1. Terrain should be placed first before a d6 is rolled to decide which end the coms tower is to be placed. On a 1,2,3 it shall be one end, on a 4.5.6 the opposite.
2. The tower itself can't be represented by an appropriate terrain. You may not enter or climb onto the tower or whatever scenery may represent it
3. Units falling back will always do so towards the traitors deployment zone
4. For the purpose of table edges refer to the standard hammer and anvil map in 40k: the rules
5. The deployment bonus that the loyalists won last mission has already been added to the deployment map
6. Although it would be fluffy, you do not need to take the same list from the previous mission. This is to give no one an advantage or disadvantage with the mission and allows people to build to the mission

This will be a test of big guns and manoeuvrability

Do you go for ranged warfare, Or speed and precision.....?