

# NIGHT MARKETS

## Night Markets Spawn Table

Dice roll	Enemies Spawned
2	A unit of 3 Fra'al Invaders
3	A unit of 3 Freebootaz
4	A single Viskeon 'Tourist'
5	A unit of 5 Hrud Wardens
6	A unit of 2 Rak'Gol Marauders
7	A unit of 4 Renegade Space Marines
8	A unit of 3 Loxatl Mercenaries
9	A single Strygan War Form
10	A single Shen Exile
11	A unit of 3 Pariahs
12	Roll again twice on this table

## Night Markets Special Rules

### A Galaxy's Worth of Hot Death:

At the beginning of the Movement phase, any model in cover may attempt to scavenge a new weapon. Roll a d6 for each model attempting to do so. On a 1 or 2, the model suffers a mortal wound. On any other result, the model may replace any non-grenade weapon it is carrying with another weapon that it could have been upgraded with, ignoring restrictions on minimum units or maximum weapons. This lasts for the duration of the mission.

### Market Mayhem:

Some units just don't have a lot of weapons they can upgrade, and weapons are not the only available merchandise in the Night Markets. On a successful swap roll, instead of swapping a weapon, a warrior may be given one of the following:

- **Combat Drugs:** +2 Attacks
- **Ballistic Wraithcloak:** +1 AS (max 2+) and 5+ invulnerable save
- **Monofilament Reliquaries:** +1 AP for melee attacks
- **Plentiful Ammo:** +1 AP for ranged attacks
- **Stim Pack:** +2 Toughness
- **Longtoof's Go-Juice:** +2 Movement and +2 to Advance moves

A model can only have one of these upgrades at a time. A model can swap weapons OR have one of the above upgrades, but not both.

# THE ENEMY TURN PHASES

## Spawning Phase

At the beginning of the enemy turn, each player consults the chart above and rolls a number of times equal to the difficulty of the mission on that chart. For each spawn, roll a d6 and place your spawn in the corresponding spawn zone.

## Movement Phase

UNITS THAT DID NOT SPAWN THIS TURN ARE MOVED FIRST.

### Shooting Units

Units with the Shooting keyword will move as far as possible toward the nearest undefended objective (include the Exit zone, if present). If they reach that objective, they will only move to get line of sight on a player controlled model, but will never move further than 3" from that objective. If there are no objectives or all objectives are player controlled, they will move toward the nearest player-controlled model, stopping when they are all in range with their weapons. They will not jump through windows but they will move over obstacles smaller than 1".

### Assault Units

Units with the Assault keyword will move toward the nearest player-controlled model by the shortest possible route. They will not jump through windows, but they will run over obstacles lower than 1".

## Shooting Phase

### Shooting Units

Units with the Shooting keyword will shoot the nearest player-controlled model first, allocating hits to as many different models as possible.

### Assault Units

Units with the Assault keyword will shoot the nearest player-controlled model.

## Charge Phase

### Shooting Units

Units with the shooting keyword will never themselves assault but will fight normally if they are assaulted.

### Assault Units

At the start of the Charge phase, roll 2d6 for the entire table. This is the maximum distance that all opposition models may charge this turn. Starting with the opposition unit closest to a player-controlled model, move the unit so it gets as many models as possible into base contact and then resolve overwatch. Repeat that for all enemy units that are in range to charge.

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Name	M	WS	BS	S	T	W	A	LD	SV	IS
Fra'al Invader	5	5+	4+	2	2	2	1	7	7+	3+
Weapons	Rng	Type		Str	AP	Dmg	Rule			
Death Ray Gun	18	Pistol 2		5	2	D3				
Grox Mutilator		Melee		5	1	1	A model that suffers at least one unsaved wound from this weapon must fall back in its subsequent Movement phase.			

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Name	M	WS	BS	S	T	W	A	LD	SV	IS
Hrud Warden	6	4+	3+	3	4	3	2	6	5+	-
Weapons	Rng	Type		Str	AP	Dmg	Rule			
Hrud Fusil	36	Heavy 1		57	2	D3				
Rule	Effect									
Blessing of Qah	When targeted with ranged weapons, the attacker suffers a -2 penalty to hit rolls (max. 6+)									
Entropic Aura	When this model loses its final wound, roll a die for every player-controlled model within 3" of it. On a 5+, that model takes a mortal wound									

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## Renegade Space Marine

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Renegade Space Marine	6	3+	3+	4	4	2	2	8	3+	5+

### Weapons

Rng	Type	Str	AP	Dmg	Rule
24	Assault 3	4	0	1	
	Melee	4	2	1	

### Rule

Effect
Defiler of the Corpse God
Infernal Fury

## Loxatl Mercenary

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Loxatl Mercenary	9	3+	3+	4	5	3	3	5	5+	-

### Weapons

Rng	Type	Str	AP	Dmg	Rule
12	Pistol 4	2	1	1	Re-roll failed wound rolls.
	Melee	4	1	1	A wound roll of 6 is resolved at -3 AP

### Rule

Effect
Preternatural Speed
Clawed Limbs
Synapse Mines

## Strygan War Form

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Strygan War Form	12	2+	3+	4	5	5	4	9	4+	-

### Weapons

Type	Str	AP	Dmg	Rule
Melee	5	0	1	A wound roll of 6 is resolved with d3 damage
Melee	3	1	1	On any turn in which this model charged or was charged, make 4 additional attacks with this weapon.

### Rule

Effect
Vampiric Constitution
One-Winged Angel

## Shen Exile

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Shen Exile	8	2+	3+	3	3	3	4	8	7+	-

### Weapons

Type	Str	AP	Dmg	Rule
Melee	4	4	1	A wound roll of 6 is resolved with 3 damage

### Rule

Effect
Blade Saint
Liquid Grace

## Pariah

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Pariah	7	3+	3+	5	5	4	3	9	3+	4+

### Weapons

Rng	Type	Str	AP	Dmg	Rule
24	Assault 2	4	1	1	
	Melee	6	3	D3	Successful invulnerable saves made against this must be re-rolled.

### Rule

Effect
Hollow Soul