NIGHT MARKETS

Night Markets Spawn Table

| 2 A unit of 3 Fra'al Invaders 3 A unit of 3 Freebootaz | |
|--|--|
| 3 A unit of 3 Freebootaz | |
| 7. 4111. 31 31 100000142 | |
| 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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| Fra'al Invader | | | | | | | | | | | |
|----------------|-----|----------|----|-----|----|-----|------|----------|----|----|--------------------------------------|
| Name | M | ws | BS | S | | Т | W | Α | LD | sv | IS |
| Fra'al Invader | 5 | 5+ | 4+ | 2 | | 2 | 2 | 1 | 7 | 7+ | 3+ |
| Weapons | Rng | Туре | | Str | AP | Dmg | Rule | | | | |
| Death Ray Gun | 18 | Pistol 2 | | 5 | 2 | D3 | | | | | |
| Grox Mutilator | | Melee | | 5 | 1 | 1 | | veapon m | | | saved wound from sequent Movement |

| lame | M | WS | BS | S | | T | W | Α | LD | SV | IS |
|----------------------|-----------|----------------|--------|------------|---------|------------|-----------|----------|---------|----|----|
| Freeboota | 5 | 3+ | 5+ | 5 | | 4 | 3 | 3 | 7 | 4+ | 5+ |
| Weapons | Rng | Туре | | Str | AP | Dmg | Rule | | | | |
| Supa Shoota | 18 | Assault 3 | | 6 | 1 | 1 | | | | | |
| Kustom Slasha | | Melee | | 6 | 2 | 2 | | | | | |
| Rule | Effect | | | | | | | | | | |
| Advanced Cybork Body | Invulne | rable save is | also | used aga | inst mo | rtal wour | nds. | | | | |
| Masters of Dakka | If within | n 6" of a spav | vn poi | nt or an o | bjectiv | e, shoot t | wice with | its Supa | Shoota. | | |

| Viskeon 'Tourist' | | | | | | | | | | | |
|------------------------|----------|--------------|----------|----------|----------|-----------|-----------|-----------|--------------|--------------|----------------------|
| Name | M | WS | BS | S | | Т | W | Α | LD | sv | IS |
| Viskeon 'Tourist' | 8 | 3+ | 6+ | 5 | | 8 | 8 | 3 | 7 | 3+ | - |
| Weapons | Rng | Туре | | Str | AP | Dmg | Rule | | | | |
| Slasher Tendril | 12 | Pistol 1 | | 5 | 0 | 1 | | | | | |
| Bony Fist | | Melee | | User | 1 | D3 | | | | | |
| Rule | Effect | | | | | | | | | | |
| Weaponized Metabolism | Attacks | and Streng | gth are | increase | d for ev | very woun | d this mo | del curre | ently has re | maining le | ss than its maximum. |
| Cancerous Regeneration | At the I | peginning of | f each I | Movemer | nt phas | se (enemy | and playe | er), this | model heal | s all lost w | ounds |

| Hrud Warden | | | | | | | | | | | |
|-----------------|--------|------------------------------|---------|---------|---------|--------------|-----------|----------|----------------|-------------|------------------------|
| Name | M | WS | BS | S | | Т | W | Α | LD | sv | IS |
| Hrud Warden | 6 | 4+ | 3+ | 3 | | 4 | 3 | 2 | 6 | 5+ | - |
| Weapons | Rng | Туре | | Str | AP | Dmg | Rule | | | | |
| Hrud Fusil | 36 | Heavy 1 | | 57 | 2 | D3 | | | | | |
| Rule | Effect | | | | | | | | | | |
| Blessing of Qah | When t | targeted with | n range | d weapo | ns, the | attacker | suffers a | -2 penal | ty to hit roll | s (max. 6+ |) |
| Entropic Aura | | this model lo takes a mor | | | und, ro | ll a die for | every pla | ayer-con | trolled mod | el within 3 | " of it. On a 5+, that |

| Name | M | WS | BS | S | | Т | W | Α | LD | SV | IS |
|---------------|--------|--------------------------------|----|-----|----|-----|------|---|----|-------------|------------------------|
| Rak'Gol Envoy | 8 | 3+ | 4+ | 4 | | 5 | 4 | 3 | 8 | 4+ | - |
| Weapons | Rng | Туре | | Str | AP | Dmg | Rule | | | | |
| Stub Rippers | 12 | Pistol 4 | | 3 | 0 | 1 | | | | | |
| Chainclaws | | Melee | | 5 | 1 | 1 | | | | | |
| Rule | Effect | | | | | | | | | | |
| Murder Frenzy | | ast one 6 is r the Fight ph | | | | | | | | st playerco | ontrolled model at the |

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Renegade Space Marine

WS S Т SV IS **BS** W Α ΙD Name 5+ Renegade Space Marine 3+ 3+4 4 2 2 8 3+

Weapons Rng Type Str AP Dmg Rule

Ancient Bolter 24 Assault 3 4 0 1 Legion Gladius Melee 4 2 1

Rule Effect

Defiler of the Corpse God Add +1 to wound rolls against models with the Imperium keyword.

Infernal Fury Treat the Ancient Bolter as Assault 5 as long as within 6" of a spawn point or an objective.

Loxatl Mercenary

WS BS S Т W Α LD SV IS Name M 5 5 **Loxatl Mercenary** 9 3+ 3 3 5+

Weapons Rng Type Str AP Dmg Rule

Flechette Blaster 12 Pistol 4 2 1 1 Re-roll failed wound rolls.

Dewclaw Melee 4 1 1 A wound roll of 6 is resolved at -3 AP

Rule Effect

Preternatural Speed All attacks against this model suffer -1 to hit rolls

Clawed Limbs Ignore vertical distance when moving

Synapse Mines Enemies within 3" lower their Attacks by 1 (min 1)

Strygan War Form

WS IS Name M BS S Т W Α LD SV Strygan War Form 12 2+ 3+ 4 5 5 4 9 4+

Weapons Type Str AP Dmg Rule

Claws and Fangs Melee 5 0 1 A wound roll of 6 is resolved with d3 damage

Frenzy of Blades 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 When this model would lose a wound, roll a d6. On a 4+, discard the wound.

One-Winged Angel Add +2" to the charge distance for this model

Shen Exile

Name M WS BS S Т W LD SV IS Α Shen Exile 8 2+ 3+ 3 3 3 4 8 7+

Weapons Type Str AP Dmg Rule

Shen Wind Blades Melee 4 4 1 A wound roll of 6 is resolved with 3 damage

Rule Effect

Blade Saint Any enemy rolling a natural 1 against this model in the Fight phase takes a mortal wound.

Liquid Grace If an enemy rolls any final misses against this model in the Shooting phase, consider all its attacks to have

missed.

Pariah

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

Weapons Rng Type Str AP Dmg Rule

Warglaive (Shooting) 24 Assault 2 4 1 1

Warglaive (Melee) Melee 6 3 D3 Successful invulnerable saves made against this must be

e-rolled.

Rule Effect

Hollow Soul Enemies within 12" of this treat their WS and BS as one lower.