

NIGHT MARKETS

Night Markets Spawn Table

Dice roll	Enemies Spawns
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.