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.

Fra'al Invader
Shooting

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.

Freeboota
Shooting

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

Weapons	Rng	Type	Str	AP	Dmg	Rule
Supa Shoota	18	Assault 3	6	1	1	
Kustom Slasha		Melee	6	2	2	

Rule	Effect
Advanced Cybork Body	Invulnerable save is also used against mortal wounds.
Masters of Dakka	If within 6" of a spawn point or an objective, shoot twice with its Supa Shoota.

Viskeon 'Tourist'
Assault

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Viskeon 'Tourist'	8	3+	6+	5	8	8	3	7	3+	-

Weapons	Rng	Type	Str	AP	Dmg	Rule
Slasher Tendril	12	Pistol 1	5	0	1	
Bony Fist		Melee	User	1	D3	

Rule	Effect
Weaponized Metabolism	Attacks and Strength are increased for every wound this model currently has remaining less than its maximum.
Cancerous Regeneration	At the beginning of each Movement phase (enemy and player), this model heals all lost wounds

Hrud Warden
Shooting

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

Rak'Gol Envoy
Assault

Name	M	WS	BS	S	T	W	A	LD	SV	IS
Rak'Gol Envoy	8	3+	4+	4	5	4	3	8	4+	-

Weapons	Rng	Type	Str	AP	Dmg	Rule
Stub Rippers	12	Pistol 4	3	0	1	
Chainclaws		Melee	5	1	1	

Rule	Effect
Murder Frenzy	If at least one 6 is rolled for charge distance, move this model 6" towards nearest playercontrolled model at the end of the Fight phase, and make its shooting and melee attacks again.

Renegade Space Marine — Shooting

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
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 — Assault

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
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 — Assault

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
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 — Assault

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
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 — Assault

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
Warglaive (Shooting)	24	Assault 2	4	1	1	
Warglaive (Melee)		Melee	6	3	D3	Successful invulnerable saves made against this must be re-rolled.

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