Carthax 22

I'd buy that for an Imperial Credit

The world of Galaden VI is a mixture of Tech-Hive and badland outpost, a blend of rusted scrapyard and dense urban populations

Like many worlds forgotten by the Imperium due to lack of resource laws have less meaning here and locals make a living from trading salvage and scrap with each other.

Your crew has been investigating an off-world supply of Xenos tech feeding into the mix and have located one of the major smugglers selling their wares in a junk filled market place.

Locate this dealer in Xenos goods and subdue them for the investigation to continue

Table set-up:
- The play area is a 48 yard square.
- Place four market stalls and Merchant NPCs in the centre of the board.
- Each player nominates one of their crew to be in the market and places the rest within 6 yards of a table corner.
- There should be a large selection of scatter terrain and obstacles about the board

Objectives:

Identify the merchant selling Xenos tech and land two concurrent blows on them in melee – this represents your characters overpowering the NPC and restraining them

End of Game:
The game ends at the end of any turn where there are no NPCs remaining on the board, or when time is called for the round.

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Your crew has been investigating an off-world supply of Xenos tech feeding into the mix and have located one of the major smugglers selling their wares in a junk filled market place.

The priority is to ensure this Xenos Tech does not fall into the hands of the masses

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- The play area is a 48 yard square.
- Place four market stalls and Merchant NPCs in the centre of the board.
- Each player nominates one of their crew to be in the market and places the rest within 6 yards of a table corner.
- There should be a large selection of scatter terrain and obstacles about the board

Objectives:

Locate the Xenos weapon and either be carrying it at the end of the game or destroy it
It has AV6 and requires 2 points of damage in one blow to shatter it

End of Game:
The game ends at the end of any turn where there are no NPCs remaining on the board, or when time is called for the round.

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Like many worlds forgotten by the Imperium due to lack of resource laws have less meaning here and locals make a living from trading salvage and scrap with each other.
Your crew has been instigating an off-world supply of Xenos tech feeding into the mix but opposing factions have traced one of your pawns selling their wares in a junk filled market place.

Either be carrying the Xenos tech at the end of the game or ensure the trader selling the Xenos tech is not captured by the end of the game

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- The play area is a 48 yard square.
- Place four market stalls and Merchant NPCs in the centre of the board.
- Each player nominates one of their crew to be in the market and places the rest within 6 yards of a table corner.
- There should be a large selection of scatter terrain and obstacles about the board

Objectives:
Identify the merchant selling Xenos tech and ensure they survive, or ensure no other player is carrying the Xenos weapon at the end of the game

End of Game:
The game ends at the end of any turn where there are no NPCs remaining on the board, or when time is called for the round.

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Like many worlds forgotten by the Imperium due to lack of resource laws have less meaning here and locals make a living from trading salvage and scrap with each other.

The warbands have been investigating an off-world supply of Xenos tech feeding into the mix and have located one of the major smugglers selling their wares in a junk filled market place.

Table set-up:
- The play area is a 48 yard square.
- Place four market stalls and Merchant NPCs in the centre of the board.
- Each player nominates one of their crew to be in the market and places the rest within 6 yards of a table corner.
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NPCs:
Stats of 50, no locations, only 5 injury levels to remove from the game
To trade, a player's character may **Haggle** or **Intimidate**
roll a **LD** or **S** test – each 10 points passed is -5 to the NPC's corresponding test
if the NPC fails, the player gets a random weapon card with D3 modifications

the 4th trader to dispense a weapon will be the Xenos Trader – palm off / give the Xenos Weapon card to the player

Once firefight starts, will flee to be out of LoS of all player characters

Objectives:
Player One – 2 hits in combat to the Xenos Trader
Player Two – hold the Xenos Weapon / destroy it (8 points of damage in one)
Player Three – keep Xenos Trader alive / no-one has the Xenos weapon

End of Game:
The game ends at the end of any turn where there are no NPCs remaining on the board, or when time is called for the round.

Character	Player	Speed	Notes