



Carthax 2012

Scenario: Data Transfer

+++INCOMING TRANSMISSION+++

Honoured Brother,

Our associates have acquired important information regarding the infiltration of Orbital Defence Satellite 23.

An agent has been dispatched to recover this information and you are required to ensure this information reaches an extraction point to be confirmed by the Agent.

May He guide your hand.

+++END TRANSMISSION+++

Player 01

Your crew has successfully encountered a fellow agent carrying a data-slate containing important information.

For this scenario your crew is joined by an NPC character (provided by the GM). This NPC has an accompanying Character Sheet.

You may assign the data-slate to any of your controlled characters and are required to confirm this choice with the GM.

Your crew deploys first, within 8" of one of the short table edges and need to extract the data-slate off the opposite side of the board.

Bonus points are awarded if the NPC also makes it off the same board edge.



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+++INCOMING TRANSMISSION+++

Honoured Brother,

Information has fallen into the clutches of an opposing faction that may be of interest to our organisation.

We know where the extraction point is and the route a convoy will be taking. Proceed to the attached location coordinates.

Our heads are divining the appropriate method of dealing with this issue and you shall retrieve instructions.

+++END TRANSMISSION+++

Player 02

Compare the Leadership statistic of your crew's leader with the Ld stat of the other non-deployed crews' leader.

Whoever has the higher stat may choose to deploy First or Second. Whoever deploys First may choose a Long table edge and deploy up to 6" on, at least 12" from either of the corners.

The final crew deploys on the opposite board edge, upto 6" on and at least 12" from either of the corners.

You will be given 3 Objective cards & are required to choose one, either by choice or randomly!



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Player 03

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Bonus points are awarded if the NPC also makes it off the same board edge.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
The Courier	48	65	48	53	43	66	57	59	68

Equipment: Laspistol (right handed), 2 reloads, Short Sword

Armour: Flak to all locations (AV3), Carapace to chest & Abdomen (AV6)

Abilities:

CATFALL

A character with *catfall* rolls a D100 when he takes falling damage, the result as a percentage is the amount of damage actually taken (eg, if he rolls 50 then he only takes half damage).

In addition, the character has a percentage chance of landing on his feet, rather than prone, equal to his Initiative characteristic. A character who lands on his feet is not stunned.

DEADEYE SHOT

A *deadeye shot* can always add or deduct up to 10% from a shooting Hit Location roll. If the character succeeds in making a placed shot this is cumulative, so he may add or deduct up to 30% from the Hit Location roll.

Type Range Mode Acc Dam Shots Rld Wt

Laspistol Pistol E single - . 2D6 30 2 15

Reach Damage Parry penalty

Short sword 2 D10 -15%

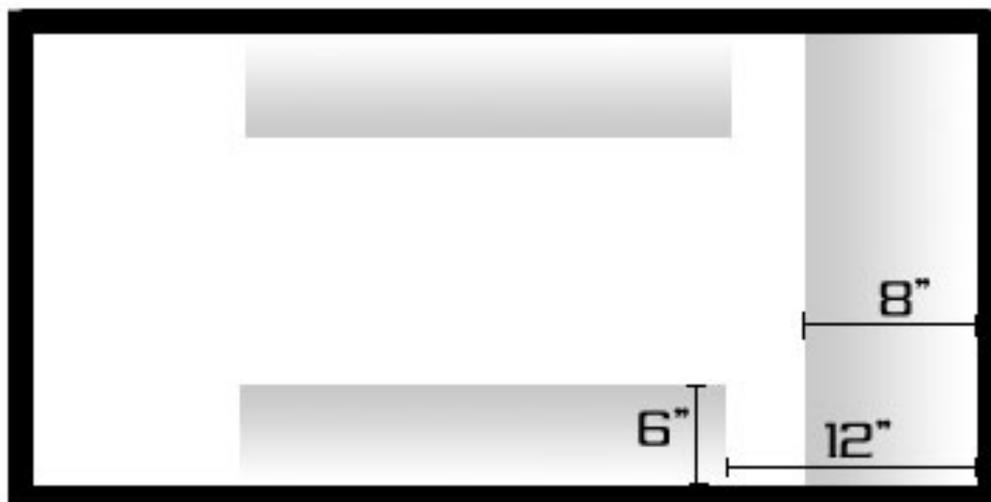
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CHARACTER SHEET

Name: The Courier

	WS	BS	S	T	I	Wp	Sg	Nv	Ld	Speed
Starting:	48	65	48	53	43	66	57	59	68	3
Current:										

Ranged Weapons

Weapon	Type	Range	Firing Mode	Accuracy	Damage	Shots	Reload	Weight
Laspistol	Pistol	E	single	-	206	30	2	15

Close Combat Weapons

Weapon	Reach	Damage	Parry Penalty
Short sword	2	010	-15%

Special Abilities & Psychic Powers

CATFALL, DEADEYE SHOT

Equipment, Reloads, etc

2 Laspistol Reloads

Damage

Knockback (N/10): 5

Base Injury value (T/10): 5

System Shock (T/5): 10

Constitution (T/2): 26

Injury Total:

96-100
HEAD
Armor: 3
Damage
L H S A C

36-65
RIGHT ARM
Armor: 3
Damage
L H S A C

81-95
CHEST
Armor: 6
Damage
L H S A C

36-65
LEFT ARM
Armor: 3
Damage
L H S A C

Right Hand
Carrying

66-80
ABDOMEN
Armor: 6
Damage
L H S A C

Left Hand
Carrying

01-30
RIGHT LEG
Armor: 3
Damage
L H S A C

31-35
GROIN
Armor: 3
Damage
L H S A C

01-30
LEFT LEG
Armor: 3
Damage
L H S A C

Game Record (shots fired, injury effects, etc)

CATFALL

A character with catfall rolls a 0100 when he takes falling damage. the result as a percentage is the amount of damage actually taken (eg. if he rolls 50 then he only takes half damage).

In addition, the character has a percentage chance of landing on his feet, rather than prone, equal to his Initiative characteristic. A character who lands on his feet is not stunned.

DEADEYE SHOT

A Deadeye shot can always add or deduct up to 10% from a shooting Hit Location roll. If the character succeeds in making a placed shot this is cumulative, so he may add or deduct up to 30% from the Hit Location roll.

Recovery: Successful Toughness test reduces damage D3 (+1 for every 10 Toughness over 50).

Bleeding: D3 to injury total at end of every turn.



Data Transfer

#1: Knowledge Gathering

Why is ubiquitous information so profound? It's a tremendous equalizer. Information is power.

One of the convoy is carrying a Data-slate containing vital information.

Retrieve this data-slate and return back the way you came.



Data Transfer

#2: Disarray

Chaos is a name for any order that produces confusion in our minds.

We have replaced the Data-slate carried by the convoy with falsified information.

You are required to ensure the convoy carries this information from the board.



Data Transfer

#3: Traitor

Those who spread treachery, fire, and death out of hatred for the prosperity of others are undeserving of pity.

The convoy has been supplied with information from a traitor in our ranks.

While the information is of little consequence, this traitor must pay the price. Kill the Courier; all other priorities are of no consequence.



Data Transfer

#4: Kept Secrets

And above all, watch with glittering eyes the whole world around you because the greatest secrets are always hidden in the most unlikely places.

The convoy has aquired information revealing our dark plots. Recover this information by any means and destroy the Data-slate.



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