



# Carthax 2013

## Scenario: Deep Impact

**+++INCOMING TRANSMISSION+++**

Honoured Brother,

Inquisitor Fy Ravings' antics continue unabated; recently he has acquired archeotech suppressing our investigation. However, an acquaintance has information regarding his movements and plot.

We have arranged for you to meet an interested party in an abandoned power facility and receive this information.

Be wary for the area is rife with dangerous elements, but retrieve the data-slate and use your discretion.

**+++END TRANSMISSION+++**

**Objective:** Acquire the data-slate and be carrying it at the end of the game.

**Deployment:** Deploy your crew within 4" of the board centre.



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## Scenario: Deep Impact

+++INCOMING TRANSMISSION+++

Honoured Brother,

We have information regarding Inquisitor Ravings' activities. A fellow agent has bartered for this information and we have duly duplicated a data-slate. Deliver this data-slate to Inquisitor Raving's enemy and ensure the agent completes his assignment.

Be wary, local arbite informants suggest a Rogue Mechanicus aims to use a weapon against the populous. This weapon spells the end of non-bionically enhanced life on the planet and should be assessed.

+++END TRANSMISSION+++

**Objective:** Ensure Player 1's character is carrying the dataslate and survives the encounter.

**Deployment:** Deploy your crew within 4" of the board centre. One of your characters is carrying the data-slate



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**+++INCOMING TRANSMISSION+++**

Honoured Brother,

The ex-communicae Magos Tiamat has been hounded to the abandoned power facility.

She has an unidentified weapon and we suspect she is planning carnage.

While reinforcements are en route, delay or disable the weapon and if possible, bring the Magos to Justice.

**+++END TRANSMISSION+++**

**Objective:** Destroy or Disable the Weapon.

Your crew has been battling Tiamat upon the roof.

Due to the conflict the structure is weakening and Tiamat and her weapon have plummeted to the ground floor.

**Deployment:** Your crew is added to the Activation order at the start of Turn 2. They move on through the Open door.



