Carthax 2015

Scenario: Goods In, Goods Out

+++INCOMING TRANSMISSION+++

Brethren, following Rogue Trader Eramus' escapades we have encountered a warehouse brimming with illicit weaponry.

Your team has been tasked with the destruction of these stockpiles; these weapons are unlikely to have had the proper maintenance rituals performed and they pose a risk should they find their way into the wrong hands.

Each member of your crew has been issued with meltacharges that should render the stockpiles unrecoverable.

+++END TRANSMISSION+++

Divide the total number of player characters by 1.5 and randomly place this many Stockpile Objectives.

Each crew is placed within 8" of an unoccupied table corner, starting with the crew whose leader has the lowest SG.

Characters may spend an action searching Stockpiles; each stockpile will hold D3 weapons. Each weapon has D3-1 Modifications and an AV of 4.
Each character may spend 1 Action to place Charges. At the end of the next turn a Charge will destroy the Stockpile and inflict a D10 damage hit on any character within 2"
Characters may carry a maximum of their Knockback Values' worth of weapons.

Crews will gain 1 VP for each weapon carried by their crew at the game end.
Crews will gain 2 VP for each weapon destroyed by their crew at the game end.
Crews will gain 3 VP for each stockpile destroyed by their crew at the game end.

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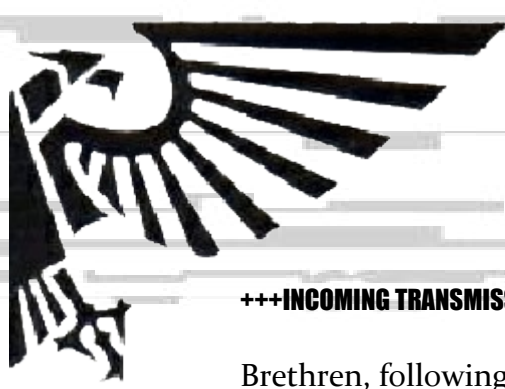
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Veterans' Game Reference Sheet

Player Names

Name	Forum Name	End Points

Character Name	Speed / Ini	Owning Player	Notes

D6	Weapon
1	Meltagun
2-4	Lasgun
5	Hellgun
6	Plasmagun

D10	Modification
1	Variable - for 1 Action, characters may choose the range band the weapon fires at
2	Overpowered - The Weapon gains +1D10 damage
3	Unreliable - Every time the weapon is fired take a SG test. If failed the current magazine is empty and the weapon requires reloading
4	Focused - the weapon ignores D3 points of armour, rolled each time the weapon is fired
5	Funsize - The weapon is pistol sized - however the magazine size is halved
6	Terrible - the weapon inflicts D6 less damage
7	Dodgy - every time the weapon is fired take a SG test. if failed the weapon deals 1/2 damage
8	Terrible - the weapon inflicts D6 less damage
9	Shocking - If the target takes any damage, it must take a T test or be stunned for D3 turns
10	Cracked - When fired roll D10 - on a 10 the weapon stops working for the rest of the game.