

WARHAMMER QUEST

BLACKSTONE FORTRESS



PRECIPICE

READ THIS WHEN YOU RETURN TO PRECIPICE



INTRODUCTION

After each expedition, the battered explorers can return to Precipice to rest and recuperate, and plan future expeditions into the Blackstone Fortress. Over the course of several expeditions, they will discover enough information to attack the strongholds that surround the hidden vault, and finally to enter the hidden vault itself.

PRECIPICE

The explorers' spacecraft huddle close together at a sort of port city located nearby one of the Blackstone Fortresses' known apertures, where valuable archeotech can be bartered. This forlorn and isolated outpost is known simply as Precipice.

Precipice is a city only in the crudest sense of the word. Its core has been cobbled together from the wreckage of ancient craft that orbit the Blackstone Fortress, and newly arrived and still-functioning craft moor onto its haphazard spars. It is more like a fortified camp than a true city, a formation of vessels that offer collective protection against possible intruders and close proximity for the exchange of goods and services.

Each craft docked with Precipice is still largely self-reliant, but trade is conducted both for practical reasons and to cater to the explorers' various vices. There is no law or government, and the inhabitants are constantly looking to avoid – or to commit – backstabbing acts of treachery. Basically, this is a dangerous place filled with dangerous people, looking to go to even more dangerous locations.

After mounting an expedition, the explorers can return to Precipice and the meagre safety it offers. Here they can heal any wounds, trade the archeotech they have found for items that will help them in future expeditions, and make use of the facilities aboard the spacecraft currently docked at the port.

After this period of recovery, the explorers can make use of the stasis chambers in their spacecraft. Here they can wait until the time is right for them to mount their next

expedition into the deadly confines of Blackstone Fortress.

However, as the explorers carry out more and more expeditions, the Blackstone Fortress itself will start to learn more about the intruders. As it does so it will evolve in response to their actions. These legacies will have an effect on all future expeditions into the mysterious craft, making them increasingly more dangerous.

THE STRONGHOLDS

The explorers are on a quest to locate and enter a vault hidden deep within the Blackstone Fortress. Before they can reach it, however, they will need to find, attack and conquer the four strongholds that surround it.

Each stronghold represents a deadly challenge for the explorers, even more dangerous than the combat encounters and challenges that have come before. The strongholds are well defended by many hostile opponents, and include a number of special challenges and protective devices that the explorers will have to overcome at the same time. However, if they can do so, they will have cleared the obstacles that stop them from reaching the hidden vault, and will be able to claim a powerful artefact hidden in the stronghold as a reward.

Once all four strongholds have been attacked and conquered, the path to the hidden vault will have been cleared, and the explorers can mount a final expedition that will be the culmination of their quest. The expedition to the hidden vault will be the most dangerous journey into the Blackstone Fortress that the explorers have had to undertake,

but if they can reach their destination and overcome its defences, one of them will be able to claim the mysterious prize that lies hidden at the vault's heart.



PRECIPICE

The quest the explorers have undertaken will not be completed in a single expedition. Rather, the explorers will have to delve into the Blackstone Fortress several times, returning to Precipice between each expedition in order to rest and recover.

PRECIPICE SEQUENCE OF PLAY

What the explorers do during their return to Precipice is dealt with by carrying out the following steps:

1. Legacy step
2. Trading step

LEGACY STEP

The legacy deck is shuffled by the leader and one card is drawn at random. The card that is drawn applies to all future expeditions. If there are no legacy cards left (because they have all been drawn), then the explorers' quest ends in failure.

Using Legacy Cards

Drawn legacy cards are placed face up in a row beside the Precipice board at the start of each future expedition (pg 7). Note that countdown cards have no effect other than to reduce the amount of time the explorers have left to find the hidden vault.

Between games you can store all of the legacy cards that have been drawn in the databank plastic sleeve provided with the game. Simply slide all of the cards into the sleeve when you pack up the game. At the start of your next playing session, take the cards from the sleeve and set them up beside the Precipice board as described earlier.



Databank



Legacy Card (back)



New Threats



Fortress Upgrade



Countdown

TRADING STEP

In this step of the Precipice sequence, the explorers that took part in the expedition can travel to one of the spacecraft located at Precipice in order to trade the archeotech that they have recovered for resources. While they are visiting the spacecraft, they can also make use of its special facilities.

First, turn each spacecraft to its facilities side. Each spacecraft has an associated set of resource cards. The leader takes the resource deck for each spacecraft currently at Precipice, shuffles each deck separately, and then places the top three cards from each deck face up in a row beside the appropriate spacecraft. These three cards are the resources that are currently available at that spacecraft. Should the resource deck for a spacecraft ever run out, simply deal out as many cards as possible. Any remaining resource cards are put back in the game box.

Then, in leader order, each explorer who took part in the expedition can travel to a single spacecraft to use its facilities and trade with it. Place the explorer's miniature on the spacecraft they are trading with, and completely resolve trading for that explorer as described below. Rein & Raus must visit the same spacecraft, and are treated as a single explorer for the purposes of the following rules.

First, the explorer can use the spacecraft facilities. Note that an explorer does not have to use the facilities of a spacecraft if they do not want to.

The explorer can then trade by converting one or more of their archeotech cards into trading points (the explorer keeps any archeotech cards that they do not convert). The number of trading points an archeotech card is worth is shown at the bottom of the card. The trading points can be used to purchase one or more resource cards available at the spacecraft. The total value of the resource cards purchased must be less than or equal to the total number of trading points. Add 1 to the number of trading points an explorer has when they trade on a spacecraft they are based on. Any unused trading points are lost at the end of the trading step.

Place any resource cards that are purchased next to the explorer's character card, and shuffle the archeotech cards that were converted into trading points back into the discovery deck. Note that taking resource cards will reduce the amount of resources available to any other explorers that trade with that spacecraft later in the same trading step.

The next explorer then visits a spacecraft and trades with it, and so on until all of the explorers have had a chance to trade. The trading step is then over.

Vanguard Hellfire Shells
Discard this card to take the following action:
Hellfire Shells (1x) Roll for this explorer. Make that attack roll normally, and then make attack rolls with the same dice for each adjacent hex to the target.

Vanguard Melta Bomb
Discard this card to take the following action:
Melta Bomb (1x) Pick a hostile that is adjacent and visible to this explorer. That hostile suffers a greater wound.

Vanguard Drakeskin Cloak
Discard this card to re-roll a failed defence roll for this explorer.

< VANGUARD > FACILITIES
Commerce Lounge: Roll the Blackstone dice. You can re-roll the dice if the explorer using this facility is Janus Draik. On a 1, the explorer must discard an archeotech card if they have one. On a 2-5, nothing happens. On a 6+, the explorer can exchange one of their archeotech cards for a card of their choice from the archeotech deck.

+++ Janus Draik +++

ARCHEOTECH

ARCHEOTECH

Janus Draik Miniature

In the trading step, Janus Draik travels to his own spacecraft, the Vanguard. During the expedition, he has collected two pieces of archeotech, one with a value of 1, and the other with a value of 2.

First, he uses the Commerce Lounge facility, hoping to be able to convert the 1-point archeotech card into something more valuable. Sadly, even with his re-roll, he fails to roll 16 or more on the Blackstone dice, and so is not able to exchange the card.

Next, he trades for resources. His archeotech is worth 3 trading points, to which he adds 1 because he is trading on his own ship, giving him a grand total of 4 trading points to spend. He considers purchasing both the Hellfire Shells and Melta Bomb (which have a combined cost of 4), but finally settles for the Drakeskin Cloak, as it provides a permanent bonus.

Using Resource Cards

Any resource cards that are purchased by an explorer are placed beside the explorer's character card. Should an explorer be placed in a stasis chamber (pg 7), their resource cards remain with them.

Each resource card will say how and when it can be used. The use of a resource card is always optional, and an explorer can choose not to use a resource if they wish to save it for later on in an expedition. If a resource card allows an explorer to take an action that has an activation dice cost shown on the resource card, the explorer must spend an activation dice of that value or more in addition to using the resource card.

Most resource cards must be discarded when they are used; if this is the case, shuffle the discarded resource card back into the deck of resource cards it originally came from. Other resource cards are exhausted when they are used; if this is the case, the card cannot be used again in the same turn of combat – place the card face down as a reminder of this, and turn it face up at the start of the next turn. All other resource cards provide a permanent bonus.

Explorers on the same expedition are allowed to exchange with each other (or give away) discovery cards, resource cards and/or stronghold artefact cards in the leader step of each exploration round (see page 11 of the Rules booklet). In addition, explorers can exchange with each other (or give away) resource cards and/or stronghold artefact cards at the start of the expedition, after set up is complete but before the first round begins, and at any time while they are at Precipice.



LEADER POINTS

PLAYER NAME	EXPEDITION											
	1	2	3	4	5	6	7	8	9	10	11	12

THE NEXT EXPEDITION

Once the Precipice sequence is complete, the players can choose to mount a new expedition immediately, or arrange a time and date to meet up again to continue the explorers' quest.

STASIS CHAMBERS

If the players decide to mount their next expedition at a future date rather than immediately, each explorer's character card and all of the explorer's cards are stored in one of the stasis chamber plastic sleeves provided with the game. Simply slide all of the cards into the sleeve when you pack up the game. At the start of your next playing session, if a player picks that explorer to take part in the expedition, they take the cards out of the sleeve and set them up beside the explorer's character card.

No more than ten cards in total can be placed in a stasis chamber with an explorer's character card. If an explorer has more than ten cards, then enough cards must be returned to their decks to bring the total down to ten.

PAUSING AN EXPEDITION

Stasis chambers and the databank can also be used to pause an expedition (see page 13 of the Rules booklet). To do so, pack the game away as you would at the end of a playing session, but put in an explorer's stasis chamber sleeve any wound or grievous wound counters they have suffered. The remaining exploration cards are slid into the databank sleeve. If an explorer was inspired, place them into the stasis chamber sleeve with the inspired side of their card face up; otherwise, with the secret agenda side of their card face up.

At the start of the next session, set up the game normally, but use the same explorers and do not create an exploration deck. Then place the wounds the explorers have suffered on their character cards, and return the remaining exploration cards to the Precipice board.

LEADER POINTS (OPTIONAL)

The players can, if they wish, record the leader points they score during an expedition on the leader table on the previous page. Doing so makes for a more competitive game, and will allow you to see which player is doing the best.

Scoring Leader Points

Leader points are scored in the legacy step of the Precipice sequence (pg 4). Each player scores points based on how well the explorers they controlled did during an expedition, as described below. If a player controlled more than one explorer, they must pick one of them to use when working out how many leader points they score; the player's other explorers do not score them any leader points at all.

Add up the value of the archeotech cards the explorer received during the expedition, and add 3 to the total for each clue card they received. Add 6 to the total if the explorer is inspired. The total is the number of leader points the player scores. Note that archeotech and clues only award leader points if they were discovered during the expedition, so you will want to keep any that the explorer had from previous expeditions separate if you are using the leader points rules.

If the player was the hostile player for an expedition, then they score 6 leader points for each explorer who is out of action in the legacy step, and add 3 points for each card left in the exploration deck at the end of the expedition. The total is the number of leader points the player scores.

Being The Leader

If you decide to use the leader points rules, then the leader at the start of each expedition after the first is the player who has the highest number of leader points (select the leader normally if there is a tie). In addition, the player with the highest number of leader points at the end of each expedition is considered to be the best player in the group!



Stasis chamber

THE HOSTILES

Trapped within the shifting chambers of the Blackstone Fortress are all manner of murderous warriors, bloodthirsty beasts and defensive machines. As they seek to defend, escape or control their labyrinthine prison, these hostiles sate their thirst for violence on the explorers who enter their domain.



*Obsidius Mallex
Chaos Lord*



Chaos Space Marines



*Traitor Guardsman
with flamer*



*Traitor Guardsmen
with lasguns*



*Traitor Guardsman
with grenades*



*Traitor Guardsman
Sergeant*



*Traitor Guardsmen
with pistols and melee weapons*



Rogue Psykers



Spindle Drones



Chaos Beastmen



Negavolt Cultists



Ur-Ghuls

THE EXPLORERS

Hailing from the distant corners of the galaxy, these explorers have braved great perils to reach the Blackstone Fortress. Yet the greatest dangers still lie ahead of them, and they must set aside their animosities and work together if they are to have any hope of survival.

VANGUARD



"Adventuring into the unknown requires a delicate mix of caution and boldness. Both are essential, but too much of one spoils the other entirely."

- Janus Draik



Janus Draik
Rogue Trader



Espern Locarno
Imperial Navigator



"There is more than one route to any destination. We Navigators show you the way, but may keep the best path for ourselves."

- Espern Locarno

TRAVELLER

CLARION



Taddeus the Purifier
Ministorum Priest



Pious Vorne
Missionary Zealot

KRAVV'CHA'TO



Dahyak Grekh
Kroot Tracker

"I hunt, and the fortress hunts also. I eat, and the fortress eats also. I know my enemy, but what does the fortress know?"

- Dahyak Grekh



UR-025
Imperial Robot



Rein & Raus
Ratling Twins

LONG HAULER GAMMA-3-β

STEED OF MATHURIR



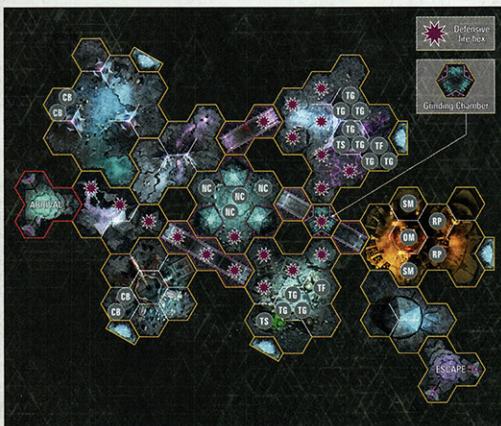
Amallyn Shadowguide
Asuryani Ranger

"In a time long past my people made many worlds - maiden worlds, craftworlds, all rich in wonders. Already so many lie broken, and I fear that soon the darkness will come for those that remain. Yet somehow, through so much horror, this Blackstone Fortress has remained untouched. I must know how. The fate of the Aeldari may depend upon it."

- Amallyn Shadowguide

BLACKSTONE FORTRESS STRONGHOLD**1 THE DEATHMAZE****2**

As the maglev chamber comes to a halt, you enter a twisted and warped chamber that at one point was the bridge of the Chaos vessel Impaler. Above the bloodthirsty snarls of Chaos Beastmen and the profane shouts of Traitor Guardsmen, you hear the distant bellowing voice of Obsidius Mallex, Lord of the Servants of the Abyss.

3**4****ACCESS ROUTE**

Shuffle all of the cards in the exploration deck and deal out four to create the access route exploration deck. The explorers reach the stronghold after the fourth exploration card has been resolved.

HOSTILE GROUPS

- ▲ 1 Obsidius Mallex (OM)
- ▲ 2 Chaos Space Marines (SM)
- ▲ 2 Rogue Psykers (RP)
- ▲ 10 Traitor Guardsmen with Lasguns, Pistols and Melee Weapons or Grenades (TG)
- ▲ 2 Traitor Guardsmen Sergeants (TS)
- ▲ 2 Traitor Guardsmen with Flamers (TF)
- ▲ 4 Negavolt Cultists (NC)
- ▲ 4 Chaos Beastmen (CB)

5**STRONGHOLD RULES**

Grinding Chamber (GC): The Grinding Chamber location tile (see the map) is turned 60 degrees clockwise at the end of each event phase, unless noted otherwise on the event table.



Before

After

Bodyguards: If a wound or grievous wound is suffered by Obsidius Mallex, and there are any Chaos Space Marines adjacent to him, then the wound or grievous wound is instead suffered by one of those Chaos Space Marines (chosen by the hostile player).

Traitor Guardsmen: The group of Traitor Guardsmen in this stronghold has two Sergeants and two miniatures armed with a Flamer. If an explorer completes an action in one of the defensive fire hexes shown on the map to the left, the closest visible Traitor Guardsman to the explorer must move to the hex where the action was completed. After the action that triggered it has been completed, but before the explorer's next action (if they have any actions left to take), this rule does not apply to Traitor Guardsmen that are reinforcements.

DEATHMAZE EVENT TABLE**7****ROLL EVENT**

1	All Is Dust: Each explorer loses 1 inspiration point, a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: The leader must pick one hostile that was slain during the combat and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Grinding Chamber Jams: Do not rotate the Grinding Chamber in this event phase.
11-14	Grinding Chamber Accelerates: The leader can choose if Grinding Chamber rotates 60 degrees, 120 degrees or 180 degrees clockwise in this event phase.
15-17	Inspiration: The leader picks an explorer. That explorer gains 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks an explorer. That explorer draws a discovery card.

CONQUERING THE STRONGHOLD

In order to conquer this stronghold, Obsidius Mallex must be slain, and all of the explorers that are not out of action must be in the maglev transport escape chamber at the start of the event phase.

Rewards

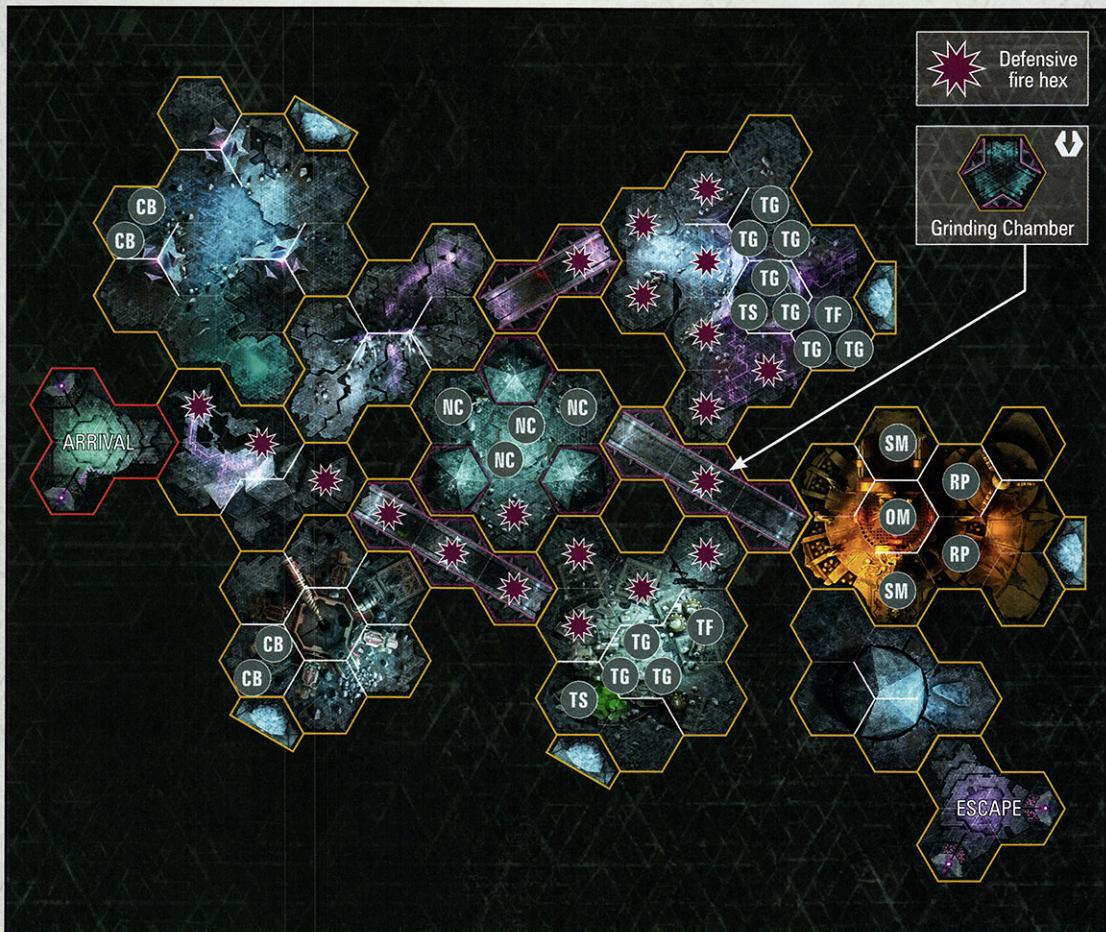
The explorer that made the attack that slew the Chaos Space Marine Warlord will have received the *Thunder Hammer* stronghold artifact card (see above). In addition, roll a destiny dice for each explorer that took part in the expedition, and add the result to the number of trading points the explorer has available in the following Precipice sequence. Finally, add this stronghold card to the deck of cards that apply in future expeditions, to serve as a reminder that it has been conquered.

8**1. Title:** The name of the Stronghold.**2. Introduction:** A short description of what the explorers find when they reach the stronghold. It should be read out loud by the leader.**3. Map:** The map shows the chambers that make up the stronghold, any portals or location tiles that it has, the locations of the hostiles that are defending the stronghold, and any notes that will be needed to resolve the combat in the stronghold. Note that the hostiles must be deployed in specific hexes rather than next to a discovery marker.**4. Access Route:** Information about how to set up the exploration cards that form the access route to the stronghold.**5. Hostile Groups:** The hostiles that make up each hostile group in the stronghold, along with a two-letter key that shows where they are located on the map.**6. Special Rules:** All of the special rules that apply during the combat that is fought in the stronghold. Make sure to read all of the special rules carefully before you start the first combat turn.**7. Event Table:** This event table is used in the event phase of combats fought in the stronghold, instead of the one from the Combat booklet.**8. Conquering the Stronghold:** What the heroes must do in order to conquer the stronghold.**9. Rewards:** The benefits the explorers receive if they manage to conquer the stronghold.

BLACKSTONE FORTRESS STRONGHOLD

THE DEATHMAZE

As the maglev chamber comes to a halt, you enter a twisted and warped chamber that at one point was the bridge of the Chaos vessel Impaler. Above the bloodthirsty snarls of Chaos Beastmen and the profane shouts of Traitor Guardsmen, you hear the distant bellowing voice of Obsidius Mallex, Lord of the Servants of the Abyss.



ACCESS ROUTE

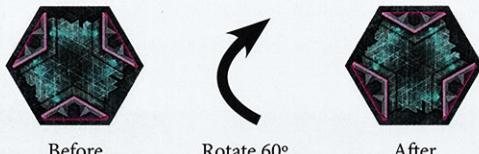
Shuffle all of the cards in the exploration deck and deal out four to create the access route exploration deck. The explorers reach the stronghold after the fourth exploration card has been resolved.

HOSTILE GROUPS

- 1** 1 Obsidius Mallex (OM)
2 Chaos Space Marines (SM)
2 Rogue Psykers (RP)
- 2** 10 Traitor Guardsmen with Lasguns, Pistols and Melee Weapons or Grenades (TG)
2 Traitor Guardsmen Sergeants (TS)
2 Traitor Guardsmen with Flamers (TF)
- 3** 4 Negavolt Cultists (NC)
- 4** 4 Chaos Beastmen (CB)

STRONGHOLD RULES

Grinding Chamber (GC): The Grinding Chamber location tile (see the map) is turned 60 degrees clockwise at the end of each event phase, unless noted otherwise on the event table.



Before

Rotate 60°

After

Bodyguards: If a wound or grievous wound is suffered by Obsidius Mallex, and there are any Chaos Space Marines adjacent to him, then the wound or grievous wound is instead suffered by one of those Chaos Space Marines (chosen by the hostile player).

Traitor Guardsmen: The group of Traitor Guardsmen in this stronghold has two Sergeants and two miniatures armed with a Flamer. If an explorer completes an action in one of the defensive fire hexes shown on the map to the left, the closest visible Traitor Guardsman to the explorer makes one attack against that explorer. The attack takes place after the action that triggered it has been completed, but before the explorer's next action (if they have any actions left to take). This rule does not apply to Traitor Guardsmen that are reinforcements.

Last Stand: Until an explorer has entered the Grinding Chamber hex, when Obsidius Mallex or a Chaos Space Marine is activated, they automatically take a Hold action. Until an explorer has entered the Grinding Chamber hex, when a Traitor Guardsman is activated, they automatically take a Hold action if there are no explorers visible to them, and automatically take an Onslaught action in any other circumstances. Make behaviour rolls for the Traitor Guardsmen normally after any explorers have entered the Grinding Chamber hex.

Protect the Warlord: If an explorer has entered the Grinding Chamber hex, then starting from the following turn, reinforcements must deploy as close to Obsidius Mallex as possible, and the Traitor Guardsmen rule no longer applies to the Traitor Guardsmen.

There Can Be Only One: If Obsidius Mallex is slain, he cannot be deployed again during the attack on this stronghold. In addition, the explorer that made the attack that slew Obsidius Mallex receives the *Thunder Hammer* stronghold artefact card.

DEATHMAZE EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: The leader must pick one hostile that was slain during the combat and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Grinding Chamber Jams: Do not rotate the Grinding Chamber in this event phase.
11-14	Grinding Chamber Accelerates: The leader can choose if Grinding Chamber rotates 60 degrees, 120 degrees or 180 degrees clockwise in this event phase.
15-17	Inspiration: The leader picks an explorer. That explorer gains 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks an explorer. That explorer draws a discovery card.

CONQUERING THE STRONGHOLD

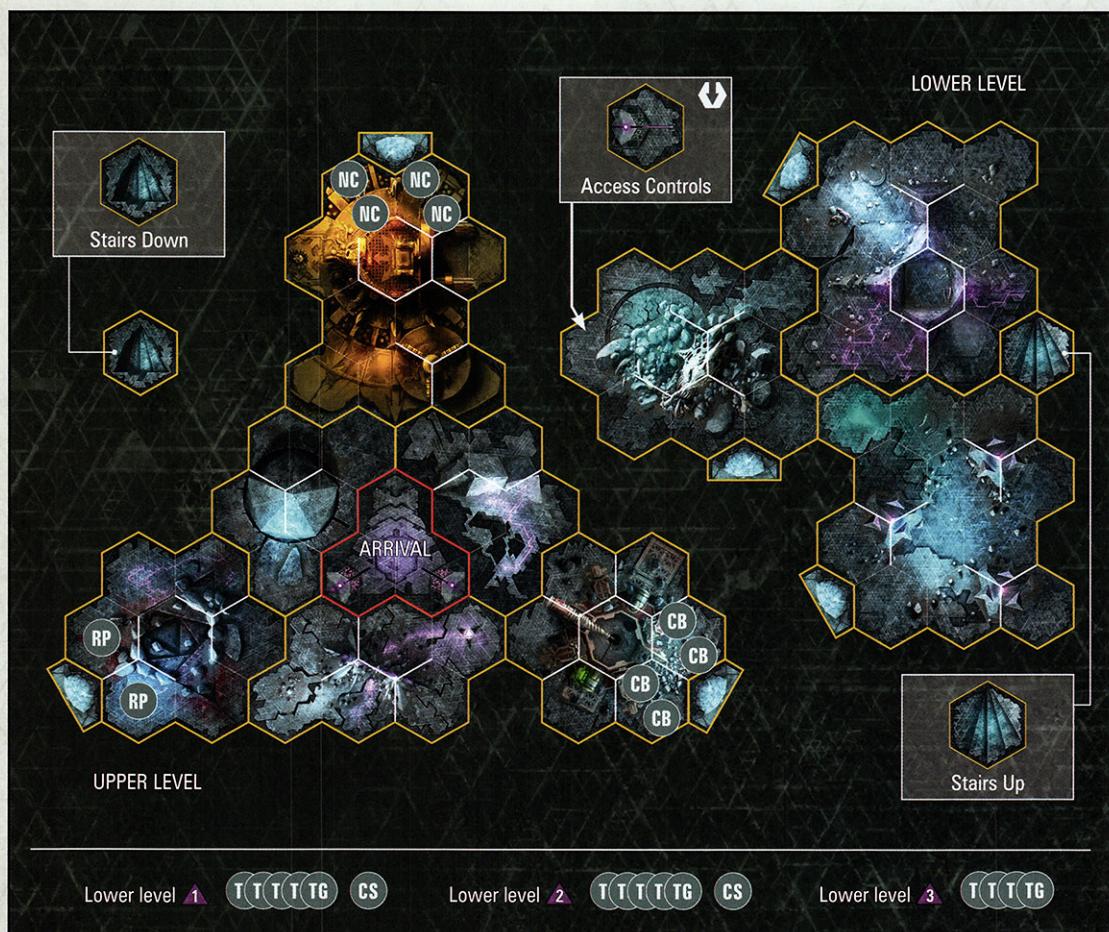
In order to conquer this stronghold, Obsidius Mallex must be slain, and all of the explorers that are not out of action must be in the maglev transport escape chamber at the start of the event phase.

REWARDS

The explorer that made the attack that slew the Chaos Space Marine Warlord will have received the *Thunder Hammer* stronghold artefact card (see above). In addition, roll a destiny dice for each explorer that took part in the expedition, and add the result to the number of trading points the explorer has available in the following Precipice sequence. Finally, add this stronghold's card to the legacy cards that apply in future expeditions, to serve as a reminder that it has been conquered.

BLACKSTONE FORTRESS STRONGHOLD DESCENT

The walls of the maglev transport chamber fold back, revealing a vast tetrahedral hall. Looking to the corners of the room, you see three triangular portals, each guarded by a group of heretical warriors. Whatever treasure is held in this stronghold must lie behind one of those portals.



ACCESS ROUTE

Shuffle all of the cards in the exploration deck and deal out six to create the access route exploration deck. The explorers reach the stronghold after the sixth exploration card has been resolved.

HOSTILE GROUPS

Upper Level

- 1** 2 Rogue Psykers (RP)
- 2** 4 Negavolt Cultists (NC)
- 3** 4 Chaos Beastmen (CB)

Lower Level

- 1** 1 Chaos Space Marine (CS)
5 Traitor Guardsmen (TG)
- 2** 1 Chaos Space Marine (CS)
5 Traitor Guardsmen (TG)
- 3** 4 Traitor Guardsmen (TG)

STRONGHOLD RULES

Maglev Transport Arrival Chamber: The maglev transport arrival chamber to this stronghold is at the centre of the upper level, as shown on the map. It arrives by rising up through the floor, and then all of its walls retract. All of the hexes on the chamber are treated as open hexes, and do not block line of sight or provide cover.

Finding the Stairs Down: The explorers start in the upper level of the stronghold. To determine which portal hides the stairs, when the battlefield is created, take discovery markers **1**, **2** and **3**. Place them face down and shuffle them, so that you do not know which is which. Then, keeping the markers face down, place one beside each of the portals on the upper level. To discover if the stairs are behind a portal, an explorer must be in a hex adjacent to it and perform a Search (4+) action. The discovery marker is then flipped over. If it is marker **1** or **2**, the stairs are not behind the portal, and the marker is discarded. If it is marker **3**, the portal is replaced with a Stairs Down hex.

Using the Stairs: Explorers and hostiles can move and measure distances from one Stairs hex to the other as if they were adjacent hexes. In addition, explorers or hostiles on one Stairs hex are visible to any explorers or hostiles on the other Stairs hex.

Hostile Groups: There are groups of hostiles on both levels of the stronghold (two **1** hostile groups, two **2** hostile groups and two **3** hostile groups). The lower-level hostile groups are not used until an explorer has entered a hex on the lower level. Until then, only make reinforcement rolls for and activate the upper-level hostile groups.

After an explorer has used the stairs to the lower level, when the initiative card for a hostile group is drawn, make a reinforcement roll and then activate the upper-level hostile group that corresponds to the card first, and then make a reinforcement roll and activate the lower-level hostile group.

Lower-level Hostile Group

Reinforcement Rolls: The lower-level hostile groups do not start on the battlefield. In addition, the normal reinforcement table is not used for the lower-level hostile groups. Instead, when a reinforcement roll is made for a lower-level hostile group, on a roll of 1-10 all of the hostiles from that group that are not currently on the battlefield arrive as reinforcements. This includes all of the hostiles from the group that have been slain, as well as any that have not yet been set up.

Access Controls: To use the access controls, an explorer must take an Access (6+) action while in the Access Controls hex. The first time the action is taken, place the access marker with its '1' side face up in the hex. The second time the action is taken, flip the marker to its '2' side. The third time the action is taken, remove the marker and give the *Power Cell* stronghold artefact card to the explorer that took the action.

DESCENT EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: The leader must pick one hostile that was slain during the combat and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Stairs Blocked: Explorers and hostiles cannot move or attack from one set of stairs to the other set of stairs in the next turn.
11-14	Access Controls Breakthrough: One explorer in the Access Controls hex can immediately take an Access action without having to spend an activation dice. If there are no explorers in the hex, treat this as an Inspiration result instead.
15-17	Inspiration: The leader picks an explorer. That explorer gains 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks an explorer. That explorer draws a discovery card.

CONQUERING THE STRONGHOLD

In order to conquer this stronghold, the explorers must have used the access controls as described above, and all of the explorers that have not been taken out of action must be in the maglev transport chamber at the start of the event phase.

REWARDS

The explorer that took the final Access action to use the access controls will have received the *Power Cell* stronghold artefact card (see above). In addition, roll a destiny dice for each explorer that took part in the expedition, and add the result to the number of trading points the explorer has available in the following Precipice sequence. Finally, add this stronghold's card to the legacy cards that apply in future expeditions, to serve as a reminder that it has been conquered.

BLACKSTONE FORTRESS STRONGHOLD

CORRIDOR OF DEATH

You arrive at a broad chamber with tessellating ceiling panels that hang oppressively low. Echoing through the gloom, you hear whispered words in a profane tongue, along with the wet, nasal clacking of a group of Ur-Ghuls lurking somewhere in the darkness.



ACCESS ROUTE

Shuffle all of the cards in the exploration deck and deal out four to create the access route exploration deck. The explorers reach the stronghold after the fourth exploration card has been resolved.

HOSTILE GROUPS

- 1** 2 Chaos Space Marines (SM)
2 Rogue Psykers (RP)
2 Traitor Guardsmen with Flamers (TF)
- 2** 4 Traitor Guardsmen with Lasguns (TL)
- 3** 4 Negavolt Cultists (NC)
4 Chaos Beastmen (CB)
- 4** 4 Ur-Ghuls (UG)

STRONGHOLD RULES

Intruders Alert: Re-roll reinforcement rolls of 4 or more.

The Snipers: When a Traitor Guardsman in hostile group **A** is activated, they automatically take an Advance action if there are no explorers visible to them, automatically take a Fall Back action if there is an explorer visible to them and in an adjacent hex, and automatically take an Aim action in any other circumstances. Re-roll failed attack rolls for their Aim actions. If they are slain and return to play as a reinforcement, their miniature is replaced with a Traitor Guardsman with a pistol and melee weapon, and they take actions normally.

The Ur-Ghuls: When an Ur-Ghul is activated, they automatically take a Hold action if there are no explorers visible to them, and automatically take a Pounce action in any other circumstances. Ur-Ghul reinforcements are deployed in any hex in the Ur-Ghul lair, instead of being deployed adjacent to a portal.

The Laser Barrier: Hostiles treat the Laser Barrier hex as an obstructed hex. If an explorer moves into the Laser Barrier hex as part of a Move action, or takes any other type of action in the Laser Barrier hex, they must make an agility roll and look up the result below before carrying on with the move or taking any further actions. No defence rolls can be taken against the wounds or grievous wounds inflicted by the Laser Barrier.

Failure: The explorer suffers 1 wound and 1 grievous wound.

Success: The explorer suffers 1 wound.

Critical Success: The explorer is unharmed.

Finding the Dark Age Weapon: In order to find the Dark Age Weapon, an explorer must take a Search (4+) action in a hex in the Ur-Ghul lair. Roll an activation dice after taking the action. On a 1-4 nothing is found (but further searches can be made). On a 5-6 the explorer receives the *Dark Age Weapon* stronghold artefact card.

CORRIDOR OF DEATH EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: The leader must pick one hostile that was slain during the combat and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-8	Reserves: Add 2 Traitor Guardsmen Sergeants to hostile group A . They will arrive as reinforcements the next time hostile group A is activated, in addition to any other reinforcements that may arrive. If this result is rolled a second or subsequent time, treat it as a Laser Barrier Overload result instead.
9-10	Laser Barrier Overload: Explorers must re-roll successful agility rolls for moving into, or taking an action other than a Move action in, the Laser Barrier hex next turn.
11-14	Laser Barrier Shuts Down: Explorers do not have to take an agility roll for moving into, or taking an action other than a Move action in, the Laser Barrier hex next turn.
15-17	Inspiration: The leader picks an explorer. That explorer gains 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks an explorer. That explorer draws a discovery card.

CONQUERING THE STRONGHOLD

In order to conquer this stronghold, an explorer must have the *Dark Age Weapon* stronghold artefact card, all of the explorers that have not been taken out of action must be in a hex in the Ur-Ghul lair at the start of the event phase, and there must be no Ur-Ghul left in the lair.

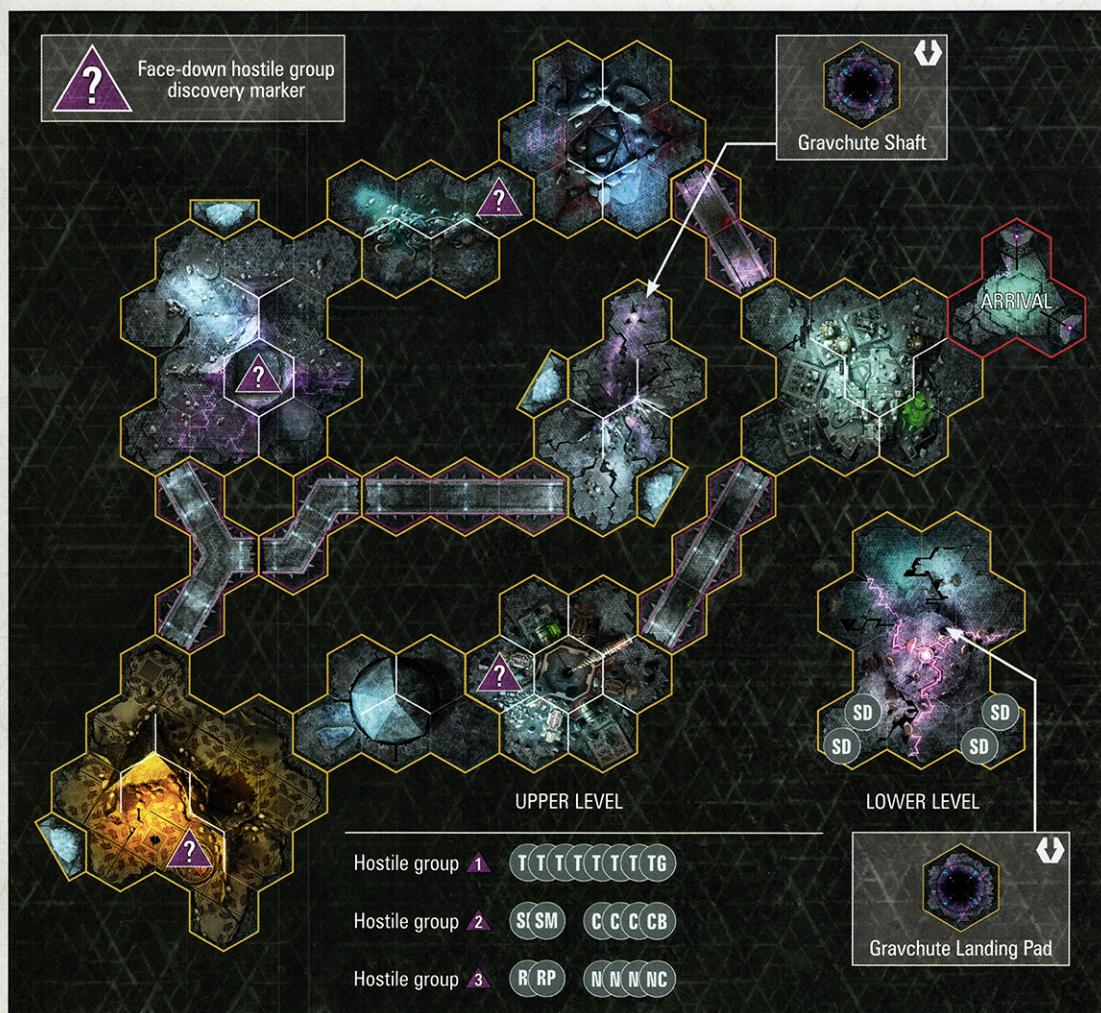
REWARDS

The explorer that successfully searches the Ur-Ghul lair will have received the *Dark Age Weapon* stronghold artefact card (see above). In addition, roll a destiny dice for each explorer that took part in the expedition, and add the result to the number of trading points the explorer has available in the following Precipice sequence. Finally, add this stronghold's card to the legacy cards that apply in future expeditions, to serve as a reminder that it has been conquered.

BLACKSTONE FORTRESS STRONGHOLD

NULL-GRAVITY ABYSS

The maglev transport comes to a rest in a small chamber, and you see before you two branching corridors. As you step into the chamber, a piercing alarm begins to blare, drowning out all other sounds. You recognise the alarm as being a vastly amplified version of that emitted by Spindle Drones that have become hyper-aggressive.



ACCESS ROUTE

Shuffle all of the cards in the exploration deck and deal out four to create the access route exploration deck. The explorers reach the stronghold after the fourth exploration card has been resolved.

HOSTILE GROUPS

Upper Level
1 8 Traitor Guardsmen (TG)

2 2 Chaos Space Marines (SM)
4 Chaos Beastmen (CB)

3 2 Rogue Psykers (RP)
4 Negavolt Cultists (NC)

Lower Level
4 4 Spindle Drones (SD)

STRONGHOLD RULES

Hostile Group Discovery Markers: After setting up the stronghold, but before the first turn begins, take the four discovery markers, place them face down, and shuffle them around so that the players do not know which is which. Then, keeping the markers face down, place one in each of the hexes indicated with a  on the map to the left.

Revealing the Hostile Groups: The hostiles in a hostile group are deployed when the corresponding discovery marker is revealed. A discovery marker is revealed when:

- An explorer enters a hex from which they have an unblocked line of sight to the hex with the marker. When this happens, the explorer's activation is paused, the discovery marker is flipped over, and the hostiles from the corresponding group are deployed as described below. The explorer's activation then continues.
- A Hostiles Revealed result is rolled on the event table.

When the discovery marker for hostile group  is revealed, the marker is discarded but no hostiles are deployed (hostile group  is the Spindle Drones on the lower level).

Deploying the Hostile Groups: The first hostile from a group must be placed in the hex with the corresponding discovery marker. Other hostiles from the group must be placed in the same hex as the discovery marker, or in a hex adjacent to the discovery marker. If there is a choice of hexes in which a hostile can be deployed, you must deploy it in a hex that puts it in cover from any explorers in preference to one that does not.

Gravchute: Hostiles treat the Gravchute Shaft as an obstructed hex. If an explorer moves into the Gravchute Shaft as part of a Move action, they are placed in the Gravchute Landing Pad hex, and the Move action they were taking ends. Then re-roll all remaining activation dice on their character card, and discard any re-rolls of 4 or more (re-rolls of 1-3 are returned to the explorer's character card). The explorer's activation then continues. A maximum of one explorer (or both Ratling Twins) can move into the Gravchute Shaft per turn.

The Spindle Drones: The Spindle Drones in hostile group  start with a threat level of 3 and have protective energy fields that give them a Wounds value of 6. They automatically take Hold actions if there are no explorers visible to them, and Onslaught actions if there are explorers visible to them. Do not make reinforcement rolls for the Spindle Drones hostile group. The explorer that makes the attack that slays the final Spindle Drone from this group receives the *Spindle Drone Amulet* stronghold artefact card.

NULL-GRAVITY ABYSS EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: The leader must pick one hostile that was slain during the combat and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Hostiles Revealed: If there are still any unrevealed hostile group discovery markers, the one closest to an explorer is revealed. If more than one marker is equally close to an explorer, the hostile player chooses which to reveal. If all of the markers have been revealed, treat this as a Not Dead Yet result instead.
11-14	Hostiles Revealed: If there are still any unrevealed hostile group discovery markers, the one furthest from an explorer is revealed. If more than one marker is equally far from an explorer, the leader chooses which to reveal. If all of the markers have been revealed, treat this as an Inspiration result instead.
15-17	Inspiration: The leader picks an explorer. That explorer gains 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks an explorer. That explorer draws a discovery card.

CONQUERING THE STRONGHOLD

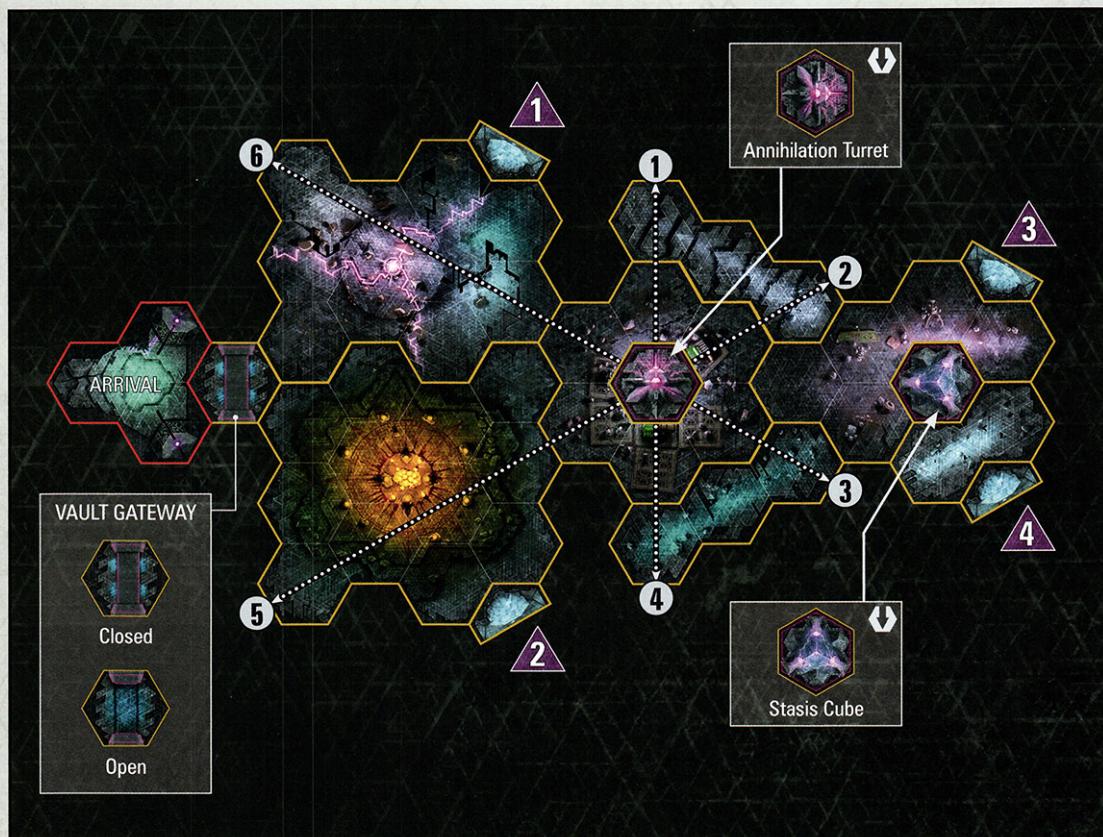
In order to conquer this stronghold, the four Spindle Drones in hostile group  must be slain, and all of the explorers that are not out of action must be located in a hex on the lower level at the start of the event phase.

REWARDS

The explorer that slew the last Spindle Drone will have received the *Spindle Drone Amulet* stronghold artefact card (see above). In addition, roll a destiny dice for each explorer that took part in the expedition, and add the result to the number of trading points the explorer has available in the following Precipice sequence. Finally, add this stronghold's card to the legacy cards that apply in future expeditions, to serve as a reminder that it has been conquered.

THE HIDDEN VAULT

The maglev transport stops and falls silent. As its walls begin to fold back, you see before you a sealed gateway. This is the portal into the hidden vault, the chamber in which the Blackstone Fortress' most coveted treasures surely lie. Your journey into the darkness has led you here, and all that remains for you to do is fight for and claim what is rightfully yours.



ACCESS ROUTE

Shuffle all of the cards in the exploration deck and deal out eight to create the access route exploration deck. The explorers reach the hidden vault after the eighth exploration card has been resolved.

HOSTILE GROUPS

Shuffle all of the encounter cards and deal out four to determine the hostiles in groups 1, 2, 3 and 4. Deploy the hostiles as close as possible to the portal that corresponds to their group. If an encounter is a twist, no hostiles are deployed for the corresponding card and the twist is ignored.

Do not make reinforcement rolls for hostile groups in this combat. Instead, when a group is activated, any hostiles in that group that have been slain are deployed as close as possible to the portal that corresponds to their group. If all of the hostiles in a group are slain, or the encounter for the group was a twist, discard the encounter card for that group and replace it with a new encounter card. The next time the group is activated, deploy the hostiles shown for the group on the new encounter card, as close as possible to the portal that corresponds to that group.

HIDDEN VAULT RULES

Reanimated Hostiles: The hostiles in the hidden vault have been reanimated by the Blackstone Fortress. Subtract 1 from their Move value, and add 1 to their Wounds unless they are Spindle Drones. If they are Spindle Drones, they start with a threat level of 3 and have a Wounds value of 4 instead of 2.

The Vault Gateway: The Vault Gateway location tile begins the combat on its closed side, and while it is closed, it is treated as an obstructed hex. The first explorer to be activated in the maglev transport arrival chamber each turn can take an Open Gateway (1+) action to flip the tile to its open side. While the Vault Gateway is open, it is treated as an empty hex. Each time an explorer completes their activation, after making their inspiration roll, roll an activation dice. On a 1 or 2, the Vault Gateway shuts and is flipped back to its closed side – it can be reopened in the next turn by the first explorer activated in the arrival chamber as described above. Any explorers on the tile when it closes are taken out of action and any hostiles are slain.

The Annihilation Turret: The Annihilation Turret rotates and then fires its annihilation beam at the start of the first battle round (before activating any explorers or hostiles), and then at the start of each event phase. Roll an activation dice to determine the hex row the Annihilation Turret rotates to face, and rotate its location tile to point in that direction.

Each explorer and hostile on the corresponding hex row is attacked by the annihilation beam, starting with the closest. In addition, in the next turn, any explorer or hostile that moves into a hex in that hex row or completes any other type action in that hex row is attacked before carrying on with their move or taking any other actions. If a hostile is attacked by an annihilation beam, it is instantly slain. If an explorer is attacked by an annihilation beam, they must make an agility roll and look up the result below. No defence rolls can be taken against the wounds or grievous wounds inflicted by the annihilation beam.

Failure: The explorer is taken out of action.

Success: The explorer suffers 3 grievous wounds.

Critical success: The explorer suffers 2 grievous wounds.

The Stasis Cube: The secret of the hidden vault is concealed within a Stasis Cube. In order to open the Stasis Cube, an explorer must be in a hex adjacent to it at the end of the event phase, and there must not be any visible hostiles adjacent to the explorer. If several explorers are eligible, the leader must pick one to open the stasis cube that turn. The first time an explorer opens the stasis cube, place the access marker with its '1' side face up in the stasis cube's hex. The second time an explorer opens it, flip the marker to its '2' side. The third time an explorer opens it, the stasis cube opens fully – take the hidden vault envelope and follow the instructions on the card inside.

HIDDEN VAULT EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Protection Protocols: Explorers cannot open the stasis cube this turn.
7-10	Flurry of Fire: Next turn, treat the Annihilation Turret as if it were firing along all six of the hex rows it can face.
11-14	Brief Respite: The leader must pick one hostile group. Hostiles from that group that have been slain are not deployed when it is activated next turn – only use the hostiles from the group that are on the battlefield (if any).
15-17	Inspiration: The leader picks an explorer. That explorer gains 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks an explorer. That explorer draws a discovery card.

COMPLETING THE QUEST

To complete the quest for the hidden vault, an explorer must open the stasis cube as described above and then follow the instructions they find on the card inside the hidden vault envelope.

REWARDS

The rewards received for completing the quest for the hidden vault will be found on the card inside the hidden vault envelope.



COUNTERS AND MARKERS



Wound counter



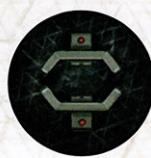
Grievous
wound counter



Inspiration
point counter



Discovery marker



Booby trap marker



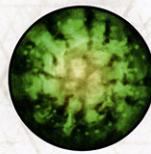
Threat level counter 0-1



Threat level counter 2-3



Empowered marker



Plasma marker



Inferno marker



Access marker



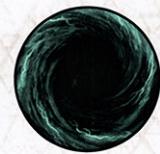
Haywire marker



Stasis marker



Rousing speech marker



Force barrier marker



Cameleoline
cloak marker