

WARHAMMER QUEST

BLACKSTONE FORTRESSES



COMBAT

READ THIS WHEN A COMBAT OCCURS



INTRODUCTION

As the explorers roam the crypt-like halls of the Blackstone Fortress, they will invariably encounter violent opponents with which they must do battle – wandering bands of Chaos heretics, defensive drones seemingly indigenous to the starship, or prowling xenos abominations that fight from the shadows.

The firefights aboard the Blackstone Fortress are tense and brutal affairs in which the explorers temporarily set aside their thinly veiled distrust or outright animosity for one another so as to eliminate their shared enemy. Fighters dive for cover behind the wreckage created by aeons-past battles, or duck into the trench-like apertures that open in the floors and walls of the Blackstone Fortress.

From there, they lay down hails of covering fire while other explorers move to positions of advantage, or attempt to snipe their foes themselves through gaps in the debris. The sounds of guns, grenades and bellowed war cries thunder through the dark chambers, and those combatants who fall are left to be picked clean after conflict's end, or consumed by the folding architecture of the Blackstone Fortress itself.

This maelstrom of battle is resolved using the combat rules in this booklet. When a combat card is revealed, it will show you how to set up the chambers to make the battlefield, as well as where the explorers start the combat and where any discoveries will be found. Encounter cards are then drawn, which will determine the hostiles that have been met by the explorers and where they are located.

The combat is then fought over a series of turns, during which the explorers and the hostiles are allowed to move and attack. The order in which this happens is decided using the initiative cards on the combat track, and the results of any attacks are decided using the action dice included in the game.

Combat in the Blackstone Fortress is fought at relatively close range, in which small and medium arms are highly effective. There is a lot of cover provided by debris and the shape of the chambers themselves. Rather than striding out into the open, fighters must rely on this cover – and the help of their allies – to outmanoeuvre and outgun their enemies.

The players choose actions for the explorers they control, first rolling activation dice and then spending them to take the actions. The actions taken by the hostiles are determined by rolling the Blackstone dice and looking up the result on the behaviour table on the back of the hostile's reference card.

Scattered around the battlefield are discovery markers, which an explore can move to and perform a Search action to draw a discovery card – though taking the time to do so may put the explorer in mortal danger!

At the end of each turn, a roll is made on the event table to decide if a random event takes place, such as the arrival of a maglev transport chamber that will allow the explorers a means of escape.

A new turn then begins, and so the battle will rage on, until either the explorers are victorious and can carry on with their expedition, or they are all out of action and the expedition ends in ignominious failure.



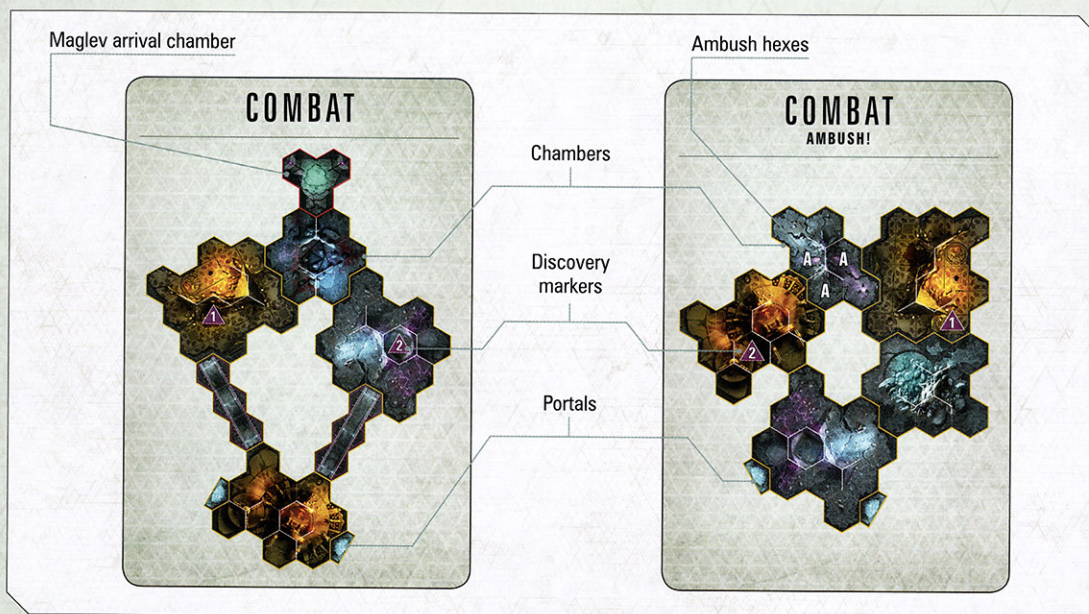
COMBAT RULES

As the explorers delve deep into the Blackstone Fortress, they will encounter groups of hostiles that will oppose them. The resulting battle is resolved using the rules in this booklet.

COMBAT CARD

A combat is fought whenever a combat card is drawn from the exploration deck (see page 7 of the Rules booklet).

Each combat card has a map showing the chambers that make up the battlefield on which the combat is fought. In addition, the card shows where to place any portals, location tiles and discovery markers, and whether the explorers start in a maglev transport arrival chamber or have been ambushed. See the rules for battlefield creation on page 6 to find out how to use this information to create the battlefield on which the combat will be fought.

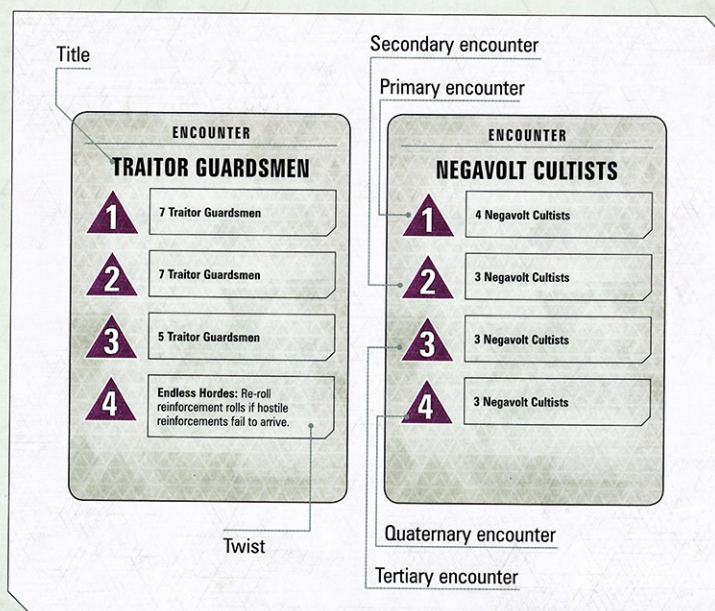


ENCOUNTER CARDS

Encounter cards are used to determine which hostiles have been encountered by the explorers.

Each encounter card lists four types of encounter (1, 2, 3, 4), which correspond to the discovery markers shown on the combat card.

Each encounter either lists a group of one or more hostile miniatures (referred to as a hostile group in the following rules), or a special rule (referred to as a twist in the following rules).





The start of a combat using the first combat card, and both of the encounter cards, illustrated on the previous page. The explorers must defeat the Traitor Guardsmen and Negavolt Cultists, search for any archeotech and clues hidden in the chambers, and then use one of the portals in the right-hand chamber to summon a maglev transport escape chamber.

BATTLEFIELD CREATION

Before a combat can be fought, the battlefield must be created and the hostiles that oppose the explorers deployed. To create the battlefield for a combat, carry out the following steps:

1. Set up battlefield
2. Deploy hostiles
3. Set up initiative deck

1. Set Up Battlefield

Each combat card will show which chambers make up the battlefield on which the combat is fought. Take the corresponding chambers and place them as shown on the combat card, and then add any portals, location tiles and discovery markers as described below. Finally, set up the explorers as described below.

Location tiles: If any location tiles are shown on the combat card, set them up in the appropriate hexes after all of the chambers have been set up.

Portals: Set up the portals beside the hexes shown for them on the combat card. Portals are used to mark the hexes where any hostile reinforcements can arrive during the combat (pg 13), and also where the maglev transport chamber that will allow the explorers to escape the combat will be found (pg 15).

Discovery markers: The location of the discovery markers are shown on the combat card. Place the discovery markers in the hexes shown.

Arrival chamber: If a maglev transport chamber marked with a red border is shown on the combat card, place the maglev transport chamber occupied by the explorers in the position shown on the card. After setting up the arrival chamber, the explorers can change the hexes they occupy in the chamber if they wish to do so.

Ambush hexes: Some combat cards will have the word 'Ambush!' in the title. Instead of showing a maglev transport chamber, such a card will show one or more ambush hexes (marked with the letter A). If this is the case, place the explorers in the ambush hexes. Up to two explorers can occupy each hex.

2. Deploy Hostiles

Next, the hostile player (or the leader if there is no hostile player) must deploy the miniatures for the hostiles the explorers have encountered. To do so, the player draws one card from the encounter deck for each discovery marker shown on the combat card.

Draw each card one at a time, deploying the hostiles shown on it before drawing the next card. The **1** encounter on the first card shows which hostiles must be deployed in

or adjacent to the hex with the **1** discovery marker; the **2** encounter on the second card shows which hostiles must be deployed in or adjacent to the hex with the **2** discovery marker, and so on. Place the encounter cards in a row, from left to right, above the combat track, to act as a reminder as to which card corresponds to each hostile group.

The first hostile from a group must be deployed in the hex with the corresponding discovery marker. Other hostiles from the group must be deployed 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 them in a hex that puts them in cover from any explorers in preference to one that does not.

Once the hostiles have been deployed, the hostile player (or the leader if there is no hostile player) takes the reference cards for those hostiles for use during the combat.

Miniature limits: If there are not enough miniatures to set up all of the hostiles in a group, set up as many as possible, and ignore any remainder.

Hex limits: The number of hostiles that can be placed in the same hex is determined by the size of the hostile (the size of a hostile can be found on their hostile reference card). A hex can hold three small hostiles; one large hostile and two small hostiles; two large hostiles; or one huge hostile. This is summarised in the hex limits table below. The table also includes the hex limits for explorer miniatures.

HEX LIMITS

- 3 small hostiles
- 2 small & 1 large hostile
- 2 large hostiles
- 1 huge hostile
- Both Ratling Twins & 1 other explorer
- 2 explorers

Hostile sizes can be found on their reference card.

Twists: Sometimes an encounter card will include a twist rather than a hostile group. If this is the case, the special rule on the card applies for the duration of the combat.

3. Set Up Initiative Deck

Finally, the hostile player (or the leader if there is no hostile player) must set up the initiative deck. The deck must include the initiative card for each explorer that is not out of action, and for each hostile group. Take these cards, shuffle them and place them face down below the combat track. Any initiative cards not included in the deck are placed to one side for the time being. The combat can now begin.

FIGHT COMBAT

Once the battlefield has been created, the combat can begin. A combat is fought over a series of turns, each of which follows the same pattern of four phases: the destiny phase, the initiative phase, the activation phase and the event phase. When the event phase is over, a new turn begins. The combat ends once all of the explorers are located in a hex in a maglev transport escape chamber or all of the explorers are out of action (pg 15).

COMBAT TURN SEQUENCE

- Destiny phase
- Initiative phase
- Activation phase
- Event phase

DESTINY PHASE

In the destiny phase, the leader must make a destiny roll. To do so, they roll the five destiny dice, and then put any dice that show a unique number in the available destiny dice space of the Precipice board. Any other dice (doubles, triples and so on) are put in the discarded destiny dice space of the Precipice board. For example, if the roll was 2, 3, 3, 4, 6, then the two 3s would be placed in the discarded destiny dice space, and the 2, 4 and 6 placed on the available destiny dice space. Whenever an available destiny dice is used, it is moved to the discarded destiny dice space (see Destiny Dice on page 8).



INITIATIVE PHASE

With the destiny phase complete, the initiative phase begins. In the initiative phase, the order in which the explorers and the hostiles are activated in the subsequent activation phase is decided. The initiative phase is carried out in the following steps:

1. Activation rolls
2. Initiative
3. Covering fire
4. Gambits

1. Activation Rolls

First, the players make an activation roll for each of the explorers they control. To make an activation roll for an explorer, the player rolls one activation dice for each empty space the explorer has on the activation track of their character card. Usually this will be four dice, but wounds (see page 14 of the Rules booklet) may reduce the number of dice that are rolled. After making the roll, each dice is placed in an empty space on the track, without changing the result of the roll.

Activation dice can be spent to perform gambits or take actions, as described in the rules that follow. Remove spent dice from the explorer's character card.

JANUS DRAIK

ROGUE TRADER

"Never take a gambit you're not prepared to lose."

VANGUARD

Move: 2
Defence: ▲
Agility: ▲
Vitality: ▲

Weapon	WEAPON ACTIONS		
	Range		
	1	2-3	4+
Pistol & Rapier (1+)	▲	▲	□
Flurry of Attacks (4+/6+) ¹	▲	N/A	N/A

¹ **Flurry of Attacks:** When taking a Flurry of Attacks weapon action, Janus Draik can attack twice for a cost of (4+) or three times for a cost of (6+). Carry out each attack one at a time, one after the other. The target chosen for the second and third attacks must either be the same as the target of the previous attack, or in the same hex as or an adjacent hex to the target of the previous attack.

SPECIAL RULES

Strategist: In the first turn of combat, Janus Draik can perform a gambit without an activation dice being spent.

Swashbuckler: If a defence roll for Janus Draik is a critical success and the attacker is in an adjacent hex, he can immediately take a Pistol & Rapier weapon action without having to spend an activation dice.

SECRET AGENDA

Have the *Empyrean Chronometer* discovery card. If Janus Draik has the *Empyrean Chronometer* at the start of an expedition, he starts the expedition inspired.

Activation dice example

2. Initiative

Next, the leader must shuffle the initiative card deck and then deal the cards face up from left to right in the spaces for them below the combat track (if the combat is an ambush, see 'Ambush' on the page opposite). In the activation phase, the explorer or hostile group whose initiative card is in the left-hand space of the track will activate first, then the explorer or hostile group whose card is in the second space, and so on (see the Activation Phase on the following page for more detail on how this works).

3. Covering Fire

In this step, two explorers that are visible to each other can swap the positions of their initiative cards on the combat track. To do so, the players controlling the two explorers must agree for it to happen. This is called covering fire, and represents one of the explorers covering the actions of the other. An explorer can only change their position once in each initiative phase by using covering fire.

Once all of the explorers taking part in covering fire have swapped positions, this step ends.

4. Gambits

In this step, the explorers can attempt one or more gambits. To attempt a gambit, the player who controls the explorer must first spend one of the activation dice on the explorer's character card, and then roll the action dice corresponding to the explorer's Agility value and look up the result below.

Failure: The explorer's initiative card stays in the same position on the combat track.

Success: Swap the explorer's initiative card with the closest hostile group initiative card to the explorer's left or right on the combat track.

Critical success: Swap the explorer's initiative card with any hostile group initiative card on the combat track.

Destiny dice cannot be used to attempt gambits, but an explorer can attempt several gambits as long as an activation dice is spent for each gambit that they attempt. Remember that if several explorers want to perform a gambit at the same time, the leader determines the order in which they are attempted.

The diagram illustrates the combat track with initiative cards and encounter cards. The track is a horizontal line with numbered spaces (1-4) and a central area for initiative cards. Encounter cards are placed above the track, and initiative cards are placed below it.

Encounter Cards:

- TRAITOR GUARDSMEN:** 7 Traitor Guardsmen, 3 Traitor Guardsmen, 5 Traitor Guardsmen, 4 Traitor Guardsmen. (Status: Ambush: Hidden. No roll requirement until it is visible.)
- NEGAVOLT CULTISTS:** 4 Negavolt Cultists, 2 Negavolt Cultists, 3 Negavolt Cultists, 3 Negavolt Cultists.

Initiative Cards (Initial State):

- Hostile Group (2)
- Espen Locarno (Imperial Navigator)
- Rein & Raus (Raiding Twins)
- Hostile Group (1)
- UR-025 (Imperial Robot)
- Janus Draik (Robot Trader)

Text Description: *Espen Locarno provides covering fire to UR-025, and they swap places on the combat track. Then Janus Draik attempts a gambit and scores a critical success – he swaps places with hostile group 2.*

Initiative Cards (After Actions):

- Janus Draik (Robot Trader)
- UR-025 (Imperial Robot)
- Rein & Raus (Raiding Twins)
- Hostile Group (1)
- Espen Locarno (Imperial Navigator)
- Hostile Group (2)

AMBUSH

If the combat is an ambush, the combat track is set up differently in the first turn of the combat. The hostile initiative cards are shuffled and set up first. Then the explorers' initiative cards are shuffled and set up along the remaining spaces of the track. This means that the hostiles will activate first in the first turn, unless any of the explorers perform gambits to change their position on the track.

ACTIVATION PHASE

In the activation phase, each explorer and hostile group is activated in the order determined by the initiative cards along the combat track. The explorer or hostile group in the first space of the track is activated first. When they have completed their activation, their initiative card is turned face down, and then the next explorer or hostile group is activated, and so on. Once all of the explorers and hostile groups have acted, the activation phase ends.

The way that players carry out activations for explorers and hostile groups is slightly different. We will first explain how to carry out an activation for an explorer, and then how to do so for a hostile group. Note that special rules apply to the Ratling Twins (see page 15 of the Rules booklet).

Explorer Activations

When an explorer is activated, they can take actions. Actions let an explorer do things such as move, fight and make discoveries. Actions are taken by spending one of the activation dice on the explorer's character card. An explorer can take the same action multiple times, but must end an action before starting a new one.

Each action has a cost in brackets, limiting the activation dice that can be spent to make it. For example, to take an action with a cost of (4+), an activation dice with a score of 4 or more would need to be spent.

When a player does not want to take any more actions with an explorer they control (or cannot do so), the activation for that explorer ends; any remaining activation dice can be saved to make overwatch attacks, and if the explorer slew any hostiles, you can make an inspiration roll for the explorer (overwatch attacks and inspiration rolls are explained opposite). Then the next explorer or hostile group on the combat track can be activated.

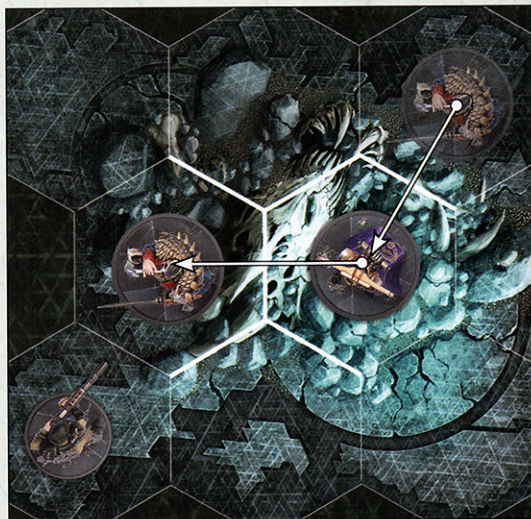
Destiny Dice

The destiny dice on the Precipice board are effectively extra activation dice that are shared between the explorers. Whenever an explorer takes an action that requires them to spend an activation dice, they can instead spend a destiny dice, following all of the same rules as though they were spending an activation dice. An explorer cannot spend more than two destiny dice in the same turn.

Basic Explorer Actions

There are four basic actions that any explorer can make: Move (1+), Recuperate (1+), Search (4+) and Summon (4+).

Move (1+): When an explorer takes this action, they can be moved up to as many hexes as the Move value on their character card. Each hex they move into must be adjacent to their current hex. Explorers can move through hexes occupied by other explorers, and hostiles can move through hexes occupied by other hostiles, but miniatures cannot move through hexes occupied by enemy miniatures or obstructions, or across a wall hexside. In addition, a miniature cannot end a move in a hex if this means that the hex's limits will be exceeded (see Hex Limits on page 6), though they can move through such a hex.



Janus Draik uses one of his activation dice to take a Move action. He has a Move value of 2, and moves 2 hexes, finishing next to the Traitor Guardsman.

If a miniature moves into a hex that is adjacent to an enemy, it must halt and cannot move any further. If a miniature starts a move in a hex adjacent to an enemy, it can leave the hex, but must halt if it enters another hex that is adjacent to an enemy.

Recuperate (1+): If an explorer has been wounded, they can take this action to make a vitality roll (see page 14 of the Rules booklet).

Search (4+): An explorer can take this action if they are in a hex that contains a discovery marker or if they spend 3 inspiration points (see pages 14-15 of the Rules booklet). It cannot be taken by an explorer that is adjacent to a hostile that is visible to them. When the action is taken, remove the discovery marker from the hex (if there is one) and draw the top card from the discovery card deck and place it beside the explorer's character card.

Summon (4+): An explorer can only take this action if they are in a hex that is adjacent to a portal. When they do so, the portal is removed and replaced with a maglev transport escape chamber that can be used to end the combat (see page 15). This action cannot be taken if the maglev transport escape chamber has already been set up.

Special Explorer Actions

Each explorer has one or more special actions listed on their character card. Special actions are divided into weapon actions and unique actions.

Weapon Actions: Weapon actions are used to attack hostiles. An explorer can take a weapon action by spending an appropriate activation dice. They then attack as described on the following page.



JANUS DRAIK
ROGUE TRADER

"Never take a gamble you're not prepared to lose."

VANGUARD

Move: 2
Defence: ▲
Agility: ▲
Vitality: ▲

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●●

WEAPON ACTIONS			
Weapon	Range		
	1	2-3	4+
Pistol & Rapier (1+)	▲	▲	□
Flurry of Attacks (4+/6+/1*)	▲	N/A	N/A

* Flurry of Attacks: When taking a Flurry of Attacks weapon action, Janus Draik can attack

Janus Draik can take Pistol & Rapier and Flurry of Attacks weapon actions. The Pistol & Rapier weapon action has a cost of (1+), and uses a ▲ for attack rolls at ranges 1-3 and a □ at ranges of 4 or more.

Aiming (1+): When an explorer takes a weapon action, they can spend an extra (1+) activation dice to make the weapon action an aimed weapon action (so you will need to spend two dice – one for the weapon action, and a second one to make it an aimed weapon action). Aimed weapon actions ignore cover (see page 12).

Unique Actions: An explorer may also have one or more unique actions on their character card.

Overwatch

Sometimes an explorer will end their activation with one or more unspent activation dice on their character card. First, remove any dice with a score of 1. Then reduce the value of any of the remaining dice by 1 (so a 4 would become a 3, for example, and a 6 a 5). These dice are referred to as overwatch dice, and can be used later in the turn to carry out weapon actions as described next.

An overwatch dice can be used to take a weapon action when a hostile that is visible to the explorer finishes a move or attack, or is deployed. The hostile that triggered the overwatch must be the target of the weapon action. Take the explorer's weapon action, and then carry on with the hostile activation. Note that an explorer cannot make overwatch attacks until **after** they have been activated.

An explorer can take a maximum of one weapon action each time a hostile triggers overwatch. If several different explorers are in a position to carry out overwatch, first declare which will do so and then take one weapon action with each of those explorers in leader order. If the hostile is slain before all of the explorers have attacked, the explorers that have not yet attacked must discard one of the dice they had saved for overwatch.

At the end of the activation phase, remove any overwatch dice remaining on the explorers' character cards.

Inspiration Roll

If any hostiles are slain during an explorer's activation, an inspiration roll is made at the end of their activation to see if they gain an inspiration point (see pages 14-15 of the Rules booklet). The inspiration roll is made after the explorer has carried out all of the actions they wish to perform that activation and dice have been saved for overwatch attacks.

To make an inspiration roll, roll the Blackstone dice. If the roll is less than or equal to the combined Wounds values of the hostiles slain by that explorer during that activation, then that explorer receives 1 inspiration point. For example, an explorer that had slain a Traitor Guardsman (Wounds value 2) and a Chaos Beastman (Wounds value 3) would gain an inspiration point on a roll of 1 to 5. If the combined Wounds value of slain hostiles is 20 or more, the explorer automatically gains 1 inspiration point without the dice having to be rolled.

Note that inspiration points can only be gained for hostiles slain during an explorer's activation. Hostiles slain at any other time (by overwatch, for example, as described previously) cannot be used to gain inspiration points.

DEPLOYMENT DURING A COMBAT

Sometimes a rule will allow you to deploy a miniature during a combat. When this is the case, the rule will tell you where the miniature is deployed. A miniature cannot be deployed in a hex that has an enemy miniature in it, or in a hex if doing so would exceed the hex limits for the hex (pg 6). If these restrictions make it impossible to deploy the miniature in its deployment hex, it is slain.

If a hostile miniature that is being deployed during a battle had been previously slain and is now being reused, then any wounds it had suffered are healed.

ATTACKS

The following rules are used to resolve attacks made by explorers taking a weapon action. The player who controls the explorer must carry out the following attack sequence to resolve the attack (see page 14 for details of how hostiles attack).

Attack Sequence

1. Pick target
2. Measure range
3. Make attack roll
4. Inflict wounds

1. Pick Target

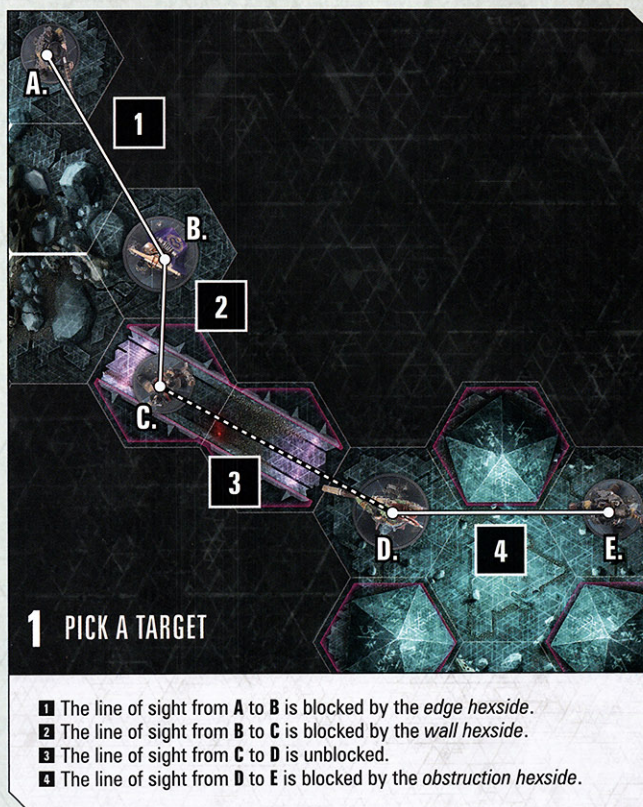
First, pick a target that is visible to the attacker. Visibility is checked by drawing an imaginary straight line (called a 'line of sight') between the centres of the two hexes occupied by the miniatures. The line of sight must be unblocked in order for the two miniatures to be visible to each other. A line of sight is blocked if it touches any part of an edge, obstruction or wall hexside before it reaches the centre of the target hex (see the example on the right).

If the attacker is adjacent to an enemy miniature that is visible to it, the attacker must attack an adjacent target, and cannot attack a target that is further away.

You may find using the line-of-sight ruler useful when it is not obvious if line of sight is blocked – just hold the ruler on its side so it lies along the line of sight and you will be able to easily see if the line of sight touches anything that blocks it.

2. Measure Range

Next, measure the range from the attacker to the target. The range is measured by counting the number of hexes from the attacker's hex to the target's hex. Always use the shortest possible number of hexes, counting the target's hex but not the attacker's hex (see the example on the right).



3. Make Attack Roll

The range to the target and the weapon being used by the attacker are cross-referenced to determine the type of action dice that is used to make the attack roll, and if one or two dice are rolled. Roll the action dice, and look up the result below (see page 8 of the Rules booklet to find out how to read the results on the dice).

Failure: The attack misses and the target is unharmed (the attack sequence ends).

Success: The target suffers 1 wound.

Critical Success: The target suffers 1 grievous wound.

4. Inflict Wounds

Wounds and grievous wounds are suffered by the target if the attack roll was a success or critical success.

Put one wound or grievous wound counter (as appropriate) next to the hostile for each wound or grievous wound that it suffers. Each wound counter causes 1 point of damage to the hostile, and each grievous wound counter causes 3 points of damage.

Every hostile has a Wounds value on their reference card, which is based on their toughness and ability to sustain injury. Once the damage caused to a hostile equals or exceeds their Wounds value, they are slain and removed from the battlefield.

Once any wounds or grievous wounds have been inflicted, the attack has been resolved and the weapon action is complete.



Wound



Grievous wound

Stunned

Sometimes a rule will say that an explorer or hostile is stunned. If this happens, place the explorer or hostile on their side in their hex. When a stunned explorer is next activated, they must discard an activation dice; the explorer then stands back up and they are no longer stunned. When a stunned hostile is next activated, stand them back up instead of rolling on their behaviour table (see page 13 for more information on behaviour tables); they are no longer stunned. If an explorer or hostile that is already stunned would be stunned again, they suffer 1 wound instead.

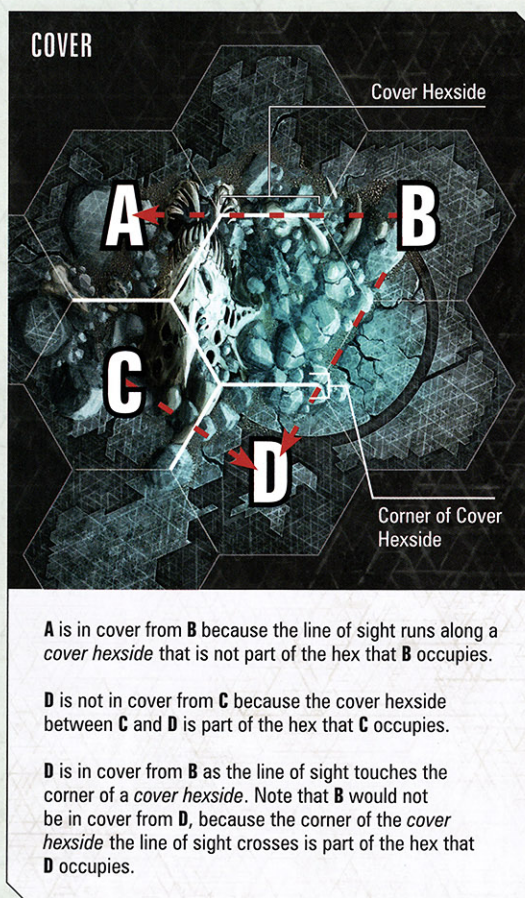
Cover

The weapons used by the explorers and their hostile opponents are deadly, so it is wise to make the maximum use of any cover that can be found within the chambers of the Blackstone Fortress.

An explorer or hostile is in cover if the attacker's line of sight touches or crosses a cover hexside (see page 9 of the Rules booklet), and the cover hexside is not part of the attacker's hex (see the example below).

If the target of an attack is in cover, then a success is treated as a failure, and a critical success as a success.

Some attacks 'ignore cover'. When this is the case, cover has no effect on the attack, and the result of the attack roll is not changed by it.



HOSTILE ACTIONS

When the initiative card for a hostile group is reached, first a reinforcement roll is made for that group, and then all of the hostiles in that group are activated. The hostiles are controlled by the hostile player. If there is no hostile player, the leader takes the place of the hostile player, following the same rules for controlling the hostiles below.

Reinforcement Rolls

When the initiative card for a hostile group is reached, the hostile player must make a reinforcement roll if any hostiles in the group have been slain.

To make a reinforcement roll for a group, roll the Blackstone dice and look up the result on the following table by cross-referencing the roll with the size of the smallest slain hostile from the group.

ROLL	SIZE		
	SMALL	LARGE	HUGE
1	6	4	1
2	4	2	-
3	2	1	-
4+	-	-	-

If a number is shown on the reinforcement table, return that many slain hostiles from that group to the battlefield as reinforcements. If there are not enough slain hostiles in the group, return as many as you can.

Reinforcements must be deployed adjacent to a portal and as close as possible to another hostile from their group that is already on the battlefield. If there are no hostiles from their group on the battlefield (because they have all been slain), deploy the hostile adjacent to a portal and as close as possible to an explorer.

After each hostile is deployed, they either attack the closest explorer that is visible to them and within range of their weapons, or move towards the closest explorer if no explorers are visible to them (see opposite).

Hostile Activations

After deploying any reinforcements, the rest of the hostiles in the group are activated. Note that reinforcements are not activated on the turn they return to the battlefield.

The hostile from the group that is closest to an explorer is activated first. Measure the distance using the shortest route from the hostile to the explorer that does not cross a wall hexside or enter an obstructed hex. If several hostiles are equally close to an explorer, the hostile player picks which of them is activated. After taking an action with that hostile as described below, the next closest hostile from the group is activated in the same way, and so on until all of the hostiles in the group that did not arrive as reinforcements this turn have been activated.

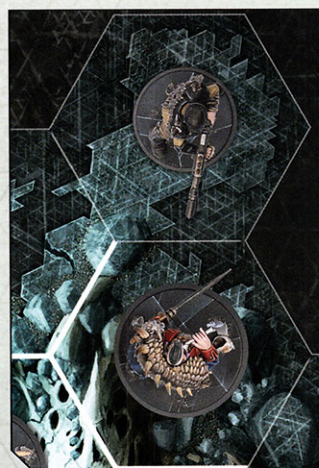
Behaviour Roll

To determine the action an activated hostile takes, the hostile player rolls the Blackstone dice and looks up the result on the behaviour table on the reference card for the hostile. They then work along the columns, from left to right, until they reach the first one that applies to the situation of the hostile the roll was made for, and take the resulting action with the hostile (as described below).

Hostile Action Descriptions

All of the basic hostile actions are described on the back page of this booklet. They can be taken by any hostile. When measuring distances for an action (to the closest explorer, for example), always use the shortest route that does not cross a wall hexside or enter an obstructed hex.

Some hostiles can take unique actions. When this is the case, the instructions for the unique action will appear below the behaviour table on their reference card.



The hostile player activates the Traitor Guardsman adjacent to Janus Draik. The hostile player rolls a 9 on the Blackstone dice, so the Guardsman takes an Onslaught action.

TRAITOR GUARDSMEN					
BEHAVIOUR TABLE					
ROLL	HIDDEN No line of sight to an explorer	ENGAGED Adjacent to a visible explorer	IN COVER Armed with Lasgun and in cover from all visible explorers	CLOSE Range to the closest visible explorer is 2 or 3 hexes	OTHER Any other situation
1-3	Hold	Fall Back	Aim	Fall Back	Advance
4-6	Sneak	Onslaught	Aim	Onslaught	Advance
7-9	Advance	Onslaught	Aim	Onslaught	Aim
10-12	Advance	Onslaught	Onslaught	Charge	Aim
13-15	Charge	Onslaught	Onslaught	Charge	Onslaught
16-19	Charge	Onslaught	Onslaught	Charge	Onslaught
20	Rush	Fury	Fury	Fury	Rush

Hostile Moves

When a hostile moves, they can move as many hexes as the Move value shown on their reference card. All of the rules that apply to moving an explorer also apply to moving a hostile (see page 9).

The instructions for the action will dictate a destination, such as a hex or an explorer, that a hostile must move towards. Each hex that is entered must be closer to that destination. If there is a choice of hexes equally close to the destination, the hostile will move into a hex that puts them in cover from any explorers that can see them in preference to a hex that does not.

If the destination is a hex, the hostile will halt once the hex is reached. If the destination is an explorer, the hostile will halt in the first hex adjacent to the explorer that they reach. In addition, a hostile will halt if it is impossible for it to move any closer to the destination hex for any reason. Within these limitations, the player controlling the hostile can move them as they see fit.

Hostile Attacks

When a hostile attacks, the hostile player picks a target for the hostile and then resolves the attack. If there are several weapons on a hostile reference card, the weapon that is used must be one that is carried by the hostile making the attack (the showcase on pages 8-11 of the Precipice booklet

will help you identify which weapons certain hostiles are equipped with).

All of the rules that apply to making an attack with an explorer also apply to making an attack with a hostile (see pages 11-12). Usually, the behaviour roll will dictate the target of a hostile attack. Within any such limitations, the hostile player can choose the target for the hostile as they see fit. If there are no eligible targets that the hostile can attack, either because they are not visible or are out of range, then the hostile does not make an attack.

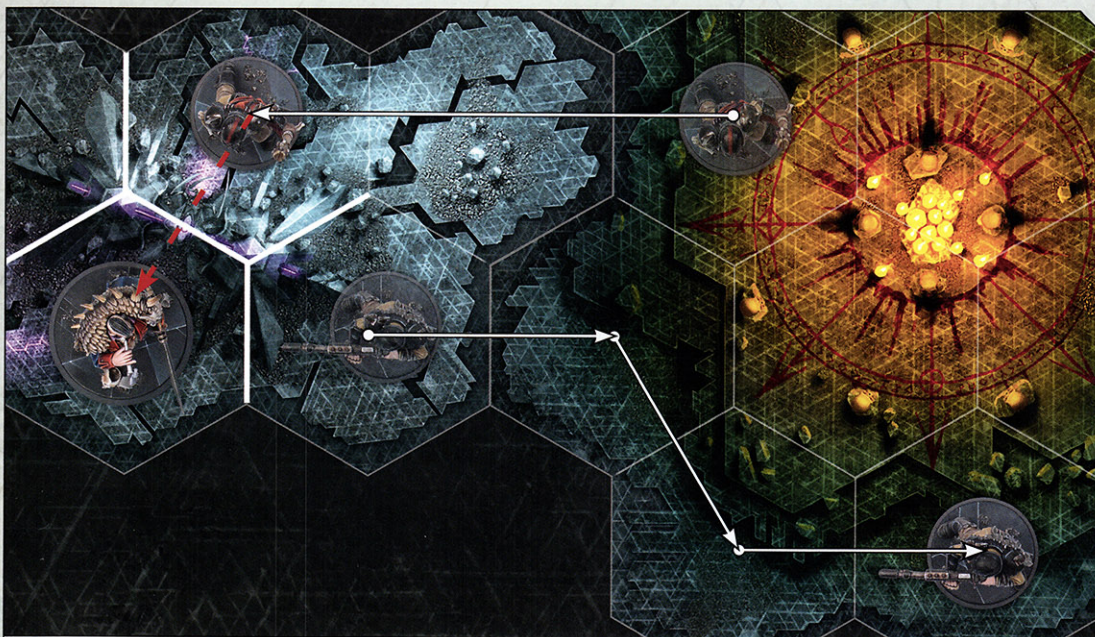
Explorer Defence Rolls

Unlike hostiles, explorers have a chance to negate the wounds or grievous wounds that they suffer. When an explorer suffers a wound or grievous wound, the player controlling the explorer must make a defence roll before the wound is applied. To do so, they look up the Defence value on the explorer's card, roll the appropriate type of action dice and look up the result below:

Failure: Apply the wound or grievous wound normally.

Success: The wound is negated, or the grievous wound is converted to a wound.

Critical Success: The wound or grievous wound is negated.



The Traitor Guardsman with a Pistol & Melee Weapon rolls an Advance action on the behaviour table. Janus Draik is the closest explorer, so the Guardsman moves towards him and then attacks.

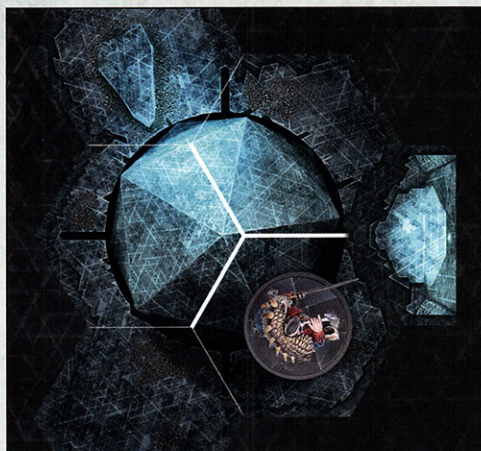
The Traitor Guardsman with a Lasgun rolls a Fall Back action on the behaviour table. His move value is doubled and he moves to a hex that is out of the line of sight of any explorers. Note that he could have stopped in the second hex he entered, but the hostile player decided to move him one more hex.

EVENT PHASE

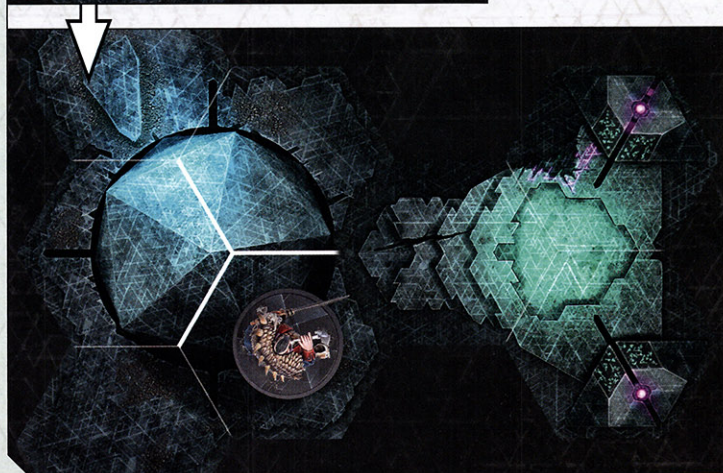
In the event phase, the players must first determine if the combat ends or continues. If all explorers are out of action, or if all of the explorers that are not out of action are in the maglev transport escape chamber, the combat ends. In any other circumstances the combat continues.

If the combat continues, the leader must make an event roll by rolling the Blackstone dice and looking up the result on the event table below. Once the event has been resolved, the leader passes the leader marker to the player on their left (excluding the hostile player if there is one), who becomes the leader for the next turn. The turn is then complete, and a new turn begins.

If the combat ends, remove any hostiles that are still on the battlefield, shuffle any encounter cards back into the encounter deck, remove all markers, counters, portals, location tiles and chambers (apart from the maglev transport escape chamber) from the battlefield, and go to the recovery step of the exploration round (see page 11 of the Rules booklet).



Janus Draik takes a Summon (4+) action. The portal he is adjacent to is replaced with the maglev transport escape chamber.



EVENT TABLE

ROLL	EVENT
1	All Is Dust: If any discovery markers are still on the battlefield, the leader must discard one of them. If there are no discovery markers, 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	Changing Conditions: Draw an encounter card. If the card has a twist, it applies for the rest of the combat. If not, there is no effect.
11-14	Escape Chamber: The leader replaces the portal furthest from any explorers with a maglev transport escape chamber. If more than one portal is equally far from the explorers, the leader can pick which one to replace. If this event has already been rolled, or if an explorer has used a Summon action, there is no effect.
15-17	Inspiration: The leader picks an explorer. That explorer receives 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.

BATTLEFIELD CREATION (pg 6)

1. Set up battlefield
2. Deploy hostiles
3. Set up initiative deck

COMBAT TURN (pg 7-15)

Destiny phase

Initiative phase:

1. Activation rolls
2. Initiative
3. Covering fire
4. Gambits

Activation phase

Event phase

REINFORCEMENTS (pg 13)

ROLL	SMALL	LARGE	HUGE
1	6	4	2
2	4	2	1
3	2	1	-
4+	-	-	-

HEX LIMITS (pg 6)

- 3 small hostiles
- 2 small & 1 large hostile
- 2 large hostiles
- 1 huge hostile
- Both Ratling Twins & 1 other explorer
- 2 explorers

Hostile sizes are on their reference card.

BASIC EXPLORER ACTIONS (pg 9)

Move (1+): Move a number of hexes up to the explorer's Move value.

Recuperate (1+): Make a vitality roll.

Search (4+): Draw a discovery card (explorer must be in a hex with a discovery marker and not adjacent to a hostile that is visible to them).

Summon (4+): Set up the maglev transport escape chamber next to a portal (explorer must be adjacent to the portal).

EVENT TABLE (pg 15)

ROLL	EVENT
1	All Is Dust: If any discovery markers are still on the battlefield, the leader must discard one of them. If there are no discovery markers, 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	Changing Conditions: Draw an encounter card. If the card has a twist, it applies for the rest of the combat. If not, there is no effect.
11-14	Escape Chamber: The leader replaces the portal furthest from any explorers with a maglev transport escape chamber. If more than one portal is equally far from the explorers, the leader can pick which one to replace. If this event has already been rolled, or if an explorer has used a Summon action, there is no effect.
15-17	Inspiration: The leader picks an explorer. That explorer receives 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.

BASIC HOSTILE ACTIONS

Advance: Move towards the closest explorer. Then attack the closest explorer that is in range of and visible to this hostile.

Aim: Attack the furthest explorer that is in range of and visible to this hostile. That attack ignores cover.

Charge: Move towards the closest explorer. Then attack an explorer that is adjacent and visible to this hostile. If there are no explorers adjacent and visible to this hostile, move towards the closest explorer a second time.

Fall Back: Double this hostile's Move value when they take this action. If this hostile can make a move that ends in a hex that is not visible to any explorers, they do so. If they cannot, they attack the closest explorer that is in range of and visible to this hostile.

Hold: Do nothing.

Onslaught: Attack the closest explorer that is in range of and visible to this hostile. Then attack the closest explorer that is in range of and visible to this hostile (this may be a different target if the first explorer is taken out of action or another explorer is equally close).

Sneak: Make a move that ends as close as possible to an explorer without entering a hex that is visible to any explorers.