

WARHAMMER QUEST

BLACKSTONE FORTRESSES



RULES

READ THIS FIRST

INTRODUCTION

Blackstone Fortresses are enormous starships of unknown origin. One of these immense constructs has recently been discovered in the Western Reaches of the galaxy, far from any shipping lanes or populated systems, and scans have revealed a hidden vault deep within the craft. Now, bands of intrepid explorers have begun delving into the Blackstone Fortress' twisted chambers, in a dark and perilous quest to reach the hidden vault and discover what lies within...

Warhammer Quest Blackstone Fortress is a board game for one to five players. Up to four of the players control a group of explorers, who are working together to uncover the deepest secrets of the legendary Blackstone Fortress. If a fifth player is available, they will control the actions of any hostile creatures that the explorers encounter.

The explorers' quest is to reach a hidden vault that lies deep within the Blackstone Fortress. What exactly is inside the vault is uncertain, but the energy readings it gives off indicate that it must be something of incredible power. To complete their quest, the explorers must first conquer four strongholds that surround the hidden vault, and then enter the vault and overcome whatever dangers lurk within.

The quest takes place over the course of several expeditions. In each expedition, the explorers will travel between locations in the Blackstone Fortress using ancient maglev transport chambers. Each of these chambers has a complex control panel of alien design, the exact operation of which is unknown to the explorers. By inputting codes into the panel, however, it is possible to use the chamber to reach a new location. Unfortunately, that location could be almost anywhere, and only by discovering clues can code sequences for specific locations be compiled.

As the explorers search the Blackstone Fortress, they will find valuable ancient treasures known as archeotech, and the clues that they will need to mount expeditions to the strongholds and ultimately to the hidden vault itself.

At the end of each expedition, the explorers return to the nearby port city of Precipice, where they can rest and recuperate. They can also trade any archeotech that they discovered during their expedition for resources that will help them in their quest.

It is uncommon for the quest for the hidden vault to be completed in a single playing session. What is much more likely is that the players' expeditions into the Blackstone Fortress will take place over the course of multiple gaming sessions, culminating in a brutal confrontation between the explorers and their foes when the hidden vault is finally reached. However, the Blackstone Fortress is ever adapting to its intruders, and the explorers must complete their quest before the hidden vault is put forever out of their reach.

PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

Blackstone Fortress Players: Kevin 'Double Team!' Chin, John 'Psychic' Michelbach, Melissa 'Cleansing Flames' Roddis, Marc 'Sustained Fire' Elliott, 'Swashbuckling' Joel Martin, Michael 'Hostile' Wieske, Tom 'Rallying Cry' Merrigan, Pete '10' Foley, Stu 'Mortis' Black, 'Inspirational' Jes Bickham and Pip 'Best Day Ever' Gledhill

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COMPONENTS

Warhammer Quest Blackstone Fortress comes with the following components:

Explorer Citadel Miniatures

- Janus Draik
- Taddeus the Purifier
- Espern Locarno
- Pious Vorne
- UR-025
- Dahyak Grekh
- Amallyn Shadowguide
- 2 Ratling Twins (Rein & Raus)

Hostile Citadel Miniatures

- Obsidius Mallex
- 2 Chaos Space Marines
- 4 Chaos Beastmen
- 4 Ur-Ghuls
- 4 Negavolt Cultists
- 2 Rogue Psykers
- 14 Traitor Guardsmen
- 4 Spindle Drones

Booklets

- 16-page Rules booklet
- 16-page Combat booklet
- 24-page Precipice booklet
- 24-page Background booklet
- 16-page Warhammer 40,000 Blackstone Fortress Datasheets booklet
- 1 assembly guide

Boards & Tiles

- 1 Precipice board
- 1 combat track (in two sections that slot together)
- 6 double-sided spacecraft
- 2 double-sided maglev transport chambers
- 14 double-sided chambers
- 10 double-sided location tiles
- 6 portals
- 1 line-of-sight ruler

Counters & Markers (these can be identified using the back page of the Precipice booklet)

- 40 double-sided wound/grievous wound counters
- 8 double-sided inspiration point counters
- 4 discovery markers (1, 2, 3, and 4)
- 3 double-sided booby trap markers
- 2 double-sided threat level counters
- 2 empowered markers
- 2 plasma markers
- 2 inferno markers
- 1 double-sided access marker
- 1 haywire marker
- 1 stasis marker
- 1 rousing speech marker
- 1 force barrier marker
- 1 cameleoline cloak marker
- 1 leader marker

Dice

- 5 six-sided destiny dice
- 16 six-sided activation dice
- 2 six-sided action dice
- 2 eight-sided action dice
- 2 twelve-sided action dice
- 1 twenty-sided Blackstone dice

Cards

- 8 explorer character cards
- 8 hostile reference cards
- 12 initiative cards
- 36 exploration cards
- 36 discovery cards
- 34 encounter cards
- 72 resource cards
- 12 legacy cards
- 8 mortis cards
- 4 stronghold cards
- 4 stronghold artefact cards

Other Components

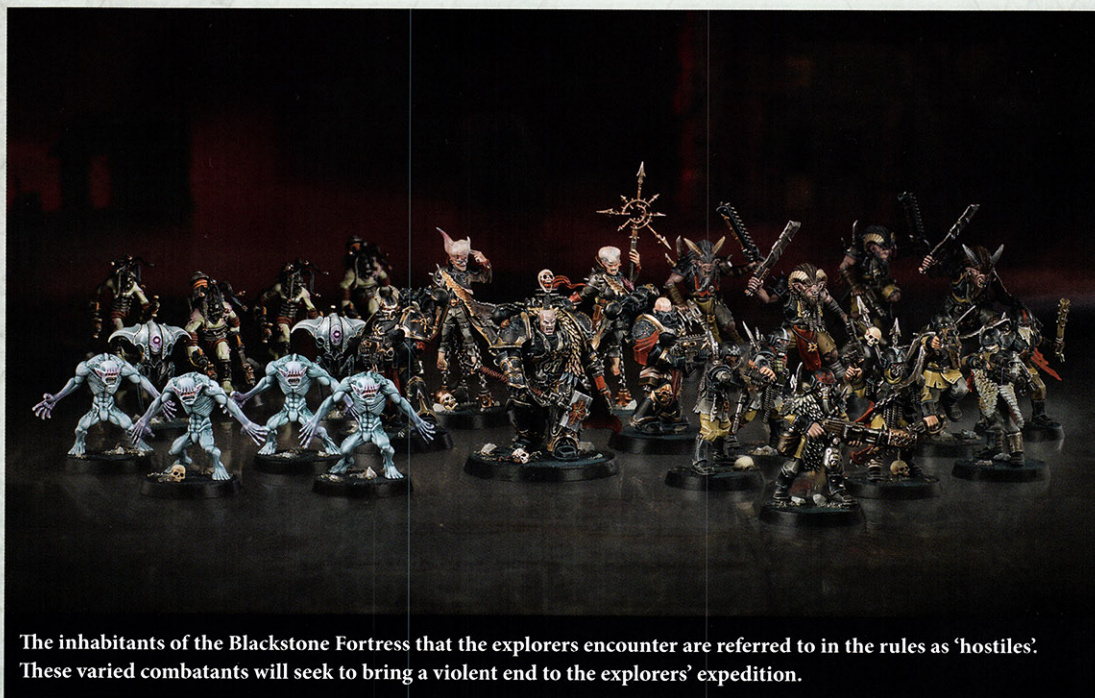
- 1 hidden vault envelope
- 9 stasis chamber plastic sleeves
- 1 databank plastic sleeve

THE MINIATURES

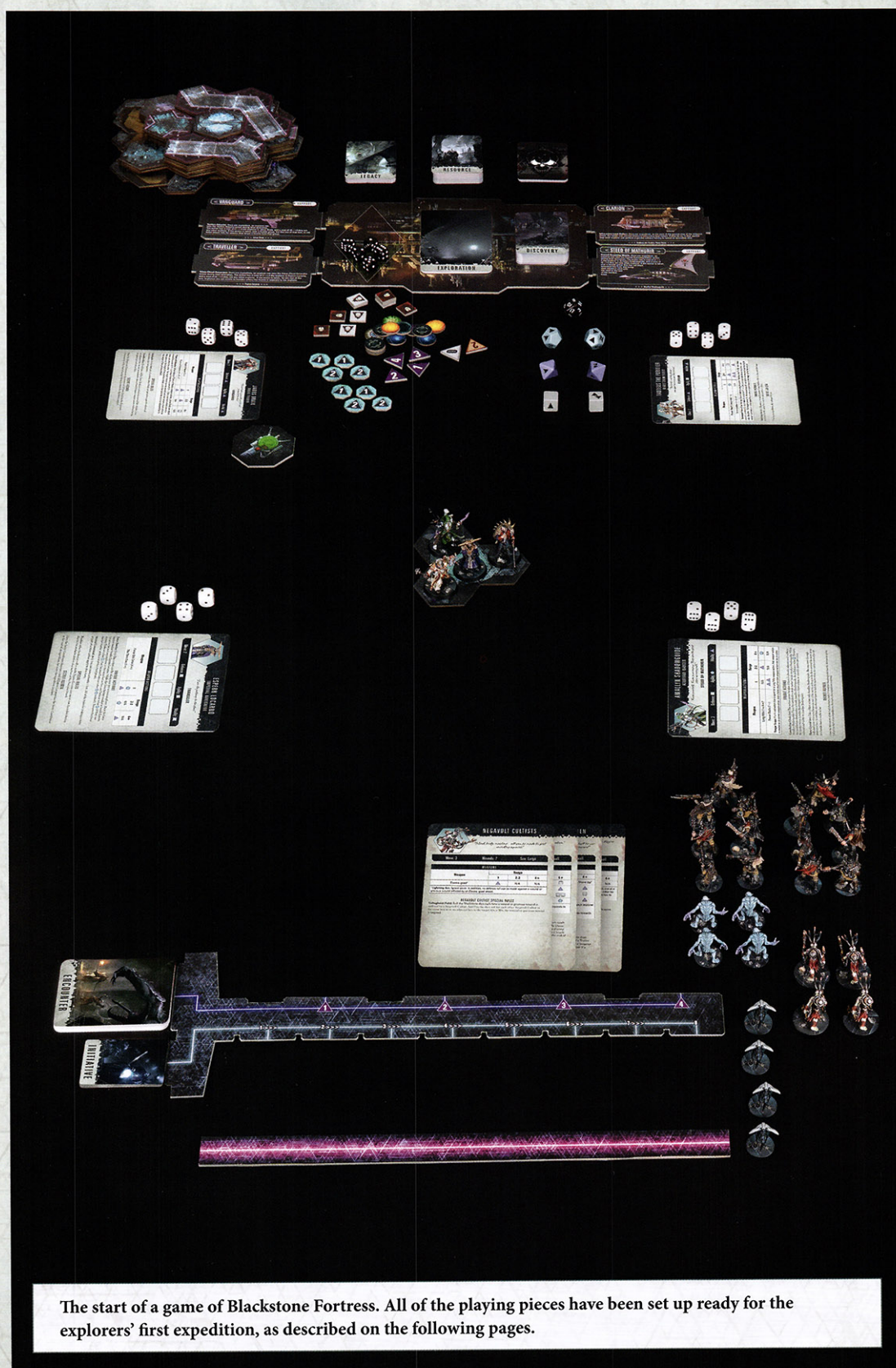
In order to play Blackstone Fortress, you will first need to assemble the miniatures that represent the explorers and hostile inhabitants of the Blackstone Fortress. See the assembly guide for information on how to build the miniatures.



The brave adventurers that dare to enter the Blackstone Fortress are referred to in the rules as 'explorers'.



The inhabitants of the Blackstone Fortress that the explorers encounter are referred to in the rules as 'hostiles'. These varied combatants will seek to bring a violent end to the explorers' expedition.



The start of a game of Blackstone Fortress. All of the playing pieces have been set up ready for the explorers' first expedition, as described on the following pages.

SET-UP

1 CHOOSE LEADER

One player must be the leader – give them the leader marker. If the players cannot decide who is the leader, the owner of the game is the leader. The player who is the leader changes at certain points during the game. If a situation ever occurs where several players are required to do things at the same time, the leader decides the order in which the players carry out the activities. This is sometimes referred to in the rules as doing things ‘in leader order’.



Leader marker

2 PICK EXPLORERS

An expedition consists of four explorers. The number of explorers each player controls is determined by the number of players taking part in the game:

- **One player:** If there is only one player, they pick four explorers to control.
- **Two players:** If there are two players, each player picks two explorers to control.
- **Three players:** If there are three players, each player picks one explorer to control. Then the leader picks a fourth explorer. During the expedition, whoever is the leader controls that explorer.
- **Four players:** Each player picks one explorer to control.
- **Five players:** The players must first decide who will be the ‘hostile player’ and control any hostiles that are encountered during the expedition. Any player apart from the leader can be the hostile player; if you cannot decide, the leader chooses the hostile player. All of the other players then pick one explorer to control.

In leader order, each player picks the explorer(s) they wish to control. Rein & Raus count as a single choice. When a player picks an explorer, they take their miniature(s) and place the corresponding character card beside the miniature(s) with its secret agenda side face up (sometimes an explorer will become inspired during an expedition, allowing you to flip their card to its inspired side). Put the remaining explorer miniatures and character cards back in the game box.

If the rules call for an explorer to do something – for example, move, attack, take an action, roll a dice or draw a card – then the player who controls the explorer carries out the activity, deciding how the move will be made and making any dice rolls for the explorer.

JANUS DRAIK
 ROGUE TRADER
"Never take a gamble you're not prepared to lose."
VANGUARD

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

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

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 track

Character card (secret agenda side)

JANUS DRAIK
 ROGUE TRADER (INSPIRED)
"Never take a gamble you're not prepared to lose."
VANGUARD

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

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

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
Inspired Strategist: In each 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.

Character card (inspired side)

3 SET UP PRECIPICE BOARD

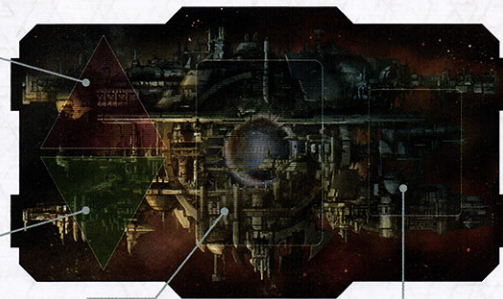
Put the Precipice board on one side of the table on which the game is being played. Shuffle the discovery cards and place them face down in the space for them on the Precipice board.

Sort through the exploration cards and split them into combat cards and challenge cards. Take the challenge cards, shuffle them, and deal out four face down. Then do the same with the combat cards. Take the two sets of four cards, shuffle them together, and place them face down in the exploration card space on the Precipice board. Put the remaining exploration cards back in the game box. (Carrying out this process will create a deck of eight exploration cards, half of which are combats and half of which are challenges.)

Discarded
destiny dice

Available
destiny dice

Precipice board



Exploration cards



Discovery cards

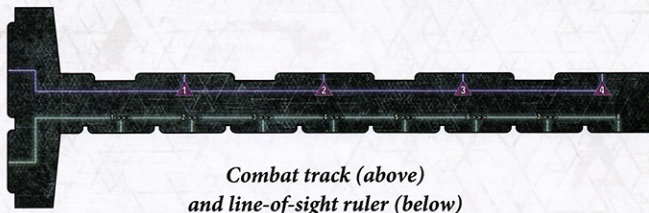
4 SET UP COMBAT TRACK

Slot together the combat track and place it on the opposite side of the playing area to the Precipice board (as shown in the photograph on page 5). Place the line-of-sight ruler to the right of the combat track.

Take the four initiative cards corresponding to the explorers that are on the expedition and add the four hostile group initiative cards. Place the eight cards face up to the left of the combat track and return the remaining initiative cards to the game box.

Take the encounter cards and find the cards for the Traitor Guardsmen, Negavolt Cultists, Ur-Ghuls and Spindle Drones (a total of twenty cards altogether). Shuffle the found cards together to create the encounter deck, and place the deck face down next to the initiative cards, to the left of the combat track. Put the remaining encounter cards back in the game box.

Take the miniatures and hostile reference cards for the Traitor Guardsmen, Negavolt Cultists, Ur-Ghuls and Spindle Drones, and place them to the right of the combat track. Put the remaining hostile miniatures and reference cards back in the game box.



Combat track (above)
and line-of-sight ruler (below)



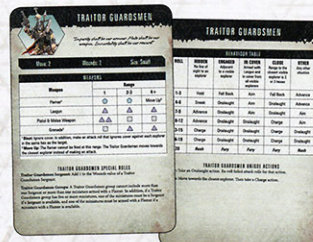
Initiative cards
(hostile group)



Initiative cards
(explorer)



Encounter cards



Hostile reference cards

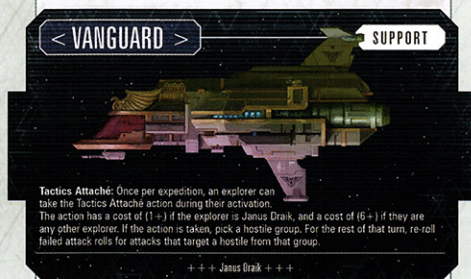
5

PLACE SPACECRAFT

Each explorer is based on a specific spacecraft at the dock city of Precipice (some spacecraft serve as a base for multiple explorers). The explorer's character card states the spacecraft they are based on. For example, Dahyak Grekh is based on the *Kravv'cha'to*.

Each spacecraft has two sides: a 'support' side and a 'facilities' side. The support side of the spacecraft has an ability that can be used by any explorer when they are in the Blackstone Fortress. The facilities side of the spacecraft shows the special facilities the spacecraft has, which can be used by the explorers after the expedition is finished (see page 5 of the Precipice booklet).

Take the spacecraft that are bases for the explorers on the expedition, and place two on each side of the Precipice board, with their support side face up. If fewer than four spacecraft have been placed, the leader must pick extra spacecraft and place them beside the Precipice board, until a total of four spacecraft have been set up. Put any remaining spacecraft back in the game box.



Spacecraft (support side)



Spacecraft (facilities side)

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PLACE DICE

The dice used in Blackstone Fortress are split into the following types and placed as described below:

Destiny dice: The black six-sided dice numbered 1 to 6 are referred to as 'destiny dice'. Place them in the available destiny dice space of the Precipice board.

Activation dice: The remaining six-sided dice numbered 1 to 6 are referred to as 'activation dice'. Place four activation dice next to each explorer's character card.



Destiny dice



Activation dice

Action Dice: The six-sided, eight-sided and twelve-sided dice marked with special symbols are referred to as 'action dice'. Place them below the Precipice board.



Six-sided
action dice (□ ■)



Eight-sided
action dice (▲ ▲)

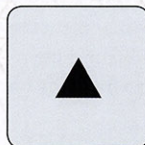


Twelve-sided
action dice (▲ ▲)

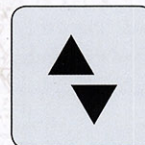
Each side of an action dice is one of the following:



Failure



Success



Critical success

Some rules require you to re-roll a dice. To do so, roll the dice again, and use the new roll to work out the result of the action. Unless noted otherwise, you cannot re-roll a dice more than once. If you are instructed to roll two action dice to resolve an action, roll both dice and pick one of them as the result (re-rolls can be used to re-roll either or both of the dice). If a rule refers to a 'successful' roll, it includes both success and critical success results.

Blackstone dice: The twenty-sided dice numbered 1 to 20 is called the 'Blackstone dice'. Place it below the Precipice board. It is used to resolve challenges, determine the behaviour of hostiles, and generate random events during the game.

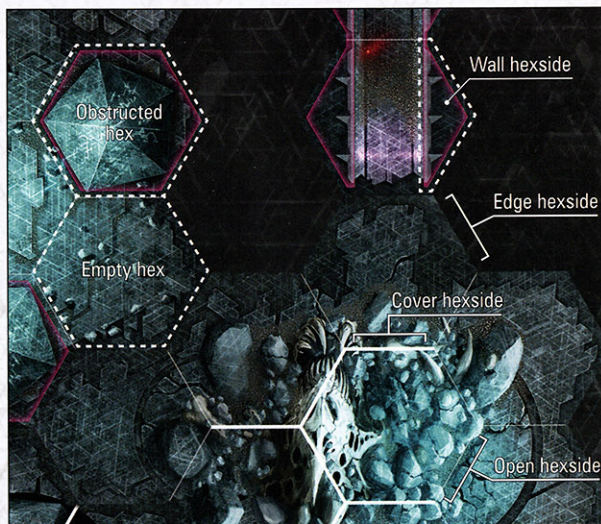


7

PLACE CHAMBERS, PORTALS AND LOCATIONS

The double-sided board sections in Blackstone Fortress are called 'chambers'. Place all of the chambers near the Precipice board – they will be set up if a combat takes place during the expedition.

Each chamber is divided into six-sided spaces, which are referred to as 'hexes' in the rules that follow. Each side of a hex is referred to as a 'hexside'. Some hexes have one or more white hexsides, which denote a barrier that explorers and hostiles can take cover behind. Other hexes have one or more purple hexsides, which denote walls or obstructions that block all movement across the hexside and through which line of sight cannot be drawn.



In addition, Blackstone Fortress includes portals and location tiles. Portals are placed beside chambers, marking the places where hostile reinforcements may arrive and explorers can summon a maglev transport chamber. Place the portals and location tiles with the chambers, near the Precipice board.

Location tiles are either placed as an overlay on top of a hex to mark a place inside a chamber to which special rules apply, or are placed beside a chamber to create an extra hex that can be moved into. If the  symbol appears beside the location tile on an exploration card or a stronghold map, it means place the tile in the hex indicated.



Portal



Location tile
(corridor corner overlay)

8

SET UP MAGLEV TRANSPORT CHAMBER

Find the two maglev transport chambers and place one of them near the combat track. Then, in leader order, each player sets up their explorer(s) anywhere on the maglev transport chamber. Up to two explorers can occupy each hex. If you are using Rein & Raus, then both can occupy a hex along with one other explorer. Leave the second maglev transport chamber with the other chambers for the time being. Sometimes a map will show a maglev transport arrival chamber and/or a maglev transport escape chamber. If this happens, the maglev transport chamber with the explorers on it is the arrival chamber, and the second maglev transport chamber is the escape chamber.

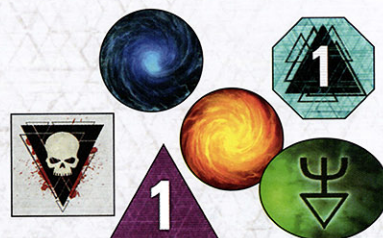


Maglev transport chamber

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PLACE COUNTERS & MARKERS

Blackstone Fortress includes a selection of cardboard counters and markers, which are used to keep track of things like the wounds suffered by explorers and hostiles, the location of discoveries that the explorers have made, or the use of unique actions. Place all counters and markers below the Precipice board.



Counters and markers

(see the back page of the Precipice booklet)

10

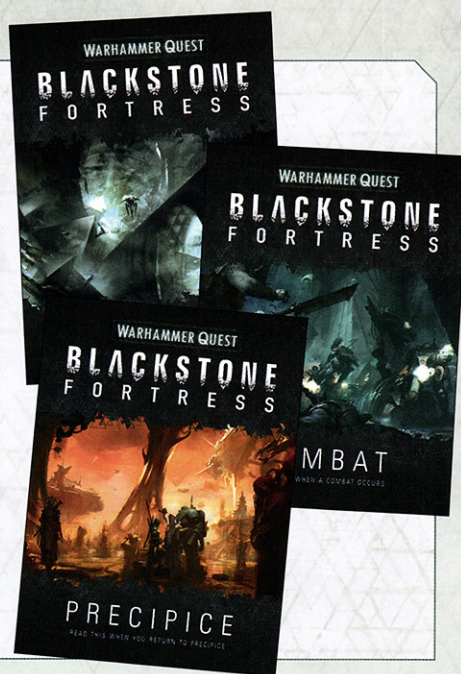
TAKE REFERENCE BOOKLETS

Along with this Rules booklet, Blackstone Fortress includes the Combat booklet, the Precipice booklet, and the Background booklet. Keep them to hand so you can refer to them during the game.

Combat booklet: The Combat booklet contains the rules for resolving combats between the explorers and hostiles of the Blackstone Fortress.

Precipice booklet: The Precipice booklet has the rules for what happens after an expedition is finished and the explorers return to their spacecraft. It also contains a set of strongholds, which can be attacked when the explorers have discovered enough clues to uncover their location.

Background booklet: The Background booklet contains information about the galaxy where the game is set and its inhabitants. Although it does not contain any game rules, reading it will give the players a better understanding of the motivations of the different explorers and what they may expect to find inside the Blackstone Fortress.



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PLACE OTHER CARDS & ENVELOPES

Place the legacy cards, resource cards and mortis cards above the Precipice board. Then place the hidden vault envelope, stronghold and stronghold artefact cards, and databank and stasis chamber plastic sleeves in the game box (they are not used on your first expedition).



Legacy cards



Resource cards



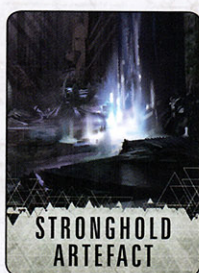
Mortis cards



Hidden
vault envelope



Stronghold cards



Stronghold
artefact cards



Stasis chamber plastic sleeve



Databank
plastic sleeve

12

BEGIN THE EXPEDITION

The leader reads the following out loud:

'The explorers have entered one of the Blackstone Fortress' maglev transport chambers, and typed an access code into its control panel. The chamber lurches into motion, taking the explorers to an unknown location somewhere deep inside the fortress. Their objective is to discover four clues and return safely to Precipice...'

EXPLORATION ROUNDS

To carry out their expedition in the Blackstone Fortress, the explorers must make use of maglev transport chambers. Once used, a maglev chamber becomes inactive for hours, days or even weeks as it recharges. The delay means that the explorers must exit the transport chamber, into the unknown that lies beyond, in order to reach a new maglev transport chamber that will allow them to either travel deeper into the fortress or to evacuate the massive spacecraft and end their expedition. As they explore, they may find caches of archeotech, encounter hostile enemy warriors, or discover clues that will help them reach specific locations in the Blackstone Fortress on future expeditions.

Each expedition into the Blackstone Fortress is played as a series of exploration rounds. Each round is split into three steps:

1. Exploration step
2. Recovery step
3. Leader step

EXPLORATION STEP

In the exploration step, the leader determines what the explorers discover by revealing the top card of the exploration deck. Exploration cards are split into two types: challenge cards and combat cards.

Challenge cards: Challenge cards present the players with some kind of task to complete. To resolve the challenge, follow the instructions on the challenge card. After resolving the challenge, return the card to the game box. Note that actions that would require activation dice to be spent in a combat (see page 9 of the Combat booklet) do not require activation dice to be spent in a challenge.

Combat cards: Combat cards require the explorers to fight a combat against groups of hostiles. They are divided into standard combat cards and ambush combat cards. When combat occurs, a set of chambers will be set up, and the groups of hostiles encountered are determined by drawing cards from the encounter deck. See the Combat booklet for all of the rules for resolving a combat. After resolving the combat, discard the combat card and return it to the game box.

RECOVERY STEP

In the recovery step, a roll is made for each explorer that is out of action to see if they recover (pg 14). Then, a vitality roll is made for each explorer with any wounds to see if those wounds are healed (pg 14).

LEADER STEP

In the leader step, the leader marker is passed to the next player clockwise around the table, excluding the hostile player if there is one. A new exploration round then begins.

Exchanging Cards

In the leader step, the explorers can exchange with each other (or give away) discovery cards, resource cards and/or stronghold artefact cards.

ENDING AN EXPEDITION

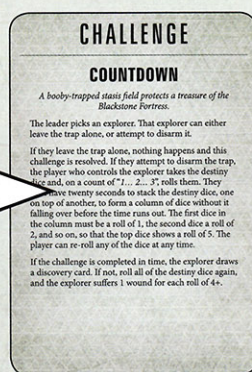
An expedition comes to an end if either of the following occurs:

1. At the end of a combat, all of the explorers are out of action.
2. An explorer dies in the recovery step.
3. In the exploration step, all of the players agree to end the expedition instead of drawing an exploration card.

When an expedition ends, the explorers return to Precipice, where they can heal, deliver archeotech they have recovered, gather new resources, and discover what legacies will apply to future expeditions. See the Precipice booklet to learn how they can do these things.



Exploration card (back)



Challenge card



Combat card

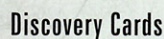


Combat card (ambush)

The explorers are on a quest to discover the hidden vault deep within the Blackstone Fortress. This section explains how this quest is completed.

Over the course of an expedition, the explorers will discover archeotech and clues in their quest to find the hidden vault within the Blackstone Fortress.

Discovery markers are used during combat to mark the hexes in which hostiles are deployed, and the location of archeotech and clues that the explorers can discover (see page 6 of the Combat booklet). The numbers indicate which group of hostiles are deployed near the marker. Discovery markers are usually placed with the number showing, but will sometimes be placed with the '?' showing, so that the explorers do not know which is which.



Discovery cards are split into two types: archeotech cards and clue cards. They can be saved from one expedition to the next (see page 7 of the Precipice booklet).

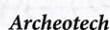
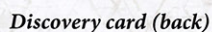
Archeotech cards: Archeotech cards award trading points that can be used after the expedition to acquire resource cards at Precipice (see the Precipice booklet).

Clue cards: Clue cards allow the explorers to reach specific locations within the Blackstone Fortress on future expeditions (see New Expeditions and Strongholds, opposite).

The players can choose to mount a new expedition after the Precipice sequence is finished (see page 7 of the Precipice booklet). The expedition can either take place immediately, or the players can arrange a time and date to meet up again to continue the explorers' quest. Future expeditions can be undertaken by different groups of players if desired, so if a player is unable to attend, the expedition can still be mounted by the players who are available.

The explorers that the players pick to control can also change from expedition to expedition – a player is free to use any available explorer when they pick an explorer to take. In addition, if there are five players, the player who is the hostile player can change from expedition to expedition, too.

When a player picks an explorer for an expedition, any clues, archeotech, resources and stronghold artefacts that explorer has received in earlier expeditions and which they still have available can be used, and are placed beside the explorer's character card.



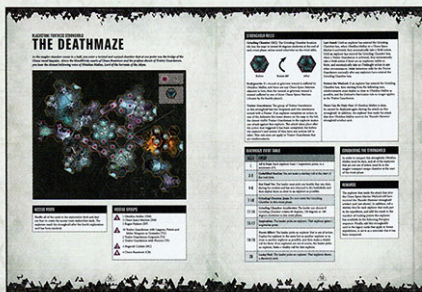
STRONGHOLDS

To find the hidden vault, the explorers must first conquer four strongholds that surround it.

After picking their explorers at the start of a new expedition, the players can discard four clue cards held by those explorers. Doing so allows the explorers to make an attack on a stronghold instead of undertaking a normal expedition. The discarded clue cards are shuffled back into the discovery deck.

The cards in the stronghold deck are then shuffled, and one is randomly selected; the expedition must be an attack on the stronghold corresponding to the card that is drawn. Rules for attacking a stronghold can be found on pages 12-13 of the Precipice booklet.

It is up to the players to decide if they are willing to discard the clue cards held by the explorers they control – if the players cannot agree, then a normal expedition must be mounted.



THE HIDDEN VAULT

If the explorers have conquered four strongholds, after picking their explorers at the start of an expedition, the players can agree that the expedition will be an attempt to reach the hidden vault. Rules for mounting an expedition to the hidden vault can be found on pages 22-23 of the Precipice booklet. The rules will tell you what the explorers must do to find the hidden vault and the secret that lies at its heart, and win their game of Warhammer Quest Blackstone Fortress.



FAILURE

The quest for the hidden vault ends in failure if there are no cards left in the legacy deck when one needs to be drawn (pg 4 of the Precipice booklet), or if fewer than four explorers are available at the start of an expedition. If either of these things happens before the quest is completed, then the players have lost this game of Warhammer Quest Blackstone Fortress, and will have to start a new game if they wish to find out what lies within the hidden vault.

PAUSING AN EXPEDITION

Sometimes you may find that there is not enough time in a gaming session to end the expedition and return to Precipice. If this is the case, you can pause the expedition at the end of any challenge or combat, pack the game away, and then carry on the expedition in your next gaming session. Details of how to pack the game away ready for the next expedition can be found on page 7 of the Precipice booklet.

FURTHER QUESTS

Further quests for the explorers to undertake can be found in expansions for Warhammer Quest Blackstone Fortress. The new quests allow the players to find out more about the secrets that lie inside the Blackstone Fortress.

ONE-OFF EXPEDITIONS

A one-off expedition is a way of playing Warhammer Quest Blackstone Fortress that is designed to be finished in a single playing session, rather than as part of an ongoing quest. You can mount one-off expeditions after completing the quest for the hidden vault, or simply because you want to play a single session of the game.

The object of a one-off expedition is to discover a certain amount of archeotech and number of clues. Before mounting the expedition, the players must decide on how difficult they wish the objective to be by choosing one of the following difficulty levels:

Difficulty	Objective
Normal	4 clue cards and 8 points of archeotech
Hard	5 clue cards and 9 points of archeotech
Extreme	6 clue cards and 10 points of archeotech

The players then play a game of Warhammer Quest Blackstone Fortress. Set up the game in the same way as you would for the first game in the quest for the hidden vault (pg 6-10), except that all of the encounter cards are used for the game. This means that the explorers will not have any resources, that none of the legacy rules will apply, and so on.

The expedition is then mounted using all of the normal rules, except that the explorers do not return to Precipice when the expedition ends. Instead, if the expedition ends and the players have achieved their objective by discovering the required number of clues and amount of archeotech, then the expedition was a success and the players win. If the expedition ends before the players have achieved their objective, then the expedition was a failure and the players lose.

SPECIAL RULES

This section contains special rules describing how explorers suffer wounds and can be inspired, as well as how the Ratling Twins work in games of Blackstone Fortress.

WOUNDS

During an expedition it is likely that one or more of the explorers will suffer injury or even death, either from the attacks made by the hostiles they encounter or as a result of the challenges they face. These injuries are represented by wound counters and grievous wound counters that are placed on the explorer's character card, as described next.

Wounds and grievous wounds affect hostiles slightly differently to explorers. These rules are found on pages 12 and 14 of the Combat booklet.

Wound and Grievous Wound Counters

Each time an explorer suffers a wound or grievous wound, the player controlling the explorer must place a wound or grievous wound counter (as appropriate) so that it covers one of the activation dice spaces on the explorer's character card. When an activation roll is made for an explorer, each wound or grievous wound counter reduces the number of dice rolled by one. If all the spaces are covered, the explorer will need to rely on destiny dice (see page 9 of the Combat booklet).

Grievous wound counters are treated by explorers in the same manner as wound counters, except that they cannot be healed during an encounter (see Healing Wounds, opposite). This aside, any rules for explorers that refer to wound counters also apply to grievous wound counters, unless noted otherwise.



Wound



Grievous wound

Out of Action

If all of the activation spaces on an explorer's character card are covered by wound or grievous wound counters, and a new wound or grievous wound is suffered, that explorer is out of action. Remove the explorer's miniature(s) from the board and their initiative card from the combat track, and put them beside the explorer's character card. While the explorer is out of action, none of the actions or special rules on their card can be used, and they do not take any part in challenges or combats.

Recovery Rolls

The survival of an explorer that is out of action, and any long-term effects of the injuries they have suffered, are

determined in the recovery step of each exploration round (pg 11). Each player controlling an explorer that is out of action must roll the Blackstone dice and compare the roll to the number of grievous wounds the explorer has suffered:

Roll is equal to or less than the number of grievous wounds: The explorer dies from their wounds and cannot be used in any future expeditions. Place a mortis card beside their character card to show that they are dead. Any discovery, resource or stronghold artefact cards the dead explorer had are lost, and the expedition ends (see page 11).

Roll is greater than the number of grievous wounds: Place the explorer's miniature in the maglev transport chamber with the other explorers.

Healing Wounds

Some rules, such as the rules for vitality rolls below, allow you to remove one or more wound counters from an explorer's character card. This is sometimes referred to as 'healing a wound'. Note that grievous wounds cannot be healed unless noted otherwise.

Vitality Rolls

Players can make a vitality roll for an explorer in the recovery step (after making any recovery rolls) and during an encounter by taking a Recuperate action (see page 9 of the Combat booklet). To make a vitality roll, roll the action dice corresponding to the explorer's Vitality value and look up the result below:

Failure: Nothing happens.

Success: Remove 1 wound counter from the explorer's character card.

Critical success: Remove up to 2 wound counters from the explorer's character card.

INSPIRATION

All of the explorers' character cards begin the game with the secret agenda side face up. During an expedition, if the explorer gains enough inspiration points or achieves their secret agenda (see opposite), the character card is flipped to its inspired side.

Inspiration Points

An explorer gains inspiration points for slaying hostiles in a combat (see page 10 of the Combat booklet). In addition, some challenges allow an explorer to gain an inspiration point.

Keep track of the inspiration points an explorer has gained by placing an inspiration point counter next to the explorer's character card, with the side with the number of inspiration points the explorer has gained face up. An explorer cannot have more than four inspiration points at one time – if they have four inspiration points, any further inspiration points they gain are lost.



Inspiration points can be spent by an explorer to do the following things. Return spent inspiration points to the stock beside the Precipice board.

INSPIRATION POINTS	
COST	INSPIRATION
3	Flip the explorer's card to its inspired side.
3	Take a Search (4+) action in a hex that does not have a discovery marker* (the Search action still costs a 4+ activation dice).
2	Attempt a gambit* without spending an activation dice.
1	Re-roll an action dice.
* Search actions and gambits are explained in the Combat booklet.	

AGILITY ROLLS

Players will sometimes need to make an agility roll for an explorer. To make an agility roll, roll the action dice corresponding to the explorer's Agility value and look up the result below:

Failure: The agility roll is a failure.

Success: The agility roll is a success.

Critical success: The agility roll is a success.

INSPIRED EXPLORERS

When an explorer becomes inspired, flip their character card over to the inspired side. Any wound or grievous wound counters must be transferred to the inspired side of the card. Once an explorer becomes inspired, they remain so until the end of the expedition.

Secret Agendas

Each explorer has a secret agenda listed at the bottom of their character card. If an explorer achieves their secret agenda, they immediately become inspired without any inspiration points being returned to the stock.

THE RATLING TWINS

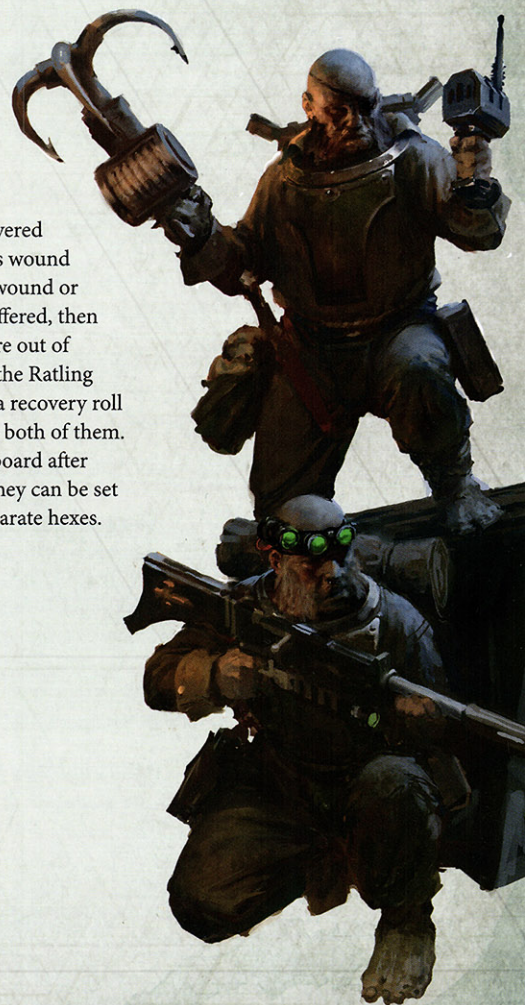
The Ratling Twins are a unique 'explorer' that has two miniatures rather than one, each representing either Rein or Raus. The following special rules apply to the Ratling Twins.

Both Ratling Twins are controlled by the same player.

In a challenge, treat Rein & Raus as a single explorer. In encounters, a single activation roll is made for Rein & Raus, and the activation dice can be spent to take actions with either of the two miniatures as their controlling player wishes. Either Ratling Twin can use any discovery, resource or stronghold artefact cards they have.

When Rein & Raus' initiative card is drawn, the player controlling them can take actions with either or both of the twins, in any order desired. For example, the player could take one action with one of the twins, then take an action with the other twin, then return to the first twin and take another action with them, and so on. Note that the Sniper Rifle weapon action can only be taken by Rein (either Ratling Twin can take the Stub Pistol weapon action). A hostile is only in cover from an attack made by a Ratling Twin if it is in cover from both of the Ratling Twins when the attack is made.

Hostiles can attack either Ratling Twin (they do not both need to be visible). If all of the spaces on the Ratling Twins' character card are covered by wound or grievous wound counters, and a new wound or grievous wound is suffered, then both Ratling Twins are out of action. Roll once for the Ratling Twins when making a recovery roll – the result applies to both of them. If they return to the board after being out of action, they can be set up in the same or separate hexes.



QUICK REFERENCE

EXPLORATION ROUND (pg 11)

1. Exploration step
2. Recovery step
3. Leader step

PRECIPICE SEQUENCE

(Precipice booklet, pg 4-6)

1. Legacy step
2. Trading step

ACTION DICE (pg 8)



Failure



Success



Critical success



RECOVERY ROLLS (pg 14)

Roll the Blackstone dice.

Roll is equal to or less than the number of grievous wounds: The explorer dies from their wounds and cannot be used in any future expeditions. Place a mortis card beside their character card to show that they are dead. Any discovery, resource or stronghold artefact cards the dead explorer had are lost, and the expedition ends (see page 11).

Roll is greater than number of grievous wounds: Place the explorer's miniature in the maglev transport chamber with the other explorers.

ATTACK ROLLS (Combat booklet, pg 12)

- **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.

DEFENCE ROLLS (Combat booklet, pg 14)

- **Failure:** Apply the wound or grievous wound normally.
- **Success:** A wound is negated, or a grievous wound reduced to a wound.
- **Critical success:** The wound or grievous wound is negated.

GAMBIT ROLLS (Combat booklet, pg 8)

- **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.

VITALITY ROLLS (Rules booklet, pg 14)

- **Failure:** Apply the wounds normally.
- **Success:** Remove 1 wound counter from the explorer's character card.
- **Critical success:** Remove up to 2 wound counters from the explorer's character card.

INSPIRATION POINTS

COST	INSPIRATION
3	Flip explorer's card to its inspired side.
3	Take a Search (4+) action in a hex that does not have a discovery marker (the Search action still costs a 4+ activation dice).
2	Attempt a gambit without spending an activation dice.
1	Re-roll an action dice.