

Hello fellow gamer

THE ESOTERIC ORDER NEEDS YOU!



I've been supplying tabletop gamers with free, professional quality rules summaries like this one for more than a decade. I've made over 300 of them!

The Esoteric Order of Gamers also features hundreds of entertaining and informative videos about our hobby.

But it takes time and money to give you all this great gaming stuff. Just a few \$ a month really helps—and you get to be part of the official EOG community on Patreon (with bonus rewards!)

patreon.com/esotericorder

Thankyou!
Peter (Universal Head)

v1.2

August 2019

Game: **WARHAMMER QUEST: BLACKSTONE FORTRESS**

Publisher: **Games Workshop (2019)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Player reference front x2**

Page 4: **Player reference back x2**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended *only* for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder, and does not directly benefit financially from this work. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or repurposed in any way.

Created by
Peter Gifford
(Universal Head) for:



In need of exceptional
quality graphic design for
your next project?

www.universalhead.com

BLACKSTONE FORTRESSES

SETUP

Choose a player to take the **leader marker** and be the **leader player**. If several players ever need to do something at the same time, the leader chooses the order ('in leader order').

In leader order, each player picks their explorers (*Rein & Raus* count as 1 choice).

1 player: pick 4 explorers.

2 players: each player picks 2 explorers.

3 players: each player picks 1 explorer, then the leader picks a 4th explorer. Whoever is the leader during the expedition controls that explorer.

4 players: each player picks 1 explorer.

5 players: one player (not the leader) is the hostile player and controls hostiles during the game; the leader chooses if players cannot decide. All other players then pick 1 explorer.

Take your miniature(s) and corresponding character card(s), secret agenda side faceup.

Place the **Precipice board** to the side of the playing area. Shuffle the **discovery cards** and place them facedown on their space on the board.

Sort the **exploration cards** into **combat cards** and **challenge cards**. Shuffle these 2 decks, deal 4 facedown from each, then shuffle these 2 sets together and place them facedown on their space on the Precipice board. Return the rest of the exploration cards to the box.

Slot together the **combat track** and place it on the opposite side of the playing area to the Precipice board. Take the 4 **initiative cards** corresponding to the explorers and the 4 **hostile group initiative cards**, and place all 8 cards faceup to the left of the combat track.

Shuffle together the *Traitor Guardsmen*, *Negavolt Cultists*, *Ur-Ghuls*, and *Spindle Drones* **encounter cards** and place the deck facedown next to the initiative cards. Return the rest of the encounter cards to the box. Place the miniatures and reference cards for these enemies to the right of the combat track.

Take each explorer's **spacecraft** tile (as noted on their character card) and place 2 on each side of the Precipice board, *support* side faceup. If fewer than 4 spacecraft are placed, the leader picks extras until a total of 4 ships have been set up.

Put the black **destiny dice** in their space on the precipice board. Place the 6, 8, and 12-sided **action dice** and the 20-sided **blackstone dice** below the board. Each player places 4 white **activation dice** next to their character card.

Place the **legacy**, **resource**, and **mortis cards** above the Precipice board.

If you re-roll dice, the second result applies; you cannot re-roll a dice more than once otherwise stated.

Each board section is a **chamber**, divided into **hexes**. White hex sides denote a barrier that figures can take cover behind. Purple sides are walls or obstructions that block all movement and LOS.

Place one of the **maglev transport chambers** near the combat track. In leader order, each player sets up their explorer(s) anywhere on the chamber. *Rein & Raus* can both occupy a hex along with 1 other explorer.

EXPLORATION ROUNDS

1. EXPLORATION STEP

The leader reveals the top card of the exploration deck.

Challenge cards: follow the instructions, then remove the card from the game. Actions that require activation dice to be spent in a combat do not require activation dice to be spent in a challenge.

Combat cards: Set up the battlefield as indicated and determine hostiles by drawing from the encounter deck. After resolving combat, remove the card from the game.

2. RECOVERY STEP

Recovery rolls: roll the blackstone dice for each *out of action* explorer. If the roll is less than or equal to their number of grievous wounds, the explorer dies: place a mortis card beside their character card. Any discovery, resource or stronghold cards they had are lost, and the expedition ends.

If the roll is greater, place the explorer in the maglev transport chamber with the others.

Vitality rolls: roll action dice corresponding to the explorer's vitality for each explorer with wounds.

Failure: Nothing happens.

Success: Remove 1 wound from their character card.

Critical success: Remove up to 2 wounds.

3. LEADER STEP

Pass the leader marker to the next player clockwise (excluding the hostile player if there is one).

Explorers can exchange with each other (or give away) discovery cards, resource cards and/or stronghold artefact cards.

ENDING AN EXPEDITION

An expedition ends if, at the end of a combat, all the explorers are out of action; or an explorer dies in the recovery step; or all players agree in the exploration step to end the expedition instead of drawing an exploration card.

When the expedition ends the explorers return to Precipice to heal, deliver archeotech, gather resources, and discover what legacies apply to future expeditions.

Alternatively, players may pause an expedition at the end of any challenge or combat, and carry on in the next gaming session.

INSPIRATION

If an explorer gains enough **inspiration points** or achieves their **secret agenda**, flip their character card to its **inspired** side. Transfer any wound or grievous wound counters to the inspired side. The explorer remains inspired until the end of the expedition.

Keep track of an explorer's inspiration points with inspiration point counters. An explorer cannot have more than 4 points at a time (any more is lost). Inspiration points can be spent as follows:

Cost Inspiration

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

AGILITY ROLLS

Roll action dice corresponding to the explorer's **agility**:

Failure: Failure.

Success or critical success: Success.

BATTLEFIELD CREATION

To create a battlefield for combat, set up the chambers, portals, location tiles, and discovery markers as indicated on the combat card. If a maglev transport chamber with a red border is shown, place the one with the explorers on it in that position. The explorers can then change the hexes they occupy in the chamber if they wish.

If the combat card is an **Ambush!**, place the explorers in the **ambush hexes** (marked with **A**). Up to 2 explorers can occupy each hex.

Next, the hostile player (or the leader if there isn't one) **draws 1 card from the encounter deck for each discovery marker shown on the combat card**. Draw each one at a time, deploying the hostiles shown each time. 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** on the second card shows the hostiles to be deployed in or adjacent to the **2** marker, and so on. If there is a choice of hexes in which a hostile can be deployed, deploy them in a hex that puts them in cover from explorers in preference to one that does not.

If there are not enough miniatures to set up a group, deploy as many as possible.

Place the encounter cards in a row from left to right above the combat track, and take the reference cards for the hostiles.

The maximum number of miniatures a hex can hold is: 3 small hostiles; 2 small hostiles and 1 large hostile; 2 large hostiles; 1 huge hostile; both Ratling twins & 1 explorer; 2 explorers.

Take the initiative cards for each explorer that is not out of action and each hostile group, shuffle them, and place them facedown below the combat track.

COMBAT

Combat is fought over **turns** divided into **phases**.

1. DESTINY PHASE

The leader rolls **5 destiny dice** and puts any that show a unique number in the available destiny dice space of the Precipice board. Whenever an available destiny dice is used, it is moved to the discarded destiny dice space.

2. INITIATIVE PHASE

1. Activation rolls

Players make an **activation roll** for each of their explorers. Roll 1 activation dice for each empty space the explorer has on their activation track, and place each dice in an empty space on the track without changing the result.

2. Initiative

The leader shuffles the initiative deck and deals the cards faceup, left to right, in the spaces below the combat track. Explorers or hostile groups activate in order from left to right.

If the combat is an **ambush**, on the first turn of combat set up all the shuffled hostile initiative cards first, followed by the shuffled explorers' initiative cards.

3. Covering fire

Two explorers that are visible to each other may agree to swap the positions of their initiative cards. An explorer can only change their position once in each initiative phase.

4. Gambits

Explorers can attempt 1 or more **gambits**. The explorer must first spend 1 of their activation dice, then roll the action dice corresponding to their **agility**:

Failure: Nothing happens.

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

Critical success: Swap the explorer's initiative card with *any* hostile group initiative card.

Destiny dice cannot be used to attempt gambits. You may attempt multiple gambits as long as you spend the required activation dice each time. If several explorers want to attempt a gambit at the same time, the leader decides the order.

3. ACTIVATION PHASE

Each explorer and hostile group is activated in the order determined by the initiative cards. Each card is turned facedown when that explorer or group has completed their activation. When all of the explorers and groups have acted, the initiative phase ends.

Explorers take actions by spending an activation dice on their character card. They make take the same action multiple times as long as they end each action before starting a new one.

The action's **cost** (in brackets) limits the dice that can be spent to make it.

An activation ends when you do not want to, or cannot, take any more actions with that explorer. Remaining dice can be saved to make overwatch attacks and inspiration rolls.

Destiny dice on the Precipice board can be used by any explorer, but an explorer cannot spend more than 2 in the same turn.

EXPLORER ACTIONS

Move (1+): The explorer can move as many adjacent hexes as its **MOVE** value. Explorers can move through hexes occupied by other explorers, and hostiles can move through hexes occupied by hostiles, but miniatures cannot move through hexes occupied by enemies or obstructions, or across a wall hexside. A miniature cannot stop in a hex if this means the hex's limits will be exceeded (though they can move through such a hex). If a miniature moves into a hex adjacent to an enemy, it must stop.

Recuperate (1+): The explorer can make a vitality roll.

Search (4+): If the explorer is in a hex with a discovery marker, or if they spend 3 inspiration points, they can remove the discovery marker from the hex (if there is one) and take the top card of the discovery deck. They cannot take this action if they are adjacent to a hostile that is visible to them.

Summon (4+): An explorer adjacent to a hex containing a portal can replace the portal with a maglev transport escape chamber that can be used to end the combat.

Special explorer actions

Weapon actions are used to attack hostiles. Spend the appropriate action dice and then attack.

Aiming (1+): An explorer taking a weapon action may spend an extra (1+) activation dice to aim and ignore cover.

Unique actions: These are specific to the explorer.

OVERWATCH

If an explorer ends their activation with unspent dice, first remove any dice with a score of 1. Then reduce the value of any of the remaining dice by 1. These are **overwatch dice**, and can be used to take a weapon action when a hostile visible to the explorer finishes a move or attack, or is deployed. That hostile must be the target of the weapon action. Take the explorer's weapon action, then continue the hostile's activation.

An explorer cannot make overwatch attacks until *after* they have been activated. An explorer can take a maximum of 1 weapon action each time a hostile triggers overwatch. If there are several suitable explorers, they each take 1 weapon action in leader order. If the hostile is slain before all the attacks are complete, those that have not yet attacked must discard 1 of their overwatch dice.

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

INSPIRATION ROLL

If any hostiles are slain during an explorer's activation, make an inspiration roll at the end of the activation (after dice have been saved for overwatch attacks) to see if they gain 1 inspiration point.

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, they receive 1 inspiration point. If the wounds total was 20 or more, they automatically receive the point.

Hostiles slain at any other time (including overwatch) do not count for inspiration rolls.

DEPLOYMENT

If a rule allows you to deploy a miniature during combat, it cannot be deployed in a hex with an enemy miniature or cause a hex's limit to be exceeded. If this makes it impossible to deploy the miniature, it is slain.

ATTACKS

1. Pick target

Pick a visible target that you have an unblocked line of sight (LOS) to: draw an imaginary line between the centres of the 2 hexes occupied by the miniatures (or use the LOS ruler). LOS is blocked if it touches any part of an edge, obstruction or wall hexside.

If the attacker is adjacent to a visible miniature, they must attack that adjacent target.

2. Measure range

The range is the shortest number of hexes from the attacker to the target, counting the target's hex but not the attacker's hex.

3. Make attack roll

Cross-reference the range and the weapon being used to find the type of action dice and how many are rolled. Roll the dice:

Failure: The attack misses and the attack sequence ends.

Success: The target suffers 1 wound.

Critical success: The target suffers 1 grievous wound.

4. Inflict wounds

Put 1 wound or grievous wound counter next to the hostile for each such wound it suffers. Each wound causes 1 point of damage, and each grievous wound causes 3 points of damage.

Once the damage equals or exceeds a hostile's **WOUNDS**, they are removed from the board.

Stunned

If a miniature is stunned, place it on its side. When the miniature is next activated, it must discard an activation dice to stand up; it is no longer stunned. When a stunned hostile is next activated, stand them back up instead of rolling on their behaviour table; they are no longer stunned.

A stunned miniature that is stunned again suffers 1 wound instead.

Cover

A miniature is in cover if the attacker's LOS touches or crosses a cover hexside which is not part of the attacker's hex. **If a target is in cover, a success is treated as a failure, and a critical success as a success.**

HOSTILE ACTIONS

When the initiative card for a hostile group is reached, first make a reinforcement roll for that group, then activate the hostiles. If there is no hostile player, the leader acts as the hostile player.

Reinforcement rolls

If any of the hostiles have been slain, roll the blackstone dice:

Roll	Size of smallest slain hostile from group		
	Small	Large	Huge
1	6	4	1
2	4	2	-
3	2	2	-
4+	-	-	-

Return that number of slain hostiles from that group to the battlefield as reinforcements (if there are not enough, 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 already on the battlefield. If there are none, deploy the hostile adjacent to a portal and as close as possible to an explorer.

After each hostile is deployed, it attacks the closest explorer visible to it and within range, or moves towards the closest explorer if none are visible to it.

HOSTILE ACTIVATIONS

The rest of the hostiles in the group are then activated. 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, measuring the distance using the shortest route that does not cross a wall hexside or enter an obstructed hex. If several are equally close, the hostile player picks one. Activate hostiles in order from the closest to the furthest away.

Roll blackstone dice on the hostile's **behaviour table**, work along the columns from left to right until you reach the first one that applies to the situation, and take that action.

When measuring distances, always use the shortest route that does not cross a wall hexside or enter an obstructed hex.

HOSTILE ACTIONS

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

Aim: Attack the furthest explorer that is in range and visible. The attack ignores cover.

Charge: Move towards the closest explorer. Then attack an explorer that is adjacent and visible. If there are none, move towards the closest explorer a second time.

Fall back: Double this hostile's **MOVE**; if they can make a move that ends in a hex not visible to any explorers, they do so. Otherwise attack the closest explorer in range and visible.

Hold: Do nothing.

Onslaught: Attack the closest explorer in range and visible. Then attack the closest explorer in range and visible (this may be a different target if the first target 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 visible to any explorers.

HOSTILE MOVEMENT AND ATTACKS

A moving hostile can move as many adjacent hexes as its **MOVE** value; all the rules for moving explorers apply. Each hex entered must be closer to the specified destination. If there is a choice, a hostile will prefer to move into a hex that puts it in cover.

An attacking hostile uses a weapon it carries and all the rules for explorers attacking apply. Within the limitations of the instructions, the hostile can choose a target as they see fit. If there are no eligible targets, the hostile does not make an attack.

EXPLORER DEFENSE ROLLS

When an explorer suffers a wound or grievous wound, that player must make a **defence roll** by looking up their **DEFENCE** value and rolling the appropriate action dice:

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.

4. EVENT PHASE

If all explorers are out of action, or all those not out of action are in the maglev transport escape chamber, the combat ends.

If the combat continues, the leader makes an **event roll** by rolling the blackstone dice and checking the **event table**. Once the event is resolved, the leader passes the leader marker to the (non-hostile) player to their left. A new turn then begins.

If the combat ends, remove any hostiles on the battlefield, shuffle any encounter cards back into the deck, remove all markers, counters, portals, location tiles and chambers (except the maglev transport escape chamber), and go to the recovery step of the exploration round.

WOUNDS

Each time an explorer suffers a wound or grievous wound, place a **wound** or **grievous wound counter** covering one of the activation dice spaces on the explorer's character card. When you make an activation roll, each counter reduces the number of dice rolled by 1. If all spaces are covered you will need to rely on destiny dice.

Grievous wound counters are treated in the same way as wound counters, however they cannot be healed during an encounter.

If an explorer suffers a wound or grievous wound when all their spaces are covered, they are **out of action**. Remove their miniature from the board and their initiative card from the combat track. While out of action, you cannot use the explorer's actions or special rules, and they cannot take part in challenges or combats.

DISCOVERY MARKERS AND CARDS

Discovery markers are used during combat to mark the hexes where hostiles are deployed, and the location of archeotech and clues. Encounter cards list 4 types of encounter, and the numbers on discovery markers correspond to the different groups of hostiles that are deployed near the marker.

Discovery cards are archeotech or clues. Archeotech award trading points that can be used to acquire resources at Precipice. Clues allow explorers to reach specific locations on future expeditions.

RESOURCE CARDS

Resource cards are kept by an explorer's character card (even if the character is in a stasis chamber). The use of a resource card is always optional. If a card allows an explorer to take an action and shows an activation dice cost, the explorer must spend an activation dice of that value or higher in addition to using the resource card.

Cards discarded when they are used are shuffled back into the resource deck; those exhausted when used are placed facedown and cannot be used again in the same turn of combat (turn it faceup again at the start of the next turn). All other resource cards provide a permanent bonus.

Explorers can exchange with each other (or give away) discovery cards, resource cards and/or stronghold artefact cards in the leader step. Explorers can exchange with each other (or give away) resource cards and/or stronghold artefact cards at the start of the expedition after setup, and at any time at Precipice.

THE RATLING TWINS

Ratling twins *Rein & Raus* are both controlled by the same player. In a challenge, treat them as a single explorer. In encounters, make a single activation roll, and spend activation dice to take actions with either of the 2 miniatures. Either twin can use any discovery, resource or stronghold artefact cards they have.

When their initiative card is drawn, you can take actions with either or both of the twins in any order. The **sniper rifle** weapon action can only be taken by *Rein*, but either twin can take the **stub pistol** weapon action. A hostile is only under cover from an attack made by a twin if it is in cover from both twins when the attack is made. Hostiles can attack either twin (they do not both need to be visible).

If all of the spaces on their character card are covered by wound or grievous wound counters and a new wound or grievous wound is suffered, both twins are out of action. Roll once for the 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.

When trading with a spacecraft at Precipice, *Rein & Raus* must visit the same one, and are treated as a single explorer.

NEW EXPEDITIONS

After the Precipice sequence is finished, players may mount a new expedition, either immediately or in the next play session (and even with different players). The explorers can vary from expedition to expedition, and the hostile player can also change.

When you pick an explorer, any clues, archeotech, resources and stronghold artefacts that explorer has achieved in earlier expeditions (and which they still have) can be used.

STRONGHOLDS

If, after choosing explorers for a new expedition, the players agree to **discard 4 clue cards** held by those explorers (shuffle them back into the discovery deck), they can make an **attack on a stronghold** instead of a normal expedition. Shuffle the stronghold deck and draw one; this is the stronghold to attack.

THE HIDDEN VAULT

If the players have conquered 4 strongholds, after picking explorers for a new expedition, the players can agree to attempt to reach the hidden vault. The quest for the hidden vault fails if there are no cards left in the legacy deck when one needs to be drawn, or if fewer than 4 explorers are available at the start of an expedition. To continue, players must begin a new game.

ONE-OFF EXPEDITIONS

Before mounting a one-off expedition, decide on a **difficulty level**:

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.

Then set up a game as normal, except that all the encounter cards are used. The explorers will not have any resources, no legacy rules apply, and explorers do not return to Precipice when the expedition ends. If the expedition ends and the players have achieved their objective, the players win.

BLACKSTONE FORTRESSES



Failure



Success



Critical success

EXPLORATION ROUNDS

1. EXPLORATION STEP

The leader reveals the top card of the exploration deck.

Challenge cards: resolve then remove the card from the game.

Combat cards: Set up the battlefield and determine hostiles by drawing from the encounter deck. After resolving combat, remove the card from the game.

2. RECOVERY STEP

Recovery rolls: roll the blackstone dice for each *out of action* explorer. If the roll is less than or equal to their number of grievous wounds, the explorer dies: take a mortis card. Their discovery, resource or stronghold cards are lost, and the expedition ends. If the roll is greater, place the explorer in the maglev transport chamber with the others.

Vitality rolls: roll action dice corresponding to the explorer's vitality for each explorer with wounds.

Failure: Nothing happens.

Success: Remove 1 wound from their character card.

Critical success: Remove up to 2 wounds.

3. LEADER STEP

Pass the leader marker to the next player clockwise (excluding the hostile player if there is one).

Explorers can exchange with each other (or give away) discovery, resource and/or stronghold artefact cards.

ENDING AN EXPEDITION

An expedition ends if, at the end of a combat, all the explorers are out of action; or an explorer dies in the recovery step; or all players agree in the exploration step to end the expedition instead of drawing an exploration card.

When the expedition ends the explorers return to Precipice.

Alternatively, players may pause an expedition at the end of any challenge or combat.

INSPIRATION

An explorer cannot have more than 4 inspiration points at a time (any more is lost). They can be spent as follows:

Cost Inspiration

- 3 Flip explorer's card to **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.

COMBAT

1. DESTINY PHASE

Leader rolls 5 destiny dice and puts any showing a unique number in the available destiny dice space.

2. INITIATIVE PHASE

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

3. ACTIVATION PHASE

4. EVENT PHASE

EXPLORER ACTIONS

Move (1+): The explorer can move as many adjacent hexes as its **MOVE**. Explorers can move through hexes occupied by other explorers, and hostiles can move through hexes occupied by hostiles, but miniatures cannot move through hexes occupied by enemies or obstructions, or across a wall hexside. A miniature cannot stop in a hex if this exceeds the hex's limits (though they can move through such a hex). A miniature must stop if it moves into a hex adjacent to an enemy.

Hex limits: 3 small hostiles = 2 small and 1 large hostile = 2 large hostiles = 1 huge hostiles = Both Ratling twins and 1 other explorer = 2 explorers.

Recuperate (1+): The explorer can make a vitality roll.

Search (4+): If the explorer is in a hex with a discovery marker, or if they spend 3 inspiration points, they can remove the discovery marker from the hex (if there is one) and take the top card of the discovery deck. They cannot take this action if they are adjacent to a hostile that is visible to them.

Summon (4+): An explorer adjacent to a hex containing a portal can replace the portal with a maglev transport escape chamber that can be used to end the combat.

Special explorer actions

Weapon actions are used to attack hostiles. Spend the appropriate action dice and then attack.

Aiming (1+): An explorer taking a weapon action may spend an extra (1+) activation dice to aim and ignore cover.

Unique actions: These are specific to the explorer.

OVERWATCH

If an explorer ends their activation with unspent dice, first remove any dice with a score of 1, then reduce the value of any of the remaining dice by 1. These are **overwatch dice**, and can be used to take a weapon action when a hostile visible to the explorer finishes a move or attack, or is deployed. That hostile must be the target. Take the explorer's weapon action, then continue the hostile's activation.

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

INSPIRATION ROLL

If any hostiles are slain during an explorer's activation, make an inspiration roll at the end of the activation (after dice have been saved for overwatch attacks) to see if they gain 1 inspiration point.

Roll the blackstone dice. If the roll is less than or equal to the combined wounds of the hostiles slain by that explorer during that activation (not during overwatch), they receive 1 inspiration point. If the wounds total was 20+, automatically receive the point.

BLACKSTONE FORTRESSES



Failure



Success



Critical success

EXPLORATION ROUNDS

1. EXPLORATION STEP

The leader reveals the top card of the exploration deck.

Challenge cards: resolve then remove the card from the game.

Combat cards: Set up the battlefield and determine hostiles by drawing from the encounter deck. After resolving combat, remove the card from the game.

2. RECOVERY STEP

Recovery rolls: roll the blackstone dice for each *out of action* explorer. If the roll is less than or equal to their number of grievous wounds, the explorer dies: take a mortis card. Their discovery, resource or stronghold cards are lost, and the expedition ends. If the roll is greater, place the explorer in the maglev transport chamber with the others.

Vitality rolls: roll action dice corresponding to the explorer's vitality for each explorer with wounds.

Failure: Nothing happens.

Success: Remove 1 wound from their character card.

Critical success: Remove up to 2 wounds.

3. LEADER STEP

Pass the leader marker to the next player clockwise (excluding the hostile player if there is one).

Explorers can exchange with each other (or give away) discovery, resource and/or stronghold artefact cards.

ENDING AN EXPEDITION

An expedition ends if, at the end of a combat, all the explorers are out of action; or an explorer dies in the recovery step; or all players agree in the exploration step to end the expedition instead of drawing an exploration card.

When the expedition ends the explorers return to Precipice.

Alternatively, players may pause an expedition at the end of any challenge or combat.

INSPIRATION

An explorer cannot have more than 4 inspiration points at a time (any more is lost). They can be spent as follows:

Cost Inspiration

- 3 Flip explorer's card to **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.

COMBAT

1. DESTINY PHASE

Leader rolls 5 destiny dice and puts any showing a unique number in the available destiny dice space.

2. INITIATIVE PHASE

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

3. ACTIVATION PHASE

4. EVENT PHASE

EXPLORER ACTIONS

Move (1+): The explorer can move as many adjacent hexes as its **MOVE**. Explorers can move through hexes occupied by other explorers, and hostiles can move through hexes occupied by hostiles, but miniatures cannot move through hexes occupied by enemies or obstructions, or across a wall hexside. A miniature cannot stop in a hex if this exceeds the hex's limits (though they can move through such a hex). A miniature must stop if it moves into a hex adjacent to an enemy.

Hex limits: 3 small hostiles = 2 small and 1 large hostile = 2 large hostiles = 1 huge hostiles = Both Ratling twins and 1 other explorer = 2 explorers.

Recuperate (1+): The explorer can make a vitality roll.

Search (4+): If the explorer is in a hex with a discovery marker, or if they spend 3 inspiration points, they can remove the discovery marker from the hex (if there is one) and take the top card of the discovery deck. They cannot take this action if they are adjacent to a hostile that is visible to them.

Summon (4+): An explorer adjacent to a hex containing a portal can replace the portal with a maglev transport escape chamber that can be used to end the combat.

Special explorer actions

Weapon actions are used to attack hostiles. Spend the appropriate action dice and then attack.

Aiming (1+): An explorer taking a weapon action may spend an extra (1+) activation dice to aim and ignore cover.

Unique actions: These are specific to the explorer.

OVERWATCH

If an explorer ends their activation with unspent dice, first remove any dice with a score of 1, then reduce the value of any of the remaining dice by 1. These are **overwatch dice**, and can be used to take a weapon action when a hostile visible to the explorer finishes a move or attack, or is deployed. That hostile must be the target. Take the explorer's weapon action, then continue the hostile's activation.

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

INSPIRATION ROLL

If any hostiles are slain during an explorer's activation, make an inspiration roll at the end of the activation (after dice have been saved for overwatch attacks) to see if they gain 1 inspiration point.

Roll the blackstone dice. If the roll is less than or equal to the combined wounds of the hostiles slain by that explorer during that activation (not during overwatch), they receive 1 inspiration point. If the wounds total was 20+, automatically receive the point.

BASIC HOSTILE ACTIONS

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

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

Charge: Move towards the closest explorer. Then attack an explorer that is adjacent and visible. If there are none, move towards the closest explorer a second time.

Fall back: Double this hostile's **MOVE**; if they can make a move that ends in a hex not visible to any explorers, they do so. Otherwise attack the closest explorer in range and visible.

Hold: Do nothing.

Onslaught: Attack the closest explorer in range and visible. Then attack the closest explorer in range and visible.

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

REINFORCEMENTS

Roll	Size of smallest slain hostile from group		
	Small	Large	Huge
1	6	4	1
2	4	2	-
3	2	2	-
4+	-	-	-

ATTACKS

1. Pick target

Pick a visible target that you have an unblocked LOS to. If the attacker is adjacent to a visible miniature, they must attack it.

2. Measure range

3. Make attack roll

Cross-reference the range and the weapon being used to find the type of action dice and how many are rolled.

Failure: The attack misses and the attack sequence ends.

Success: The target suffers 1 wound.

Critical success: The target suffers 1 grievous wound.

4. Inflict wounds

Each wound causes 1 point of damage, and each grievous wound causes 3 points. Once the damage equals or exceeds a hostile's **WOUNDS**, they are removed from the board.

Stunned If a miniature is stunned, place it on its side. When the miniature is next activated, it must discard an activation dice to stand up; it is no longer stunned. When a stunned hostile is next activated, stand them back up instead of rolling on their behaviour table; they are no longer stunned. A stunned miniature stunned again suffers 1 wound instead.

Cover A miniature is in cover if the attacker's LOS touches or crosses a cover hexside which is not part of the attacker's hex. **If a target is in cover, a success is treated as a failure, and a critical success as a success.**

EXPLORER DEFENSE ROLLS

When an explorer suffers a wound or grievous wound, that player must make a **defence roll** by looking up their **DEFENCE** value and rolling the appropriate action dice:

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.

EVENT TABLE

- 1 **All is dust:** If any discovery markers are still on the battlefield, the leader must discard 1 of them. If there are none, each explorer loses 1 inspiration point (min 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 1 hostile that was slain during the combat and has not returned to the battlefield, and deploy them as close to an explorer as possible.
- 7-10 **Changing conditions:** Draw an encounter card. If it 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 1 is equally far away, the leader can choose which 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 to receive 1 inspiration point.
- 18-19 **Heroic effort:** The leader picks an out of action explorer. Deploy the explorer in the same hex as another explorer or as close as possible, then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer to make a vitality roll.
- 20 **Lucky find:** The leader picks an explorer to draw a discovery card.

PRECIPICE

1. HEALING STEP

All characters heal all their wounds (including grievous wounds). You must still make recovery rolls for any explorers that were out of action, to see if they die from their wounds.

2. LEGACY STEP

The leader shuffles the **legacy deck** and draws 1 card; it applies to all future expeditions. If there are no cards left, the explorers' quest ends in failure. Place the cards in a faceup row beside the Precipice card at the start of each future expedition.

3. TRADING STEP

Turn each spacecraft to its **facilities** side. The leader shuffles the resource deck for each spacecraft at Precipice, and then places the top 3 cards from each deck faceup beside the appropriate spacecraft. If a deck runs out, lay out as many cards as possible.

In leader order, each explorer who took part in the expedition can travel to a single spacecraft. Place the miniature on the spacecraft. The explorer may use the spacecraft's facilities.

Then they may trade by converting archeotech cards into **trading points** (keep any archeotech cards you do not convert) and using the points to purchase 1 or more of the trading cards available at the spacecraft. Add 1 to the number of trading points when an explorer trades on a spacecraft they are based on. Unused trading points are lost at the end of the trading step. Shuffle converted archeotech cards into the discovery deck.

The next explorer then visits a spacecraft and may trade, and so on.

BASIC HOSTILE ACTIONS

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

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

Charge: Move towards the closest explorer. Then attack an explorer that is adjacent and visible. If there are none, move towards the closest explorer a second time.

Fall back: Double this hostile's **MOVE**; if they can make a move that ends in a hex not visible to any explorers, they do so. Otherwise attack the closest explorer in range and visible.

Hold: Do nothing.

Onslaught: Attack the closest explorer in range and visible. Then attack the closest explorer in range and visible.

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

REINFORCEMENTS

Roll	Size of smallest slain hostile from group		
	Small	Large	Huge
1	6	4	1
2	4	2	-
3	2	2	-
4+	-	-	-

ATTACKS

1. Pick target

Pick a visible target that you have an unblocked LOS to. If the attacker is adjacent to a visible miniature, they must attack it.

2. Measure range

3. Make attack roll

Cross-reference the range and the weapon being used to find the type of action dice and how many are rolled.

Failure: The attack misses and the attack sequence ends.

Success: The target suffers 1 wound.

Critical success: The target suffers 1 grievous wound.

4. Inflict wounds

Each wound causes 1 point of damage, and each grievous wound causes 3 points. Once the damage equals or exceeds a hostile's **WOUNDS**, they are removed from the board.

Stunned If a miniature is stunned, place it on its side. When the miniature is next activated, it must discard an activation dice to stand up; it is no longer stunned. When a stunned hostile is next activated, stand them back up instead of rolling on their behaviour table; they are no longer stunned. A stunned miniature stunned again suffers 1 wound instead.

Cover A miniature is in cover if the attacker's LOS touches or crosses a cover hexside which is not part of the attacker's hex. **If a target is in cover, a success is treated as a failure, and a critical success as a success.**

EXPLORER DEFENSE ROLLS

When an explorer suffers a wound or grievous wound, that player must make a **defence roll** by looking up their **DEFENCE** value and rolling the appropriate action dice:

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.

EVENT TABLE

- 1 **All is dust:** If any discovery markers are still on the battlefield, the leader must discard 1 of them. If there are none, each explorer loses 1 inspiration point (min 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 1 hostile that was slain during the combat and has not returned to the battlefield, and deploy them as close to an explorer as possible.
- 7-10 **Changing conditions:** Draw an encounter card. If it 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 1 is equally far away, the leader can choose which 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 to receive 1 inspiration point.
- 18-19 **Heroic effort:** The leader picks an out of action explorer. Deploy the explorer in the same hex as another explorer or as close as possible, then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer to make a vitality roll.
- 20 **Lucky find:** The leader picks an explorer to draw a discovery card.

PRECIPICE

1. HEALING STEP

All characters heal all their wounds (including grievous wounds). You must still make recovery rolls for any explorers that were out of action, to see if they die from their wounds.

2. LEGACY STEP

The leader shuffles the **legacy deck** and draws 1 card; it applies to all future expeditions. If there are no cards left, the explorers' quest ends in failure. Place the cards in a faceup row beside the Precipice card at the start of each future expedition.

3. TRADING STEP

Turn each spacecraft to its **facilities** side. The leader shuffles the resource deck for each spacecraft at Precipice, and then places the top 3 cards from each deck faceup beside the appropriate spacecraft. If a deck runs out, lay out as many cards as possible.

In leader order, each explorer who took part in the expedition can travel to a single spacecraft. Place the miniature on the spacecraft. The explorer may use the spacecraft's facilities.

Then they may trade by converting archeotech cards into **trading points** (keep any archeotech cards you do not convert) and using the points to purchase 1 or more of the trading cards available at the spacecraft. Add 1 to the number of trading points when an explorer trades on a spacecraft they are based on. Unused trading points are lost at the end of the trading step. Shuffle converted archeotech cards into the discovery deck.

The next explorer then visits a spacecraft and may trade, and so on.