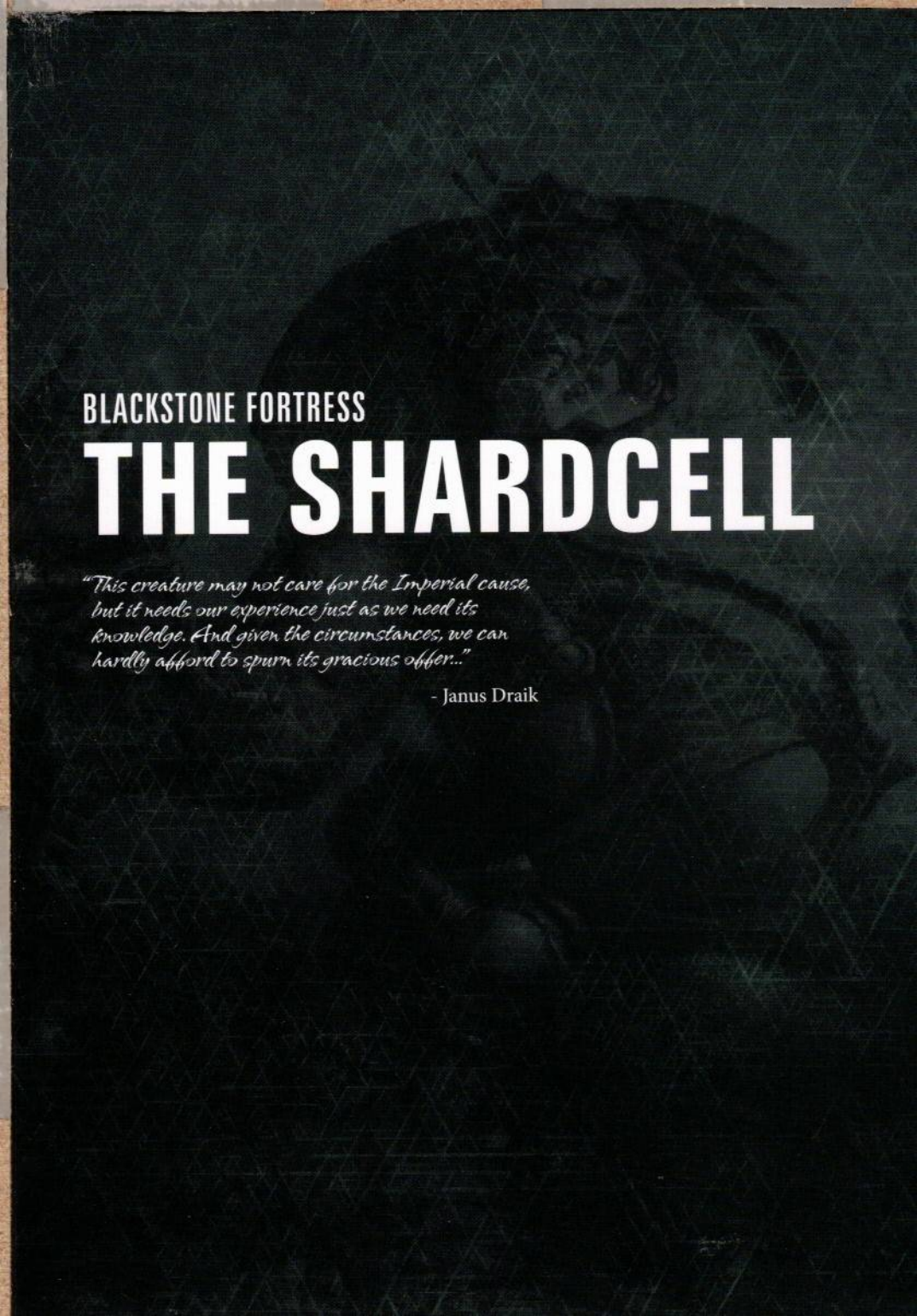




BLACKSTONE FORTRESS

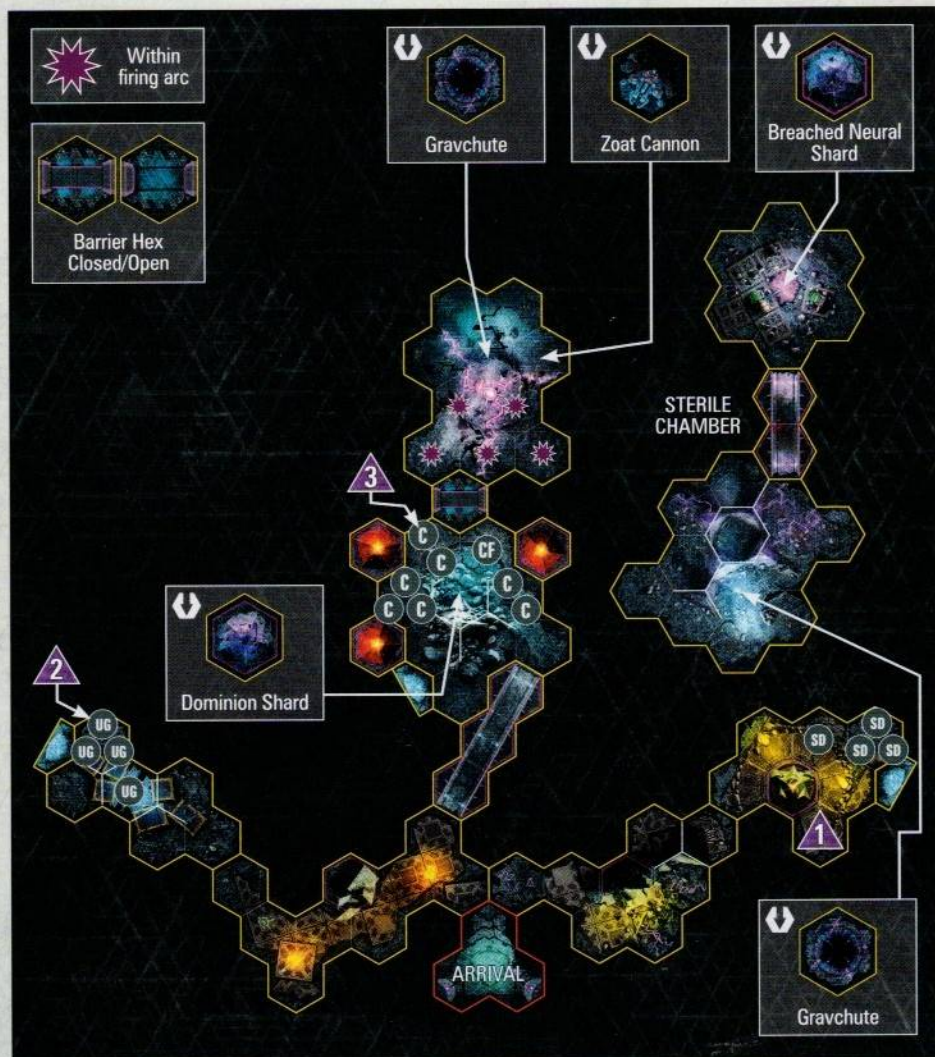
THE SHARDCELL

*"This creature may not care for the Imperial cause,
but it needs our experience just as we need its
knowledge. And given the circumstances, we can
hardly afford to spurn its gracious offer..."*

- Janus Draik

THE SHARDCELL

As you step into the Shardcell, you find a series of chambers scattered with elements from the Forerunner's ship. A door sealed by that ancient creature guards your ultimate objective, and you will have to simultaneously place the relics you have gathered in identity recognition alcoves to gain access to the cell that lies behind. Once there, you may even uncover the reason the Forerunner entered the Blackstone Fortress...



ACCESS ROUTE

Shuffle all of the Deadly Alliance exploration cards and deal out seven to create the access route exploration deck. The explorers reach the Shardcell after the seventh exploration card has been resolved.

HOSTILE GROUPS

-  4 Spindle Drones (SD)
-  4 Ur-Ghuls (UG)
-  1 Cultist Firebrand (CF) and 7 Cultists (C)

THE SHARDCELL RULES

Abhorrent Technology: The Summon and Search actions are not used during this combat, nor can the discovery markers be discarded (by using Daedalus' Omniscan (3+) action, for example).

Impregnable Aegis: The barrier hex cannot be destroyed, replaced or have other hexes placed on it by any means, and explorers cannot enter or be placed in any hex beyond it, including the sterile chamber, until the barrier hex has been flipped (see below).

Opening the Barrier: To open the barrier, the Forerunner relics must be simultaneously placed in identity recognition alcoves. An explorer carrying a relic that is in the same hex as a discovery marker, and not adjacent to any hostiles, can take the Place Relic (1+) action. When this action is taken, remove the relic marker from that explorer's character card and place it on top of the discovery marker. If each discovery marker has a relic marker on top of it, and those relic markers were each placed in the same turn, at the start of the next event phase, flip the barrier hex to the open barrier side. Then the leader reads the following aloud:

'As the barrier opens, the atmosphere in the Shardcell becomes toxic, rupturing flesh and dissolving delicate machinery. Abandoning the remains of its forebear, the Archivist proceeds down a gravchute to a further chamber beyond, but this route is guarded by a weapon left by the Forerunner. You must brave the weapon's ire if you are to aid the Archivist as it begins to harvest parts from what appears to be a shattered neural shard. Whether the Zoat intends to end the roiling of the Seethe is impossible to tell, but having come this far, you must see your gruelling quest to its end.'

Once the barrier hex is flipped, do not make any further reinforcement rolls for hostile groups 2 and 3 in this combat. Finally, remove all the relic markers from the battlefield, turn them over to their shard fragment side, and place these markers on the breached neural shard.

See the reverse of this sheet for the rules which apply after the barrier hex has been flipped.

THE SHARDCELL RULES

Decontamination Routines: At the start of each event phase after the barrier hex was flipped, make a  attack roll against each explorer (except the Archivist). When rolling for explorers in the sterile chamber, roll   instead.

Zoat Cannon: Each time an explorer moves into an empty hex marked as Within Firing Arc, the Zoat cannon attacks them. The first attack roll made against that explorer is . Subsequent attack rolls from the cannon during that activation are .

Spindleswarm: At the end of the turn in which the barrier hex was flipped to its open side, the Threat Level is set to 3, and all Spindle Drones gain protective energy fields that give them a Wounds characteristic of 4 until the combat ends.

Gravchute: Hostiles treat the gravchute shaft hex as an obstructed hex. If an explorer moves into a gravchute hex as part of a Move action, they are removed from the battlefield and placed on the other gravchute hex, and the Move action they were taking ends. The explorer's activation then continues.

A Dark Harvest: Once the barrier hex is flipped to its open side, the next time the Archivist activates, remove it from the battlefield and place it in a hex adjacent to the breached neural shard. If any explorer is adjacent to the Archivist when it activates, take one shard fragment token from the breached neural shard and place it on their explorer character card in the same manner as a Forerunner relic. Shard fragment markers use the same rules as relic markers (pg 12 of the Deadly Alliance booklet).

Placing the Shard Fragments: When an explorer that has any shard fragment tokens is in a hex adjacent to the Dominion Shard, that explorer can take the Place Shard Fragment (4+) action. If they do, remove one shard fragment marker from their character card and place it on the Dominion Shard hex.

CONQUERING THE SHARDCELL

If there are three shard fragment markers on the Dominion Shard at the start of the event phase, the explorers have conquered the Shardcell – the explorer who took the last Place Shard Fragment (4+) action opens the Shardcell envelope.

REWARDS

If the explorers conquer the Shardcell, open the Shardcell envelope.

