

WARHAMMER QUEST

BLACKSTONE FORTRESSES



DATASHEETS

FOR USE IN GAMES OF WARHAMMER 40,000

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BLACKSTONE FORTRESS EXPLORERS AND HOSTILES

This section contains all of the Warhammer 40,000 datasheets that you will need to fight battles with the miniatures included in Blackstone Fortress: Escalation, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the list opposite to determine the total points cost of your army. Simply add together the points costs of all your units to determine your army's total points value.

UNIT	MODELS PER UNIT	POINTS PER UNIT (INCLUDES WEAPONS)
Aradia Madellan	1	40
Cultist Firebrand	1	30
Cultists of the Abyss	7	35
Daedalus	1	50
Gotfret de Montbard	1	35
Neyam Shai Murad	1	50
X-101	1	22



3
POWER

NEYAM SHAI MURAD

ROGUE TRADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Neyam Shai Murad	6"	3+	4+	3	3	4	3	9	4+
Neyam Shai Murad is a single model armed with two negotiator pistols. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Negotiator pistol	12"	Pistol 2			4	-2	1	-	
ABILITIES	All Guns Blazing: In your Shooting phase, Neyam Shai Murad's negotiator pistols have a Type of Pistol 4 if she did not move in your preceding Movement phase.						Warrant of Trade: Neyam Shai Murad can embark onto any IMPERIUM TRANSPORT , even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.		
	Servo-skull Assisted Targeting: Enemy units do not receive the benefit of cover to their saving throws for attacks made with ranged weapons by Neyam Shai Murad.								
FACTION KEYWORDS	IMPERIUM, ASTRA CARTOGRAPHICA								
KEYWORDS	CHARACTER, INFANTRY, ROGUE TRADER, NEYAM SHAI MURAD								

2
POWER

GOTFRET DE MONTBARD

CRUSADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gotfret de Montbard	6"	3+	4+	3	3	4	4	7	4+
Gotfret de Montbard is a single model armed with a power sword and storm shield. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Power sword	Melee	Melee	User		-3	1	-		
ABILITIES	Acts of Faith (see Chapter Approved 2018)						Zealot: You can re-roll failed hit rolls for Gotfret de Montbard in a turn in which he charged, made a Heroic Intervention, or was charged by an enemy unit.		
	Hacking Advance: Each unmodified hit roll of 6 made for Gotfret de Montbard's attacks in the Fight phase scores 2 hits instead of 1.								
	Shield of Faith: Gotfret de Montbard can attempt to deny one psychic power in each enemy Psychic phase in the same manner as a PSYKER. However, if he does so, instead of rolling 2D6, only roll a single D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.						Storm Shield: Gotfret de Montbard has a 3+ invulnerable save.		
SERVANT OF THE IMPERIUM	Gotfret de Montbard can be included in an ASTRA MILITARUM Detachment without preventing other units in that Detachment from gaining a Regimental Doctrine. Note, however, that Gotfret de Montbard can never benefit from a Regimental Doctrine.						Ecclesiarchy Battle Conclave: If your army is Battle-forged, this unit does not take up slots in a Detachment that includes any		
							MINISTORUM PRIESTS.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ASTRA MILITARUM								
KEYWORDS	CHARACTER, INFANTRY, ECCLESIArchY BATTLE CONCLAVE, CRUSADER, GOTFRET DE MONTBARD								

2
POWER

ARADIA MADELLAN

PRIMARIS PSYKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aradia Madellan	6"	3+	3+	3	3	4	3	8	5+
Aradia Madellan is a single model armed with a laspistol and force stave. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Laspistol	12"	Pistol 1		3	0	1	-		
Force stave	Melee	Melee		+2	-1	D3	-		
ABILITIES	It's For Your Own Good: If Aradia Madellan is slain as a result of Perils of the Warp whilst within 6" of a friendly COMMISSAR , she is executed before anything untoward can happen – the power she was attempting still fails, but units within 6" of her do not suffer D3 mortal wounds as normal.								
PSYKER	Aradia Madellan can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. She knows the <i>Smite</i> and <i>Psychic Augment</i> powers. Psychic Augment: Psychic Augment has a warp charge value of 8. If manifested, select a friendly ASTRA MILITARUM INFANTRY unit within 12" of the psyker. Add 1 to hit rolls for attacks made by that unit until the start of your next psychic phase.								
FACTION KEYWORDS	IMPERIUM, ASTRA MILITARUM, ASTRA TELEPATHICA, SCHOLASTICA PSYKANA								
KEYWORDS	INFANTRY, CHARACTER, PSYKER, PRIMARIS PSYKER, ARADIA MADELLAN								

3
POWER

DAEDALOSUS

TECHNOARCHEOLOGIST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daedalusus	6"	4+	3+	3	4	5	2	8	4+
Daedalusus is a single model armed with an eradication pistol and servo-arc claw. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Eradication pistol	12"	Pistol D3		6	-1	1	If the target is within 6" of the bearer, this weapon has a Type of Pistol 1, an AP of -3 and a Damage of D3.		
Servo-arc claw	Melee	Melee		+1	-1	1	When attacking a VEHICLE , this weapon has a Damage characteristic of D3.		
ABILITIES	Canticles of the Ommissiah (see <i>Codex: Adeptus Mechanicus</i>) Ornate Bionics: Daedalusus has a 5+ invulnerable save. Omniscanner: At the start of your Shooting phase, you can select one enemy unit that is within 24" of and visible to Daedalusus. Until the end of the phase, add 1 to hit rolls for attacks made by friendly ADEPTUS MECHANICUS units that target the selected unit whilst they are within 6" of Daedalusus. Archeotech Device: Once per battle, at the start of your Shooting phase, Daedalusus can activate an ancient archeotech device. If he does so, select one of the following effects: • Select one friendly ADEPTUS MECHANICUS unit within 3" of Daedalusus. One model in that unit regains D3 lost wounds. • Select one enemy unit within 3" of Daedalusus. That enemy unit suffers D3 mortal wounds.								
ROVING EXPLORER	Daedalusus can be included in an ADEPTUS MECHANICUS Detachment without preventing other units in that Detachment from gaining a <i>Forge World Dogma</i> . Note, however, that Daedalusus can never benefit from a <i>Forge World Dogma</i> .								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS								
KEYWORDS	CHARACTER, INFANTRY, TECH-PRIEST, DAEDALOSUS								



X-101

SERVITOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
X-101	5"	5+	5+	4	4	2	2	6	4+
X-101 is a single model armed with a grav-gun and hydraulic claw. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Grav-gun	18"	Rapid Fire 1		5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.		
Hydraulic claw	Melee	Melee		x2	-1	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
ABILITIES	Canticles of the Omnissiah (see Codex: Adeptus Mechanicus)								
	Mindlock: X-101 has a Weapon Skill and Ballistic Skill characteristic of 4+, and a Leadership characteristic of 9, whilst it is within 6" of any friendly TECH-PRIESTS .								
	Salvage Protocols: Add 1 to hit rolls for attacks made by X-101 that target a VEHICLE .								
MINDLESS SERVANT	X-101 can be included in an ADEPTUS MECHANICUS Detachment without preventing other units in that Detachment from gaining a Forge World Dogma. Note, however, that X-101 can never benefit from a Forge World Dogma.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS								
KEYWORDS	INFANTRY, SERVITOR, X-101								



2
POWER

CULTISTS OF THE ABYSS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+
Cultist	6"	4+	4+	3	3	1	1	5	6+

This unit consists of 1 Cultist Champion and 6 Cultists.

- The Cultist Champion is armed with a stubcarbine, chainsword, frag grenades and krak grenades.
- 1 Cultist is armed with a grenade launcher.
- 1 Cultist is armed with a heavy stubber, frag grenades and krak grenades.
- 4 Cultists are each armed with an autogun, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below					
- Frag	24"	Assault D6	3	0	1	-
- Krak	24"	Assault 1	6	-1	D3	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Stubcarbine	18"	Pistol 3	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Servants of the Abyss: This ability has no effect unless your army includes **OBSIDIUS MALLEX**. If it does, you cannot set up any units with this ability before you have set up **OBSIDIUS MALLEX**. When you set up **OBSIDIUS MALLEX** during deployment, all units with this ability are immediately set up at the same time. When you set up **OBSIDIUS MALLEX** on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same **TRANSPORT** as him). If they cannot be set up, they count as destroyed.

FACTION KEYWORDS

CHAOS, SERVANTS OF THE ABYSS

KEYWORDS

INFANTRY, CULTISTS OF THE ABYSS

**2**
POWER

CULTIST FIREBRAND

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cultist Firebrand	6"	3+	3+	4	4	3	3	6	4+
A Cultist Firebrand is a single model armed with a hellfire torch, laspistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Hellfire torch	8"	Assault D6			5	-1	2	This weapon automatically hits its target.	
Laspistol	12"	Pistol 1			3	0	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Servants of the Abyss: This ability has no effect unless your army includes OBSIDIUS MALLEX . If it does, you cannot set up any units with this ability before you have set up OBSIDIUS MALLEX . When you set up OBSIDIUS MALLEX during deployment, all units with this ability are immediately set up at the same time. When you set up OBSIDIUS MALLEX on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same TRANSPORT as him). If they cannot be set up, they count as destroyed.								
	Explosive Demise: If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 5+ the warp energies contained within it burst out, and each unit within 3" suffers 1 mortal wound.								
FACTION KEYWORDS	CHAOS, SERVANTS OF THE ABYSS								
KEYWORDS	CHARACTER, INFANTRY, CULTIST FIREBRAND								