

A DEADLY LURE

Behind a locked door lies a treasure of incalculable value, and your team of explorers has been hired to reclaim it. Yet there's a catch: only a creature of immense strength could possibly breach the defences of this hidden vault. You're going to need an Ambull.



JOHN BRACKEN

Games developer John was last seen wandering around in a Blackstone Fortress looking for an Ambull egg. He didn't explain why, but apparently it has something to do with the new expedition he's been writing for the game. Check it out here!

The explorers are approached on Precipice by Ianis Pupai, an agent who claims to be the proxy of an anonymous yet powerful denizen of the space station. Ianis' mysterious benefactor is in need of an experienced team to retrieve a priceless relic known as the Grayl from deep within the Blackstone Fortress. After agreeing to hear her out, the explorers are told that the device is trapped in a sealed chamber, along with the bodies of the first group sent to retrieve it. Though there are means to get smaller objects inside, such as sensors and probes, entering physically appears to be impossible due to powerful force fields and the resistant quality of blackstone itself.

Ianis explains that their sponsor has sent multiple forays to retrieve the Grayl, but all have ended badly – either ambushed by the forces of Chaos or lost to the fortress' many hazards. The powerful

intelligence that guides Ianis has determined that only an Ambull has any hope of gaining access to the sealed chamber. Imperial histories are littered with tales of woe about any and all who attempt to control a dreaded Ambull. Despite this, greed, glory, and the promise of rich rewards convinces the explorers to make the attempt. With all in agreement, Ianis lays out the plan concocted by her master which, while risky, will guarantee results if successfully pulled off.

This expedition comes in two instalments. The first part can be found over the next few pages, setting the scene for the explorers as they attempt to hunt down an Ambull and lure it towards the sealed chamber by stealing its eggs (we didn't say it would be a safe mission). The second instalment of this expedition (and its climactic outcome) can be found in next month's issue of *White Dwarf*. Happy adventuring!

THE QUEST FOR THE SEALED CHAMBER

The quest for the sealed chamber is a standalone quest that can be attempted if the explorers have completed the quest for the Ambull's lair and are not currently on another quest, such as the quest for the hidden vault. Before starting the expedition, the explorers can choose to undertake the quest for the sealed chamber. If they do so, follow the rules presented here to set up an expedition for this quest. Once the explorers have started this quest, they may not start another until it has been completed. The quest for the sealed chamber uses some new rules and some existing rules from those presented for the quest for the hidden vault on pages 12–13 of the *Blackstone Fortress: Rules* booklet. Use the existing rules for New Expeditions, along with the following new rules. You will also need a copy of The Dreaded Ambull expansion for Blackstone Fortress to be able to play this quest.

STARTING THE QUEST FOR THE SEALED CHAMBER

This quest is a single expedition made up of challenges and combats unique to this quest. Both the challenges and combats are labelled as stages, each being a set piece in the clever plan of the shadowy mastermind directing the explorers on their quest. To begin the quest, follow the rules below. Set up the expedition as described in the *Blackstone Fortress: Rules* booklet, but with the following changes.

Setting up the expedition for the quest to the Sealed Chamber

During step 3, do not create a deck of exploration cards as normal. Instead, the explorers are trying to pull off a set plan of action with multiple stages. If each stage is successful, the plan goes off without a hitch and their mission will be a success. However, the natural unpredictability and destructiveness of the Ambull means that this is by no means certain. If they fail any stages, their quest will become more difficult, or worse, they will fail the quest outright and have to start again.

Each stage is resolved in the same way as an exploration round, following the rules on page 11 of the *Blackstone Fortress: Rules* booklet with the following additions.

- In the exploration step, the leader reads aloud the text in italics at the start of that stage, and then the players resolve the challenge or combat map as appropriate following the rules on page 11 of the *Blackstone Fortress: Rules* booklet.
- In the leader step, the explorers can exchange with each other (or give away) discovery cards, resource cards, Ambull eggs and/or stronghold artefact cards.

THE AMBULL EGGS

For each Ambull egg an explorer is carrying, place an Ambull egg counter on their character card so that it covers one of their activation dice spaces. This prevents that activation dice being rolled in the initiative phase in

the same manner as a wound or grievous wound counter. At the start of the initiative phase, before rolling activation dice, an explorer can drop 1 or more Ambull eggs they are carrying. If an explorer is taken out of action, or if they have a total of 4 wound or grievous wound counters on their character card, they immediately drop any Ambull eggs they are carrying. If a wound or grievous wound counter is placed on the same activation dice space as an Ambull egg counter, that Ambull egg is dropped. An Ambull egg counter cannot be placed in the same activation dice space as a wound or grievous wound counter. If an egg is dropped it is destroyed – place the egg counter back in the game box.

During their activation, an explorer that is carrying an Ambull egg can take the Pass (4+) action.

Pass (4+): Choose a visible explorer within 3 hexes that has no hostiles in any adjacent hex. Remove one Ambull egg counter from this character card and place it on that explorer's character card so that it covers one of their activation dice spaces as described above (remember that an Ambull egg counter cannot be placed in the same activation dice space as a wound or grievous wound counter).

During step 4 do not create an encounter deck. Each stage has specific hostiles in the same manner as a stronghold.

During step 12 the leader should read the following aloud to the other explorers.

The explorers have delved deep into the lair of an Ambull and located its eggs. They have managed to avoid the creature until now, as its attentions were occupied by a Spindle Drone infestation. This will not last long much longer, however, as the Ambull has nearly dealt with the first incursion. The explorers must make haste and escape the lair before the Ambull can extricate itself from its attackers and deal with them.

Then resolve the first stage – Escape!



STAGE 1: ESCAPE – COMBAT

Deploy the explorers in any of the 4 hexes marked with the letter E. Deploy the Ambull in the hex marked with the letter A. Deploy one Spindle Drone in each hex marked with the letter S. Deploy one Borewurm Infestation in each hex marked with the letter B. Each explorer starts this combat carrying one Ambull egg [see page 115].

HOSTILE GROUPS

1

1 The Ambull (use the Ambull Enraged hostile reference card for the Ambull in this combat)

2

2 Borewurm Infestations

3

4 Spindle Drones

Get Ready to Run: The rules for Summon actions are not used in this combat.

Apex Hunter: If the Ambull is to be deployed on the battlefield (by a reinforcement roll, for example) the hostile player must deploy the Ambull on an empty hex within 4 hexes of an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull.

During this combat, replace the 'All is Dust', 'Changing Conditions', and 'Escape Chamber' results on the event table with the following result:

RRRAAAAHHRRR!: If the Ambull is not on the battlefield, the hostile player must deploy the Ambull in an empty hex adjacent to an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull. If this is not possible, place the Ambull as close as possible to an explorer carrying an Ambull egg. If the Ambull is already on the battlefield and is adjacent to a hostile or an explorer, it takes the Swipe action. If the Ambull is already on the battlefield and is not adjacent to a hostile or an explorer, it takes the Charge action.

VICTORY: To pull off this stage of the plan, at least one explorer that is carrying an Ambull egg must be on the maglev escape transport when the combat ends. Any other result is treated as a failure. Additionally, if there are no explorers carrying Ambull eggs after an explorer has finished their activation, then the explorers immediately fail this stage of the plan. If the explorers fail this stage of the plan, they must restart the quest or start another quest. If the explorers succeed, resolve Stage 2. Note that, in order to succeed at this stage of the plan, sacrifices may need to be made ...!





STAGE 2: NEAR MISS – CHALLENGE

As the explorers escape from the Ambull's lair, a terrible screeching sound announces the creature's pursuit, and giant claws tear into the maglev. The explorers must dislodge the Ambull before it kills them or wrecks the speeding transport chamber.

In leader order, each explorer must take a weapon action as if they were attacking an adjacent hostile. Use wound and grievous wound counters to keep track of the total damage inflicted by all weapon actions during this challenge. If the total damage inflicted is 7 or less, apply one wound to each explorer. If the total damage inflicted is 8 or more, the explorers are unharmed (for now), but the Ambull continues to tear at the maglev transport chamber. Repeat this process, but this time the explorers will have a wound applied to them if the total damage from their weapon actions is less than 16. Once this is done, consult the Victory section below.

VICTORY: If the total damage inflicted by all weapon actions taken during this challenge is 16 or more, the Ambull is dislodged and the explorers escape. If at least one explorer is carrying an Ambull egg, turn to page 121 and resolve Stage 4: Securing the Perimeter. If no explorers are carrying Ambull eggs at this point, then the explorers immediately fail this stage of the plan – they must restart the quest or start another quest.

If the total damage inflicted by all weapon actions taken during this challenge is less than 16, the Ambull tears into the maglev and it crashes. Each explorer suffers 1 grievous wound. If at least one explorer is carrying an Ambull egg, turn to page 119 and resolve Stage 3: The Long Walk. If no explorers are carrying Ambull eggs at this point, then the explorers immediately fail this stage of the plan – they must restart the quest or start another quest.



STAGE 3: THE LONG WALK – COMBAT

The explorers clamber from the wreckage of the maglev and view their surroundings. They have been significantly thrown from their path, and their destination is now a greater distance to travel than they are comfortable with – especially considering the Ambull that now hunts them. They must begin a long trek through hostile territory if they are to reach their goal.

The explorers start in the maglev transport chamber. Deploy one Rogue Psyker in the hex marked with the letter P. Deploy one Spindle Drone in each hex marked with the letter S. Deploy one Negavolt Cultist in each hex marked with the letter N. Deploy one Chaos Beastman in each hex marked with the letter B. Deploy three Traitor Guardsmen in the hex marked with the letter T.

HOSTILE GROUPS

- 1 Negavolt Cultists and Rogue Psykers
- 2 Chaos Beastmen and Traitor Guardsmen
- 3 Spindle Drones
- 4 The Ambull (use the Ambull hostile reference card for the Ambull in this combat)

Precious Prize: First, each explorer can choose to protect one Ambull egg they were carrying during the crash. Then roll the Blackstone dice for each egg an explorer is carrying that they are not protecting; if the result is 8 or less, that

egg is destroyed. If an explorer chose to protect an egg, they suffer 1 wound instead, and that egg is unharmed.

Apex Hunter: If the Ambull is to be deployed on the battlefield (by a reinforcement roll, for example) the hostile player must deploy the Ambull on an empty hex within 4 hexes of an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull.

During this combat, replace the 'All is Dust', 'Changing Conditions', and 'Escape Chamber' results on the event table with the following result:

RRRAAAAHHRRR!: If the Ambull is not on the battlefield, the hostile player must deploy the Ambull in an empty hex adjacent to an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull. If this is not possible, place the Ambull as close as possible to an explorer carrying an Ambull egg. If the Ambull is already on the battlefield and is adjacent to a hostile or an explorer, it takes the Swipe action. If the Ambull is already on the battlefield and is not adjacent to a hostile or an explorer, it takes the Charge action.

VICTORY: To pull off this stage of the plan, at least one explorer that is carrying an Ambull egg must be on the maglev escape chamber when the combat ends. Any other result is treated as a failure. Additionally, if there are no explorers carrying Ambull eggs after an explorer has finished their activation, then the explorers immediately fail this stage of the plan. If the explorers fail this stage of the plan, they must restart the quest or start another quest. If the explorers succeed, resolve Stage 4: Securing the Perimeter.





STAGE 4: SECURING THE PERIMETER – COMBAT

The explorers have arrived at the area they suspect the sealed chamber to be in. Though the Blackstone Fortress' halls and corridors are constantly reordered, the sealed chamber seems remarkably stable – perhaps some effect of the Grayl Intulia that lies within. Such concerns are quickly put aside, as the explorers must first deal with the massed Chaos forces swarming in the area.

The explorers start in the maglev transport chamber. Deploy one Chaos Space Marine in each hex marked with the letter C. Deploy one Rogue Psyker in each hex marked with the letter P. Deploy two Negavolt Cultists in each hex marked with the letter N. Deploy four Chaos Beastmen in the hexes marked with the letter B. Deploy three Traitor Guardsmen in each hex marked with the letter T.

HOSTILE GROUPS

- 1** Chaos Space Marines and Rogue Psykers
- 2** Chaos Beastmen and Negavolt Cultists
- 3** Traitor Guardsmen
- 4** The Ambull (use the Ambull hostile reference card for the Ambull in this combat)

On Patrol: Do not make behaviour rolls for hostiles until the first hostile is slain.

Too Far to Go Back Now: The rules for Summon actions are not used in this combat.

During this combat, replace the 'All is Dust', 'Changing Conditions', and 'Escape Chamber' results on the event table with the following result:

RRRAAAAHHRRR!: If the Ambull is not on the battlefield, the hostile player must deploy the Ambull in an empty hex adjacent to an explorer carrying an Ambull egg and remove all wound counters that were next to the Ambull. If this is not possible, place the Ambull as close as possible to an explorer carrying an Ambull egg. If the Ambull is already on the battlefield and is adjacent to a hostile or an explorer, it takes the Swipe action. If the Ambull is already on the battlefield and is not adjacent to a hostile or an explorer, it takes the Charge action.

VICTORY: If, before the event roll, all hostiles on the map are slain, the explorers have pulled off this stage of the plan and combat ends. If no explorers are carrying an Ambull egg, then this stage is failed – they must restart the quest or start another quest. If at least one explorer is carrying an Ambull egg, resolve Stage 5: The Lure (*Next issue. -Ed.*).



A DEADLY LURE PART 2

Last month, our heroes embarked upon a mission to catch an Ambull. Now that they've found the Ambull, they'll have to outwit and survive it in this thrilling conclusion.



JOHN BRACKEN

When games developer John isn't unleashing wild Ambull adventures on unsuspecting Blackstone Fortress explorers, you can find him around the Studio organising the Underworlds ladder campaign. We guess he likes the games with hex grids!

Our group of heroes have made it this far, and this alone is testament to their resourcefulness and ingenuity in the face of extreme adversity.

Against all odds, the plan laid out by the mysterious sponsor back on Precipice appears to be working. The Grayl Intulia, a priceless relic that the shadowy instigator of this mad venture wishes to procure, is currently locked away in a sealed chamber – an unfortunate consequence of the previous attempt to reclaim it. Though smaller devices such as mobile auspexes and lighter pieces of equipment can gain limited access to the chamber, all attempts to reclaim the Grayl thus far have failed. In a final gambit to gain entrance to this vault, an Ambull has been lured here by a party of capable and inventive explorers who have stolen its eggs and placed them in the chamber, forcing the creature to burrow through the walls of the chamber to retrieve them.

Having pulled off this monumentally difficult task, all that remains is to let the Ambull finish tearing apart the chamber walls, stay out of its way as it retrieves its eggs, grab the Grayl, and then beat a hasty retreat. The fact that they are deep in enemy territory, that the Ambull is hardly an ally, and that the howls of approaching Chaos forces are growing louder indicate that this is easier said than done. We rejoin the action just as Mallex's minions launch an attack on not only the explorers, but the Ambull itself!

This expedition continues to follow the exploits of a group of explorers in the middle of a dangerous mission that began in last month's *White Dwarf*. That mission concludes here, where we find our heroes caught in the crossfire of enemy forces desperate to slay the Ambull they have lured here. If the explorers are to be successful, they must not only survive the onslaught of enemy forces that are arriving en masse, they must also protect their investment – the Ambull itself.

THE QUEST FOR THE SEALED CHAMBER

The quest for the sealed chamber is a standalone quest that can be attempted if the explorers have completed the quest for the Ambull's lair and are not currently on another quest, such as the quest for the hidden vault. Before starting the expedition, the explorers can choose to undertake the quest for the sealed chamber. If they do so, follow the rules presented here to set up an expedition for this quest. Once the explorers have started this quest, they may not start another until it has been completed. The quest for the sealed chamber uses some new rules and some existing rules from those presented for the quest for the hidden vault on pages 12–13 of the *Blackstone Fortress: Rules* booklet. Use the existing rules for New Expeditions, along with the following new rules. You will also need a copy of The Dreaded Ambull expansion for Blackstone Fortress to be able to play this quest.

STARTING THE QUEST FOR THE SEALED CHAMBER

This quest is a single expedition made up of challenges and combats unique to this quest. Both the challenges and combats are labelled as stages, each being a set piece in the clever plan of the shadowy mastermind directing the explorers on their quest. To begin the quest, follow the rules below. Set up the expedition as described in the *Blackstone Fortress: Rules* booklet, but with the following changes.

Setting up the expedition for the quest to the sealed chamber

During Step 3, do not create a deck of exploration cards as normal. Instead, the explorers are trying to pull off a set plan of action with multiple stages. If each stage is successful, the plan goes off without a hitch and their mission will be a success. However the natural unpredictability and destructiveness of the Ambull means that this is by no means certain. If they fail any stages, their quest will become more difficult, or worse, they will fail the quest outright and have to start again.

Each stage is resolved in the same way as an exploration round, following the rules on page 11 of the *Blackstone Fortress: Rules* booklet with the following additions.

- In the exploration step the leader reads aloud the text in italics at the start of that stage, and then the players resolve the challenge or combat map as appropriate following the rules on page 11 of the *Blackstone Fortress: Rules* booklet.
- In the leader step, the explorers can exchange with each other (or give away) discovery cards, resource cards, Ambull eggs, and/or stronghold artefact cards.



STAGE 5: THE LURE – COMBAT

The explorers have succeeded thus far; against all odds, they have lured an Ambull into position and survived both the creature's attentions and the attacks of roaming heretic troops. After depositing the eggs in the sealed chamber through a series of chutes and grav-lifters, all that remains is to wait for the Ambull to bore through into the chamber. This will be easier said than done, as the presence of such a mighty creature has driven the forces of Chaos into a frenzy. After all, slaying such a beast is an act that may well earn the notice of Mallex, or, for the more fortunate amongst the heretics, the eyes of the Dark Gods themselves.

Deploy the explorers in the hexes marked with the letter E. Deploy the Ambull in the hex marked with the letter A. Deploy one Chaos Space Marine in each hex marked with the letter C. Deploy one Rogue Psyker in each hex marked with the letter P. Deploy one Negavolt Cultist in each hex marked with the letter N. Deploy one Chaos Beastman in each hex marked with the letter B. Deploy three Traitor Guardsmen in each hex marked with the letter T.

HOSTILE GROUPS

1

Chaos Space Marines and Rogue Psykers

2

Chaos Beastmen and Negavolt Cultists

3

Traitor Guardsmen

4

The Ambull (use the Ambull hostile reference card for the Ambull in this combat)

Don't Quit On Me Now: The rules for Summon actions are not used in this combat.

Wave after Wave: Re-roll reinforcement rolls if hostile reinforcements fail to arrive.

Reach the Eggs: When the Ambull activates, roll once on the behaviour table opposite instead of the behaviour table on the Ambull hostile reference card. Because of its single-minded determination to retrieve its eggs, the Ambull only takes one action each turn in this combat, rather than two – do not use the Hulking Creature rule on its hostile reference card. Similarly, ignore the Driven Off rule on that card – the Ambull will not abandon its eggs.

Finally, don't forget that the Ambull treats all other hostiles as explorers (following the rules on page 9 of *The Dreaded Ambull* booklet).



ROLL	HIDDEN No visible explorers or hostiles.	ENGAGED Adjacent to a visible explorer or hostile.	CLOSE Range to the closest visible explorer is within 2 or 3 hexes.	OTHER Any other situation.
1-3	Burrow	Burrow	Burrow	Burrow
4-6	Burrow	Onslaught	Burrow	Burrow
7-9	Burrow	Onslaught	Burrow	Burrow
10-12	Burrow	Onslaught	Advance	Burrow
13-15	Burrow	Onslaught	Charge	Charge
16-19	Burrow	Swipe	Charge	Charge
20	Burrow	Berserk Smash	Rush	Charge

Burrow: If it is not already in the hex in which it was deployed, place the Ambull in that hex. Place 1 grievous wound token on the tunnel hex.

Swipe: Take the Swipe action from the Ambull hostile reference card.

Berserk Smash: Take the Swipe action from the Ambull hostile reference card. Re-roll failed attack actions for that action.

Rush: Move towards the closest explorer or hostile. Then take a Charge action.

The Eyes of the Gods are Upon Us!: Hostiles re-roll failed attack rolls that target the Ambull. If the Ambull is visible to a hostile, that hostile treats it as the nearest, only visible explorer until it is slain or an explorer is in an adjacent hex (and the Ambull is not also in an adjacent hex). In addition, if the Ambull is on the battlefield, hostile reinforcements must always be placed on the battlefield as close as possible to the Ambull. If the Ambull is not on the battlefield, deploy hostiles following the rules on page 13 of the Combat booklet.

During this combat, replace the event table with the following event table.

EVENT TABLE

1 - Out of Luck: Do not make a destiny roll at the start of the next turn.

2-3 - Blood-crazed Attack: The Ambull takes a Charge action. Once the Ambull has taken this action, if it has taken less than 8 points of damage, or there are no hostiles or explorers visible to it, place it in the hex in which it was deployed.

4-6 - Savage Mauling: The Ambull takes an Enormous Mandibles and Claws weapon action against each hostile and explorer adjacent to it. If there are no explorers or hostiles adjacent to it, place 1 grievous wound counter on the tunnel hex.

7-10 - Nightmare Behemoth: The Ambull takes an Enormous Mandibles and Claws weapon action against each hostile and explorer adjacent to it. If there are no explorers or hostiles adjacent to it, it takes a Charge action (treat hostiles as explorers when making this action).

11-14 - Cometh the Hour: The leader picks an explorer. That explorer can take one weapon action available to them.

15-17 - Inspiration: The leader picks an explorer. That explorer receives 1 inspiration point.

18-19 - I'll Bleed Later: The leader picks an explorer. Remove 1 wound counter from that explorer's character card.

20 - Mindless with Fury: The Ambull takes a Move action, which must take it closer to the nearest hostile or explorer, followed by a Charge action (treat explorers as hostiles when making this action). Once the Ambull has taken the Charge action, if there are no hostiles or explorers visible to it, place it in the hex in which it was deployed.

VICTORY: To pull off this stage of the plan, the Ambull must breach the sealed chamber. The sealed chamber is breached when six grievous wound counters have been placed on the tunnel hex. Once the sealed chamber has been breached, remove the Ambull from the battlefield – do not make reinforcement rolls for it. Then each explorer can also enter the chamber. To do this, they must end a Move action in the same hex the Ambull was deployed in – if they do, remove them from the battlefield (they are not out of action). Once each explorer that is not out of action has entered the sealed chamber in this way, the explorers have pulled off this stage of the plan and combat ends immediately. Now resolve Stage 6: The Ambull at Bay. If the Ambull is slain, or every explorer is taken out of action, then this stage is failed – they must restart the quest or start another quest.

STAGE 6: THE AMBULL AT BAY – COMBAT

The explorers have achieved the nigh-impossible – they have manipulated the Ambull to enter the sealed chamber, and now their reward awaits. However, the Ambull will not stand any interruption as it gathers its eggs. It must be slain before the explorers can safely retrieve the Grayl Intulia and make their escape.

Deploy the explorers in the hexes marked E. Deploy the Ambull in the hex marked A.



HOSTILE GROUPS



The Ambull (use the Ambull Enraged hostile reference card for the Ambull in this combat)

IMPOSSIBLE FOE:

When the Ambull activates, use the behaviour table below instead of the behaviour table on the Ambull Enraged hostile reference card.

AMBULL BEHAVIOUR TABLE

ROLL	ENGAGED Adjacent to a visible explorer.	CLOSE Range to the closest visible explorer is within 2 or 3 hexes.	OTHER
1-10	Onslaught	Advance	Charge
11-18	Swipe	Charge	Rush
19-20	Berserk Smash	Rush	Rush

Swipe: As per the Swipe action on the Ambull Enraged hostile reference card.

Berserk Smash: Take the Swipe action. Re-roll failed attack actions for that action.

Rush: Move towards the closest explorer or hostile. Then take a Charge action.

VICTORY: To pull off this stage of the plan, the explorers must slay the Ambull – nothing else matters! If they do so, all that remains is for the explorers to fight past the Chaos forces in the area - resolve Stage 7: The Final Rush. If every explorer is taken out of action, then this stage is failed – they must restart the quest or start another quest.

EVENT TABLE

1 - Out of Luck: Do not make a destiny roll at the start of the next turn.

2-3 - Out of Time: The Ambull takes a Charge action.

4-6 - Hurled Rubble: The explorer furthest from the Ambull suffers 1 grievous wound.

7-10 - Unstoppable Behemoth: If the Ambull has any wound counters next to it, remove 1 wound counter that is next to it. If it has no wound counters, but it does have a grievous wound counter next to it, instead remove 1 grievous wound counter.

11-14 - Cometh the Hour: The leader chooses one explorer. That explorer can take one weapon action available to them.

15-17 - Inspiration: The leader picks an explorer. That explorer receives 1 inspiration point.

18-19 - I'll Bleed Later: The leader picks an explorer. Remove 1 wound counter from that explorer's character card.

20 - Insensate with Rage: The Ambull cannot be stunned for the remainder of this combat.

STAGE 7: THE FINAL RUSH – COMBAT

The explorers scavenge a remarkable hoard of valuables from the bodies of the fallen explorers whose corpses litter the chamber. Amongst a large amount of usable items is the fabled Grayl Intulia. With the precious cargo safe in hand, the explorers must only deal with the thronging servants of Chaos before they can escape.

Kill Them All: Deploy the explorers in the hexes marked E. Deploy one Chaos Space Marine in each hex marked with the letter C. Deploy one Rogue Psyker in each hex marked with the letter P. Deploy two Negavolt Cultists in each hex marked with the letter N. Deploy two Chaos Beastmen in each hex marked with the letter B. Deploy three Traitor Guardsmen in each hex marked with the letter T.

Only One Way Out: The rules for Summon actions are not used in this combat.

In order to determine what valuables were recovered from the sealed chamber, draw four random resource cards and give one to each explorer, in leader order.

HOSTILE GROUPS

1

Chaos Space Marines and Rogue Psykers

2

Chaos Beastmen and Negavolt Cultists

3

Traitor Guardsmen

VICTORY: To pull off this stage of the plan, all explorers that are not out of action must be in the maglev escape chamber. Upon completion of this quest, the explorers are given a reward by their mysterious sponsor – each explorer has three additional trading points to spend at the next spacecraft they visit.

