

LIGHT IN THE DARK

Retreating from an ill-fated push into overwhelming traitor forces, Taddeus the Purifier resolves to burn every nest of Chaos he can find before seeking out new allies at Precipice. James Callagher tells us more about this exclusive mission for Blackstone Fortress.

UNIQUE ARTEFACTS

You must have noticed by now that this month's issue of White Dwarf has loads of free gifts included with it, including a special Ministorum Artefact card for Blackstone Fortress – a Blessed Aquila.

This card is the reward for completing the Traitor's Fane mission presented over the next few pages and can be given to either Taddeus the Purifier or Pious Vorne (whoever you feel deserves it most). You can then use this artefact in any of your other games of Blackstone Fortress.

MINISTORUM ARTEFACT BLESSED AQUILA

Once per exploration round, exhaust this card in the same manner as a resource card to re-roll 1 activation or action dice. This card does not turn face up at the start of the next turn. Instead, it is turned face up at the end of that exploration round.



Light in the Dark is a short mission for Warhammer Quest: Blackstone Fortress for 1-3 players. The mission takes place before the events of the quest for the Hidden Vault featured in the Blackstone Fortress boxed set and follows Taddeus the Purifier and his acolyte, Pious Vorne, on their first doomed foray into the Blackstone Fortress to cleanse it of the taint of Chaos.

STARTING THE QUEST

Light in the Dark is a new quest that can be attempted if the explorers are not already undertaking another quest, such as the quest for the Hidden Vault. We recommend playing the Light in the Dark quest before beginning the quest for the Hidden Vault.

The Light in the Dark quest consists of a short access route and then a combat encounter using a predetermined map, similar to those used for the Strongholds found in the quest for the Hidden Vault. The quest for Light in the Dark uses the rules for the Access Route, Reaching the Stronghold, the Stronghold Event Table & Stronghold Rules and Conquering the Stronghold from page 12 of the Blackstone Fortress: Precipice booklet, as well as the following changes to the game set-up sequence.

SETTING UP THE LIGHT IN THE DARK EXPEDITION

Set up the expedition as described in the Blackstone Fortress rules manual, but with the following changes:

During Stage 2, do not select explorers as normal. Instead, only 2 explorers are used, and these will always be Taddeus the Purifier and Pious Vorne. If there is a third player, that player will be designated the 'hostile player'.

During Stage 5, explorers may not take additional spacecraft to bring the total up to 4. Clarion is the only spacecraft that is used in this mission.

During Stage 12, instead of the text specified, the Leader reads out the following text instead:

'The maglev transport chamber lurches into motion, carrying Taddeus the Purifier and Pious Vorne away from the baying hordes of traitors at their heels. Though bloodied, they will take any opportunity they can to strike a blow against the forces of Chaos before they return to Precipice...'

You are now ready to start the Light in the Dark quest. Turn the page to find out more about the Traitor's Fane and the deadly mission that lies before our two explorers. **JG**

TRAITOR'S FANE

Discovering a heretical temple filled with profane texts, Taddeus and Pious strive to burn everything that is unholy before departing the Fortress, for now...



ACCESS ROUTE

Sort through the exploration cards and split them into combat cards and challenge cards. Shuffle each of these piles and take the top card of each pile to create the access route exploration deck. The explorers reach the Traitor's Fane after the second exploration card has been resolved.

HOSTILE GROUPS

-  - 1 Chaos Space Marine (CSM)
-  - 5 Traitor Guardsmen (TG)
-  - 2 Chaos Beastmen (CB)

TRAITOR'S FANE RULES

Burn the Heretics!: Re-roll attack rolls for Pious Vorne's Vindicator Flamer and Cleansing Flames attack actions if the target is also visible to Taddeus the Purifier.

Tainted Ground: Explorers may not take Search actions while in the same hex as a discovery marker. Instead, they must burn all three discovery markers. Pious Vorne can choose a discovery marker as the target of an attack as if it were a hostile. Once a discovery marker has suffered 3 wounds it is removed from the battlefield.

TRAITOR'S FANE EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: If possible, the leader must pick one hostile that has been slain during the combat encounter and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Heretical Reinforcements: Re-roll reinforcement rolls for hostile groups next turn if reinforcements fail to arrive.
11-14	Burn them all: Pious Vorne can re-roll the attack roll when a hostile enters a hex with an inferno marker until the start of the next event phase.
15-17	Inspiration: The leader can pick one explorer. Flip that explorer's character card to its inspired side.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks an explorer. That explorer draws a discovery card.

CONQUERING THE TRAITOR'S FANE

The Traitor's Fane is conquered if, at the start of the event phase, all three discovery markers have been destroyed.

REWARD

If the explorers conquer the Traitor's Fane, either Taddeus the Purifier or Pious Vorne can claim the Ministorum Artefact – Blessed Aquila – that comes with this issue of White Dwarf.

