

THE KISS OF DEATH

The interior of the Blackstone Fortress is vast and unfathomable, a terrifying place where the denizens of Chaos lurk around every corner. But what if something enters the fortress that makes even the Dark Gods' followers cower in fear?



There are few beings in the galaxy as feared as the Solitaire. To the craftworld Aeldari and their dark kin, the Solitaire represents their greatest fear: the Chaos God Slaanesh, who hungers after Aeldari souls. To the lesser races, the Solitaire is the subject of countless battlefield horror stories, a warrior so destructive that those who survive the encounter are left mentally scarred by the experience. There are tales of Solitaires slaughtering entire platoons of Astra Militarum troopers, their lithe forms sliding between Guardsmen with inhuman grace, lifeless bodies tumbling to the ground as they pass. Personal force fields and suits of high-tech armour offer little protection from them, either; commanders, warlords, and warbosses are all easy prey for the Harlequin's deadly kiss. To encounter a Solitaire on a battlefield is terrifying enough; if one were to be let loose in a Blackstone Fortress, they would be a nightmare incarnate.

BIGGER FOES!

Hostile players may find the Solitaire quite a tough prospect, especially when it can slice through Traitor Guardsmen as though they were really soft unarmoured butter. Maybe a tougher hostile is required – the Chaos Ogryn from the Traitor Command set, perhaps?



THE SOULLESS ONE

Over the next few pages, you'll find rules for using a Solitaire in your games of Blackstone Fortress. As the Solitaire's name suggests, they fight entirely alone, which means a Solitaire will be the only explorer on the board, facing off against a horde of hostiles. A pretty daunting prospect. For the hostiles that is!

The Solitaire is a terrifying foe to face. Firstly, they can make multiple Move actions with a single activation dice thanks to the Blur of Motion special rule. That means – if your dice rolls are high enough – they can launch across an expedition map in a single turn. Secondly, they're monstrous in combat – the Harlequin's kiss inflicts double damage with every strike, while the Harlequin's Caress can potentially slay a target outright. Good luck, hostiles – you're going to need it against the Solitaire!

AN ARMY OF ONE

Blackstone Fortress is a game that can be played as both a single player and multiplayer experience. Whether one explorer takes control over an entire group and leads them to victory, or a group of friends decide to tackle the challenge of the fortress as a team, there are pitfalls and challenges aplenty for all.

But what if a single hero took to the field of battle who was powerful enough to handle the threats of the Blackstone Fortress alone? A warrior so mighty that not even a Chaos Space Marine or an entire group of Negavolt Cultists was enough to give them pause?

Well here it is: a 'what if' scenario in which we present a potent warrior who is quite capable of completing an expedition by themselves, and with activation dice to spare. To set up an expedition using this fell-handed explorer, use the rules for setting up a one-off expedition, with the following changes.

Stage 2: When setting up a one-off expedition, during stage 2, you can pick the Solitaire as an explorer. If you do, no other explorers can be picked. This means that only one player can be an explorer in this expedition, and one other player can be the hostile player.

Stage 3: Note that some exploration cards require more than one explorer. If one of these is drawn during the expedition, draw a different challenge from the remaining challenge exploration cards instead.

Stage 4: Pick an unused explorer initiative card to represent the Solitaire.

Stage 5: Do not set up any spacecraft.

Stage 12: The leader reads the following:

'The denizens of the Blackstone Fortress shift uncomfortably in their lairs. Feral Ur-Ghuls pause suddenly to sniff the air as they travel through the shadows, their predator's instinct recognising an apex threat. Even the deranged minions of Mallex whisper amongst themselves of a fresh terror that hunts them, one that will not rest until they have all been eliminated. Even as such rumours are brutally put down, in the distance, panicked screams and terrified howls begin to echo down the corridors ...'

HARDLY A CHALLENGE:

When making event rolls, use the following table instead of the one in the Combat booklet.

SOLO PLAY EVENT TABLE	
ROLL	EVENT
1	Bring It Down!: Make one attack with every hostile that has line of sight to an explorer. If a hostile does not have line of sight to an explorer, they make one Move action towards the nearest explorer.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Wave after Wave: If possible, every hostile that has been slain during the combat encounter is returned to the battlefield as reinforcements (pg 13 of the Combat booklet).
7-10	Dangerous Conditions: Draw two encounter cards. Any twists on those cards apply for the rest of the combat. If neither encounter card has a twist, repeat this process until at least one encounter card that has a twist on it has been drawn.
11-14	Deadly Escape: The leader replaces the portal furthest from the explorer with a maglev transport escape chamber. If more than one portal is equally far from the explorer, the leader can pick which one to replace. If this event has already been rolled, or if an explorer has made a Summon (4+) action, treat this result as a 'Bring it Down!' result instead.
15-17	Inspiration: The explorer receives 1 inspiration point.
18-19	No Limits to My Slaughter: The explorer can make one Move action and then one weapon action.
20	Lucky Find: The explorer can draw one discovery card.



SOLITAIRES

Solitaires are incredible warriors, able to move faster than the naked eye can follow. None, even amongst the Harlequins, know the true limits of their abilities. Tales exist of Solitaires running up sheer fortress walls, spilling from the shadows inside locked bunkers, and even slowing time itself. Their impossible acrobatics are such that no blade can strike them, nor bolt or blast find its mark upon their flesh. In battle they are utterly lethal, their scything kicks and hammer-blow punches coming so fast that most foes are dead before they even realise the fight has begun. Each individual Solitaire is the equal of a host of lesser warriors.

The first the foe knows of the Solitaire's onset is a shimmering blur of light and colour streaking through their ranks. Then the killing begins. Soldiers fall, eyes widening as heads are severed, throats opened, and hearts pierced. Blood falls like monsoon rain in the wake of a killer too fast to be seen. Only when the Solitaire pauses for a second amidst the slaughter do the enemy get a glimpse of their executioner – a domino field swirling around a lithe form, a grotesquely masked head tilted at a curious angle as the monster regards those it hunts. As the Solitaire flows into motion again, the deaths of those who remain are but moments away.

Solitaires are the strangest of all Harlequins. They conceal themselves amongst craftworld or Commorrite society, hiding their true nature as they wander from place to place.

Only occasionally will these dread figures reveal the monster that lurks beneath the facade, joining a Harlequin masque for a performance or battle before drifting on once more. At such times they speak and are spoken to only in ritual form, and they are feared by most Aeldari as an ill omen.





SOLITAIRE

"She Who Thirsts stalks the fortress now. I could almost feel it in myself to summon pity for its victims."
- Veth Rayden

Move: 5 **Defence:** **Agility:** **Vitality:**

WEAPON ACTIONS

Weapon	Range		
	1	2-3	4+
Hadequin's Kiss (1+) ¹		N/A	N/A
Hadequin's Carness (2+) ²		N/A	N/A

¹ **Monofilament Liquefier:** If an attack with a Hadequin's Kiss inflicts a wound or grievous wound on a target, double the damage caused by that wound or grievous wound.

² **Heart Thief:** If this attack was a critical success, the target hostile is slain.

SPECIAL RULES

A Blur of Motion: When an activation dice would be spent for this explorer to take a Move action, reduce its value by 2 instead. If an activation dice would be reduced below 1, it is spent. In addition, in each turn of combat, the Solitaire can perform a gambit without an activation dice being spent.

Impossible Agility: When a Move action is made by the Solitaire, it does not have to halt the move when it enters a hex adjacent to a hostile that is visible to it. In addition, it can move through hexes occupied by hostiles, but cannot end a Move action in the same hex as a hostile.

A Dance of Death: When an activation roll is made for the Solitaire, those dice can be re-rolled.

Holo-fields: If a Move action was taken with the Solitaire this turn, hostiles cannot treat it as visible unless they are within 3 hexes when they attack.

SECRET AGENDA

Make four Move actions and slay one hostile after each Move action in the same activation phase.



SOLITAIRE
(INSPIRED)

"She Who Thirsts stalks the fortress now. I could almost feel it in myself to summon pity for its victims."
- Veth Rayden

Move: 6 **Defence:** **Agility:** **Vitality:**

WEAPON ACTIONS

Weapon	Range		
	1	2-3	4+
Hadequin's Kiss (1+) ¹		N/A	N/A
Hadequin's Carness (2+) ²		N/A	N/A

¹ **Monofilament Liquefier:** If an attack with a Hadequin's Kiss inflicts a wound or grievous wound on a target, double the damage caused by that wound or grievous wound.

² **Heart Thief:** If this attack was a critical success, the target hostile is slain.

SPECIAL RULES

A Blur of Motion: When an activation dice would be spent for this explorer to take a Move action, reduce its value by 1 instead. If an activation dice would be reduced to 0, it is spent. In addition, in each turn of combat, the Solitaire can perform a gambit without an activation dice being spent.

Impossible Agility: When a Move action is made by the Solitaire, it does not have to halt the move when it enters a hex adjacent to a hostile that is visible to it. In addition, it can move through hexes occupied by hostiles, but cannot end a Move action in the same hex as a hostile.

A Dance of Death: When an activation roll is made for the Solitaire, those dice can be re-rolled.

Holo-fields: If a Move action was taken with the Solitaire this turn, hostiles cannot treat it as visible unless they are within 3 hexes when they attack.