

XENOS HUNTER

Precipice is a lawless place where humans and aliens regularly join forces to explore the depths of the Blackstone Fortress. Such alliances are nothing short of unthinkable to most loyal Imperial servants, particularly alien hunters such as the Deathwatch Watch Master.



The Deathwatch Chapter of Space Marines was first established during the traumatic events of the War of the Beast in M32 to safeguard the Imperium from the threat of alien invasion. Watch Fortresses were set up across the galaxy, and battle-brothers were drawn from virtually every Space Marine Chapter to garrison them.

Each fortress is commanded by a Watch Master, a veteran warrior with many centuries of battlefield experience and alien-hunting knowledge. Their superhuman physiology makes them a formidable warrior in their own right, but their specialist wargear turns them into a veritable avatar of destruction. Clad in an ornate suit of power armour and armed with a formidable guardian spear, there are few enemies that can stand before the indomitable might of one of these deadly xenos hunters.

WATCH MASTER

If you fancy playing this army of one mission, you're going to need a Watch Master! The Deathwatch Watch Master, available from the Games Workshop website, is the perfect kit. He even comes with a key-holding servo-skull for unlocking tricky fortress doors.



EVER VIGILANT

Over the next few pages, you'll find rules for using a Deathwatch Watch Master in your games of Blackstone Fortress. Like other high-calibre characters such as the Eversor Assassin and the Harlequins Solitaire, the Watch Master is a solo-play character and fights entirely alone. This may seem like a daunting prospect, but as you'll soon see, he's more than up to the task!

The Watch Master is unique in that you don't get to roll four activation dice for him each round. No, you get to roll six! This means the Watch Master can thunder into a room, fire off a few rounds of specialist ammunition from the bolter integrated into his guardian spear, chop up any survivors, then smash his way out the other end of the room with all the alien-hating prejudice you'd expect from one of the galaxy's foremost warriors. Let the purge of xenos begin!

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 Deathwatch Watch Master 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 Deathwatch Watch Master.

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.





DEATHWATCH WATCH MASTER

Watch Masters are the foremost xenos hunters in the galaxy. They are counted as heroes even amongst the highest echelons of the Adeptus Astartes, for these men have tested their mettle against a hundred species of aliens and emerged triumphant. They have such intense charisma and ability that within the Deathwatch their every word is law. Their mission is to ensure the survival of the human race, and it not one they take lightly. No less a body than the High Lords of Terra has been known to seek their counsel – for in the business of laying low the alien, the Watch Masters are without equal.

Though they theoretically return to their original Chapter once their duties are discharged, Watch Masters usually prove so vital that they are never allowed to leave their post. Often, Watch Masters shoulder their duties alone, seeking the solace of pure thought in long periods of solitude. Yet their actions send ripples throughout history, almost always for the betterment of the Imperium.

The Watch Masters hold a position of such trust and authority that they have access even to the archives of the Inquisition. Even merciless Lord Inquisitors treat these men with a degree of deference, for of all the Imperium's defenders, the Ordo Xenos know best how grave a burden the Watch Masters bear. On a strategic level, the Watch Masters work ceaselessly to outwit and outmanoeuvre the warlords of the alien races, to stymie invasions before they occur, to bring ascendant dynasties to their knees and to wipe out parasitic species that would otherwise infest great swathes of Imperial space. It speaks to their quality that they can actually achieve such goals in practice. Knowledge is power, after all, and they use it well.

When the Watch Masters take the field, their centuries of experience are focused to a deadly point, a weapon specifically made for the task of slaying xenos bioforms. Wisdom is far from their only tool. They go to war girded in the finest Imperial war-tech, the artefacts they bear so precious they would make a Technomagos weep oily tears of envy. Just as the hero of an ancient people was once given the keys to his city, the Watch Master is given the key to Humanity's domain: the clavis, a wrist-worn repository of machine spirits from the Dark Age of Technology that can open any door, and in theory, take control of any Imperial machine. Watch Masters are clad in precious masterpieces of the artificer's art, each a formidable and ornate suit of armour. They carry the fabled guardian spear, symbolic of their role of sentinel, and the same weapon borne by the Emperor's personal warrior elite, the Custodian Guard, though modified to fire the signature shells of the Deathwatch. When a Watch Master joins the fight on the front line, he cuts down his foes with a cold precision that leaves monsters and tyrants slain in his wake.



DEATHWATCH WATCH MASTER
(INSPIRED)

*"I am the mailed fist of the Emperor.
His chosen champion. Face your doom."*

Move: 2 Defence: ●●●●● Agility: ●●●●● Vitality: ●●●●●

** Shock Assault: When the Watch Master has 7 or less activation dice with a count of 4 or less.*



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WEAPON ACTIONS

Weapon	Range		
	1	2-3	4+
Grandium Spear (infantry) (1+)	●●●●●	●●●●●	NA
Grandium Spear (shooting) (1+)*	NA	●●●●●	●●●●●

** Better Shrapnel: When a hostile is hit by this weapon action, roll the Blackstone dice for each hostile that was adjacent to it in the turn before the dice battle. On a 10+, that hostile suffers 1 wound.*

SPECIAL RULES

Special Issue Ammunition: Each time the Watch Master takes the Grandium Spear (shooting) (1+) weapon action, you can choose one of the following effects to apply to that weapon action:

- Hellfire Shells:** Successes in this attack roll are treated as critical successes.
- Krakon Shells:** Ignore cover for this attack.
- Vengeance Rounds:** The Blackstone dice cannot be rolled to prevent wounds or grievous wounds caused by this weapon action (for example, the Rogue Psyker's Psychic Shield ability).
- Transhuman Physiology:** When the Watch Master activates, turn 1 grievous wound counter to its wound side. You can re-roll vitality rolls for the Watch Master.
- Infernum:** When the Watch Master takes a Move (1+) action, he does not have to halt the move when he enters a hex adjacent to a hostile that is visible to him.
- Iron Hail:** You can re-roll one action dice in defence rolls for the Watch Master.

SECRET AGENDA

During an expedition, a hostile group that contained any U3-Ghids or Spineless Deacons has no models on the battlefield.