

BLACKSTONE FORTRESS

DESIGNERS' COMMENTARY, NOVEMBER 2018

The following commentary is intended to complement the Blackstone Fortress rulebooks. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if everybody wants to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

BLACKSTONE FORTRESS — RULES

Q: If an explorer was inspired when they ended an expedition, do they remain inspired on their next expedition?

A: No.

Q: Do the explorers need to discard four clue cards in order to mount an expedition to the hidden vault?

A: No, the only requirement is that all four strongholds have been conquered.

Q: If my explorer is taken out of action during a combat, can I make recovery rolls for them at the end of each combat turn?

A: No, you must wait until after the combat has ended and the expedition started again.

BLACKSTONE FORTRESS — COMBAT

Q: Sometimes a maglev transport chamber is set up only touching wall hexsides on an adjacent chamber. When this is the case, are the walls ignored along the hexsides where they connect with the maglev chamber?

A: Yes.

Q: Must the explorers perform all covering fire before attempting any gambits?

A: Yes.

Q: Can I move an explorer into a hex adjacent to a hostile as part of one move, and then move them again in the same activation?

A: Yes – when you move an explorer into a hex adjacent to a hostile, this ends that explorer's move and it must halt. If an explorer starts a move in a hex adjacent to a hostile, they can move normally (unless they move into a hex adjacent to another hostile).

Q: Can an explorer use the Recuperate action while they are out of action?

A: No.

Q: Can I use overwatch dice to attack a hostile that deploys in the event phase?

A: No, the overwatch dice are removed at the end of the activation phase.

Q: Does a combat end if all hostiles have been slain while the explorers are not all in the maglev transport escape chamber?

A: No.

BLACKSTONE FORTRESS — PRECIPICE

Q: When the explorers return to Precipice, are all of their wounds and grievous wounds healed?

A: Yes. However, you must still make recovery rolls for any explorers that were out of action, to see if they die from their wounds.

EXPLORER CARDS

Q: When Taddeus the Purifier uses his Rallying Cry or Inspiring Speech actions, do explorers in adjacent hexes have to be visible in order for him to heal them or for them to re-roll attack rolls?

A: No.

Q: When Pious Vorne uses an Inferno action, can I choose to place only 1 inferno marker?

A: Yes.

Q: When Pious Vorne uses an Inferno action, can I choose to place both inferno markers in the same hex?

A: No.

Q: When Rein & Raus take a Double Team action, do they both have to perform the same action (i.e. do they both have to move or both have to shoot)?

A: No.

Q: *The booby-trap marker for Dahyak Grekh is the same on both sides. How can I tell which is the used side?*

A: We recommend using the back of the counter as the used side – you can tell which side is the back because it is flatter than the front side.

HOSTILE REFERENCE CARDS

Q: *If two or more of the columns on the behaviour table apply to a hostile model, which one should I use?*

A: Use the leftmost column that applies (or to put that another way, start at the left-hand column and stop at the first column that applies).

Q: *If a Rogue Psyker carries out a Disrupt action when there isn't a hostile player, who decides what happens?*

A: The leader decides.

Q: *If an explorer is adjacent to two Chaos Beastmen, is the cost of their actions increased by 2, etc?*

A: No, it is only ever increased by 1 no matter how many Chaos Beastmen are adjacent to the explorer.

RESOURCE CARDS

Q: *Quite a few resource cards allow me to pick a model to be affected by the card, but don't say if the target has to be visible to the explorer using the card. When this is the case, does the target need to be visible?*

A: No, the target only needs to be visible if this is specifically stated on the resource card in question.

Q: *The Thexian Perceptual Manipulator card from Kravv'cha'to makes the explorer invisible to hostiles. Does this allow hostiles to move into the explorer's hex and vice versa?*

A: No, hostiles can never enter a hex occupied by an explorer.

Q: *Can I use the Demiurg Blasting Charge from Vanguard to place a blasted hex location tile in an obstructed hex or a hex on the other side of a wall from the explorer, and so on?*

A: Yes.

EXPLORATION CARDS

Q: *With the Icefire challenge, do I roll once for each explorer (in leader order) and then stop?*

A: No, roll once for each explorer, in leader order, then start with the first explorer again, and so on until you make a roll that doesn't include a 6. Once you make a roll that doesn't include a 6, stop rolling and inflict a grievous wound on that explorer.

Q: *With the Shadow Ambush challenge, does each Ur-Ghul attack three times when it attacks because of the Frenzied rule on their card?*

A: Yes.