

WARHAMMER QUEST

BLACKSTONE FORTRESSES

THE DREADED AMBULL

With every expedition, the explorers who set out from Precipice unlock more of the Blackstone Fortress' secrets. Countless riches await those who can find them – and countless dangers also. Amongst the roving squads of heretical warriors, the prowling packs of snarling predators and the eldritch defence systems of the fortress itself, a new threat has been sighted. A monstrous beast lurks in the darkness, one that is feared throughout the Imperium and beyond. It is an apex predator, a being utterly incapable of reason or mercy – a dreaded Ambull.

Wherever they are encountered, Ambulls sow rampant destruction. They tear their way through rock, metal and intervening bodies with equal ease, leaving vast tunnel networks and long trails of corpses in their wake. The twisting confines of the Blackstone Fortress provide the perfect hunting ground for such a creature. Within the perpetual gloom, the Ambull senses all, burrowing its way through the shifting chambers as it closes in on its next victim.

It falls to the brave and brash souls who journey into the Blackstone Fortress to find a way to stem the devastation. The explorers must steel themselves for a challenge unlike any they have yet faced, and must work together to find the beast's lair in the heart of the labyrinth.

INTRODUCTION

The Ambull is a deadly foe, hardy enough to survive the harshest environments and able to traverse the Blackstone Fortress at will. In this expansion, the explorers will be tasked with finding this terrifying creature's lair, in order to steal valuable Ambull eggs. As well as overcoming the many defences of the Blackstone Fortress, the explorers must brave the attentions of the beast itself.

The Dreaded Ambull is an expansion for Warhammer Quest Blackstone Fortress that adds a new quest to be undertaken by groups of explorers who are brave enough to seek out the lair of this most dangerous creature. Tasked by a rogue Adeptus Mechanicus Genetor to locate and secure several priceless Ambull eggs for his research, the explorers will be pushed to the limits of their endurance.

To complete their quest, the explorers must return to Precipice with three of these eggs in their possession, though the Ambull will not let these go lightly. Although the explorers may encounter the Ambull during the course of their searching, the beast will be at its most deadly when cornered in its lair. The explorers will need to track down the Ambull, collecting evidence that will

allow them to locate its lair, before venturing into this dangerous environment to claim their prize.

The Dreaded Ambull expansion includes a new series of expeditions for your explorers to undertake, as they search for the location of the Ambull's nesting site, followed by an expedition into the Lair of the Beast itself. You will find complete rules for using the Ambull and its Borewurm offspring in this expansion, as well as for including these new miniatures in your other games of Blackstone Fortress.

The quest for the Ambull's lair is a new quest which you can choose to play instead of starting a different quest. We recommend completing the quest for the hidden vault before starting the quest for the Ambull's lair, as it will give you a good knowledge of the game, and the narrative running through it, before starting this new quest.

COMPONENTS

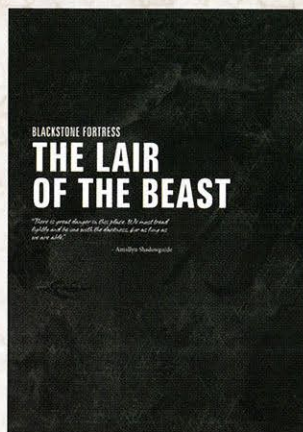
Blackstone Fortress: The Dreaded Ambull includes the following components:

Hostile Citadel Miniatures

- Ambull
- 2 Borewyrms Infestations

Booklets

- 16-page Dreaded Ambull booklet
- Lair of the Beast sheet
- Assembly guide



Lair of the Beast sheet



Ambull location marker

Boards and Tiles

- 1 double-sided Sett VII Bio-containment Facility
- 2 double-sided location tiles

Counters and Markers

- 1 Ambull location marker
- 2 Ambull trail counters
- 4 Ambull egg counters
- 5 Ambull spoor counters
- 3 double-sided booby trap markers



Ambull spoor counter



Ambull trail counter



Ambull egg counter



Booby trap marker



Cards

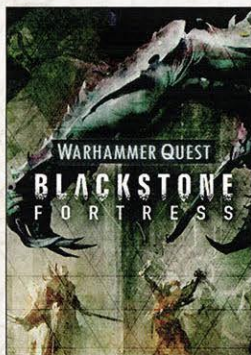
- 18 discovery cards
- 10 exploration cards
- 3 encounter cards
- 3 hostile reference cards

Other Components

- 1 Lair of the Beast envelope



Location tiles



Lair of the
Beast envelope

Sett VII Bio-containment Facility

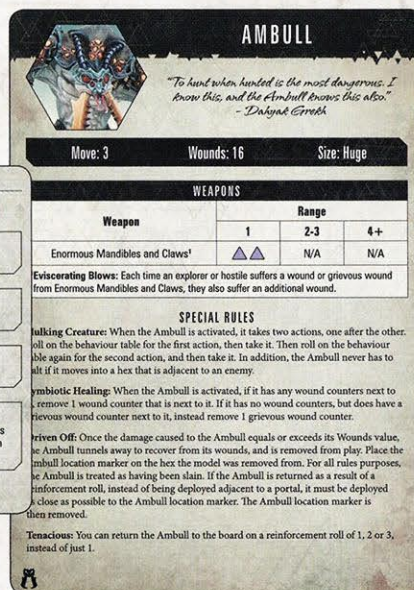


Completed

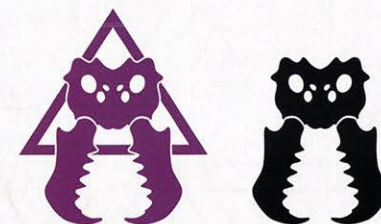


Under construction

The Sett VII Bio-containment Facility
is placed next to the Precipice board as
shown below.



From left to right: discovery Card, exploration card, encounter card, hostile reference card



The Dreaded Ambull
expansion icons

THE AMBULL AND ITS OFFSPRING



Ambull



"Amongst people of action, there are few who have not heard of the Ambull - but there are fewer still who have encountered one of these beasts and lived to tell the tale."

- Janus Draik



Borewurm Infestations

AMBULLS

There are countless deadly creatures scattered across the worlds of the Imperium, but the Ambull is a monstrosity unlike any other. It is a ferocious beast, biologically adapted to be the apex predator of any subterranean environment, and is capable of not only surviving inside the Blackstone Fortress, but of thriving within the labyrinthine halls.

Ambulls are towering bipedal creatures possessed of strength and durability beyond almost any other beast of their size. They make their lairs in subterranean cave networks, which they create themselves by using their taloned forelimbs and vicious mandibles to carve through densely packed bedrock. Ambulls aggressively defend their territories from intruders, using the same natural adaptations that make them master tunnellers to eviscerate anything that strays too close. With a single swipe, an Ambull can bisect a Space Marine, the ultra-hardened edge of its claw cleaving through flesh, bone and power armour with terrifying ease, leaving only a mangled body to be devoured. Even vehicle armour offers little defence – many Goliath Rockgrinders have inadvertently drilled down into an Ambull cave only to be found months later, their

hulls ripped open and the remains of their dismembered crew strewn inside.

Despite their propensity to attack other creatures, Ambulls do not feed solely on flesh. There are numerous accounts of Ambulls gorging themselves on thermal and radioactive energy, boring their way through a planet's crust in search of new sources. Their vision also appears to be based upon energy spectra, for they are able to sense raging lava flows and nodes of exotic elements from miles away through solid rock. They are therefore often drawn to artificial sources of power on Imperial worlds, and on more than one occasion Ambulls have burrowed up into the reaction chamber of a plasma generator and triggered a catastrophic meltdown. The Ambull's physiology makes them uniquely capable of surviving intense

outpourings of energy, with tough, chitinous plates covering much of their body. Any damaged flesh is also quickly ingested by rad-maggots – symbiotic creatures whose hyper-stimulant saliva allows the Ambull's flesh to reknit in a matter of moments.

The Ambull's larvae are similarly difficult to kill. Known as Borewyrms, these ravenous grubs are spawned from nesting sacks lain within their parent's tunnels, and from these they seek out and devour radioactive minerals, as well as power cells and energy emitting technology carried by invading species. Though only a fraction of the size of a fully grown Ambull, a single Borewurm is still almost as big and much heavier than a human, and their serrated mouth pincers can burrow through the torso of an armoured soldier.



THE QUEST

In this expansion, the explorers embark on a quest to retrieve eggs from the Ambull's nest. Before they can do this, however, they must track down its lair.

STARTING THE QUEST FOR THE AMBULL'S LAIR

The quest for the Ambull's lair is a standalone quest that can be attempted if the explorers are not currently on another quest, such as the quest for the hidden vault. Before starting an expedition, the explorers can choose to undertake the quest for the Ambull's lair. 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 Ambull's lair 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 Discovery Markers and Discovery Cards, and New Expeditions, along with the following new rules.

Dreaded Ambull Discovery Deck

This expansion uses a new discovery deck for expeditions as part of the quest for the Ambull's lair. The discovery cards for this quest are divided into two types:

Archeotech cards: Archeotech cards award trading points that can be used after the expedition to acquire resource cards at Precipice. Two of the archeotech cards in this expansion are item cards which will help the explorers on their quest. These are also valuable, and each can instead be used to award trading points in the same manner as archeotech if the explorer holding it wishes.

Ambull spoor cards: Ambull spoor are one of the requirements allowing the explorers to enter the Lair of the Beast. Ambull spoor is also a valuable commodity, and can instead be used to award trading points in the same

manner as archeotech if the explorer holding it wishes.


The Ambull's Lair

After picking explorers at the start of an expedition, if the databank contains 1 or more Ambull trail counters and 3 or more Ambull spoor counters, those explorers can enter the Lair of the Beast, in the same manner as attacking a stronghold in the quest for the hidden vault. Instead of setting up an expedition as normal, the players take the Lair of the Beast sheet and set up the expedition using the rules for the Access Route, Reaching the Stronghold, Stronghold Event Table & Stronghold Rules and Conquering the Stronghold from page 12 of the Precipice book, but replace all references to 'stronghold' with 'Lair of the Beast'.

Failure

The quest for the Ambull's lair ends in failure if fewer than four explorers are available at the start of an expedition, or the explorers end the Lair of the Beast with two or fewer Ambull eggs. If either of these things happen, the players have failed this quest and the Ambull moves to another area of the Blackstone Fortress. The explorers will have to restart this quest, or choose another quest.

One-off Expeditions

If you wish to play a one-off expedition using the contents of this expansion, add the encounter cards for the Ambull and Borewyrms Infestations to the Blackstone Fortress encounter card deck used for one-off games. You can also add the exploration cards from this expansion, but do not use any which are marked with a  symbol. You can find more instructions for how to use the cards from this expansion in future games on page 11 of this booklet.

SETTING UP AN EXPEDITION FOR THE QUEST FOR THE AMBULL'S LAIR

Set up the expedition as described in the *Blackstone Fortress: Rules* booklet, but with the following changes:

- During Step 3, instead of creating the discovery deck as normal, take the Dreaded Ambull discovery deck from this expansion, shuffle it and place it face down on the Precipice board. If you run out of cards in this deck during an expedition, you may not draw any more cards from this deck during this expedition.
- Do not use the exploration cards from Blackstone Fortress. Instead take the exploration deck from this expansion, shuffle it and place it face down on the Precipice board.
- During step 4, instead of creating the encounter deck as normal, take all of the encounter cards from Blackstone Fortress, shuffle them and deal 9 cards in a stack, face down. Add the 3 Dreaded Ambull encounter cards from this expansion to this stack and then shuffle it to create a new encounter deck and place that to the left of the combat track face down.
- Take the Ambull and Borewyrms hostile reference cards and add them to the other hostile reference cards to the right of the combat track.
- During step 5, when placing spacecraft, take the Sett VII Bio-containment Facility card and place it on the top left side of the Precipice board, with the 'under construction' side facing up as shown on page 3 of this booklet.
- During step 12, the leader reads aloud the following text instead: ***'The explorers have entered a maglev transport chamber which lurches into motion, taking them to an unknown location somewhere deep inside the fortress. Their objective is to find evidence that will reveal the location of the Ambull's lair and then return safely to Precipice...'***

TUNNEL ENTRANCE HEXES

Wherever an Ambull has been, there are also cramped tunnels and passageways that it leaves in its wake. A cunning explorer can use these to avoid the fortress' defences. Explorers can move and measure distances from the tunnel entrance hexes to the hexes at each end of a tunnel as if they were adjacent hexes. The hexes which are treated as adjacent are shown on the map on the appropriate combat card.

Tunnel Boards

The explorers will encounter tunnel boards as they seek the Ambull's lair, such as that shown in the combat example on the right. Whilst on the tunnel board, an explorer can only take Recuperate (1+) or Crawl (1+) actions (see right for Crawl actions).

Hostiles cannot move into tunnel entrance hexes, but otherwise treat them as empty hexes. If a hex on a tunnel board is holding the maximum number of models allowed by its hex limit (see the *Blackstone Fortress: Combat* booklet, page 6), then no other models can pass through this hex.



Tunnel entrance hex

Crawl (1+): This action can only be taken on a tunnel board. When an explorer takes this action, they can make a move, in the same manner as a Move (1+) action, up to a maximum of 2 hexes.

COMBAT




This card shows how each tunnel entrance hex connects to each end of the tunnel board as part of a combat. The tunnel entrance hex marked **A** is treated as being adjacent to the hex on the tunnel board marked **A**. The same applies to the tunnel entrance hex marked **B**, and the hex marked **B** on the tunnel board.

THE AMBULL AND BOREWYRMS

The Ambull and its offspring are a rogue element within the Blackstone fortress, hunting and being hunted by its many denizens. The following rules apply at all times when using the Ambull or Borewyrms Infestation miniatures in games of Blackstone Fortress:

- The Ambull and Borewyrms Infestations treat all other hostiles (other than Borewyrms Infestations or Ambulls) as explorers.
- Hostiles (other than Borewyrms Infestations) treat the Ambull as an explorer.



AMBULL

"To hunt when hunted is the most dangerous. I know this, and the Ambull knows this also."
- Duhjak Greth

Move: 3	Wounds: 16	Size: Huge
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WEAPONS			
Weapon	Range		
	1	2-3	4+
Enormous Mandibles and Claws ¹	▲▲	N/A	N/A

¹**Viscerating Blows:** Each time an explorer or hostile suffers a wound or grievous wound from Enormous Mandibles and Claws, they also suffer an additional wound.

SPECIAL RULES

Hulking Creature: When the Ambull is activated, it takes two actions, one after the other. Roll on the behaviour table for the first action, then take it. Then roll on the behaviour table again for the second action, and then take it. In addition, the Ambull never has to halt if it moves into a hex that is adjacent to an enemy.

Symbiotic Healing: When the Ambull is activated, if it has any wound counters next to it, remove 1 wound counter that is next to it. If it has no wound counters, but does have a grievous wound counter next to it, instead remove 1 grievous wound counter.

Driven Off: Once the damage caused to the Ambull equals or exceeds its Wounds value, the Ambull tunnels away to recover from its wounds, and is removed from play. Place the Ambull location marker on the hex the model was removed from. For all rules purposes, the Ambull is treated as having been slain. If the Ambull is returned as a result of a reinforcement roll, instead of being deployed adjacent to a portal, it must be deployed as close as possible to the Ambull location marker. The Ambull location marker is then removed.

Tenacious: You can return the Ambull to the board on a reinforcement roll of 1, 2 or 3, instead of just 1.

If a Dreaded Ambull encounter card is one of the encounter cards revealed when a combat card is drawn from the exploration deck, use the Ambull hostile card shown above for the Ambull itself.



AMBULL ENRAGED

"RRRAAAAAHHHRRR!"

Move: 3	Wounds: 24	Size: Huge
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WEAPONS			
Weapon	Range		
	1	2-3	4+
Enormous Mandibles and Claws ¹	◆◆	N/A	N/A

¹**Viscerating Blows:** Each time an explorer or hostile suffers a wound or grievous wound from Enormous Mandibles and Claws, they also suffer an additional wound.

SPECIAL RULES

Hulking Creature: When the Ambull is activated, it takes two actions, one after the other. Roll on the behaviour table for the first action, then take it. Then roll on the behaviour table again for the second action, and then take it. In addition, the Ambull never has to halt if it moves into a hex that is adjacent to an enemy.

Protective: The Ambull always treats an explorer carrying an Ambull egg as the closest explorer.

Symbiotic Healing: When the Ambull is activated, if it has any wound counters next to it, remove 1 wound counter that is next to it. If it has no wound counters, but does have a grievous wound counter next to it, instead remove 1 grievous wound counter.

When using the Ambull in the Lair of the Beast, use the Ambull Enraged hostile card shown above.

PRECIPICE

When the explorers return to Precipice during the quest for the Ambull's lair, additional rules apply:

- Do not carry out the legacy step. In the quest for the Ambull's lair, explorers are not held to the same time constraints as during the quest for the hidden vault.
- At the start of the trading step, in leader order, explorers can trade any Ambull spoor discovery cards they are carrying for Ambull spoor counters, then add these, and any Ambull trail counters they have, to the databank sleeve. Any traded Ambull spoor discovery cards are added back to the discovery deck.
- All of the discovery cards in this expansion list a trading point value at the bottom, in the same manner as archeotech cards, and may be used to purchase resource cards in the same way during the trading step. Any discovery cards used in this way are added back to the discovery deck.

AMBULL SPOOR



The Ambull spoor card above can either be traded for an Ambull spoor counter when the explorers return to Precipice, or kept and converted to trading points to buy resource cards in the same manner as an archeotech card.

ARCHEOTECH

XENOLOGIST'S REPORT

Use this card to re-roll failed attack rolls for this explorer if the target is an Ambull.



The Xenologist's Report card above can be kept for as long as the explorer holding it wishes in order to use its ability, or converted into trading points during any trading step whilst the explorers are on Precipice.

AFTER THE QUEST

The quest for the Ambull's lair is just the beginning. The spawn of this terrible beast are at large and it won't be long before you encounter more of these creatures on your journeys through the Blackstone Fortress...

All of the cards from the Dreaded Ambull expansion are marked with a symbol allowing them to be added to and removed from your existing Blackstone Fortress card decks with ease, enabling full customisation of your Blackstone Fortress adventures.




The Miniatures and Encounter Cards



You can add the miniatures from this expansion to the Blackstone Fortress game for other quests you may embark upon in the future. To do so, when setting up an expedition for that quest, or during one-off games, simply add the Dreaded Ambull encounter cards to your encounter deck. This means that there is a chance that the Ambull and Borewurm Infestations will appear while playing through other quests – this also allows you to replay ones you have already completed with a new element, as well as ensuring a new challenge for one-off expeditions.

The Discovery Deck

The discovery card deck for the quest for the Ambull's lair should not be mixed in with the discovery cards from the quest for the hidden vault for playing one-off games, or for future

quests. These cards are marked with a  symbol so that they can be identified easily and removed from the other discovery deck should they become mixed together.

The Exploration Cards

The exploration cards for this expansion are marked with a  symbol and can be added to your existing exploration deck for one-off games or other quests (such as the quest for the hidden vault). Two of the cards are marked with a  symbol, and should not be included if you wish to mix the decks together.

THE BEAST WITHIN

Amidst the aeons-old detritus and roving hostiles encountered within the Blackstone Fortress, there are telltale signs of a newly emerging threat. Monstrous roars echo in the darkness, and enormous rents in the chamber walls hint at the power and ferocity of some as-yet unseen entity. Rumours begin to circulate amongst the denizens of Precipice, terrifying some and intriguing others...

Amongst the ad hoc council of Precipice are those intrepid explorers who were first to arrive at the Blackstone Fortress. It was they who discovered the Stygian Aperture and first anchored their craft to the node of warp-entangled space, cobbling together the ramshackle staging post that is now used by all other comers. They were there at the beginning, and it is they who know the nature of the beast that roams the fortress' darkened halls. For the right price, some of these bold captains will share the story of one of their earliest visitors at Precipice: a smuggler specialising in exotic creatures who called herself the Grey Duchess.

The innumerable scars covering the Grey Duchess' face and hands hinted at the dangers of her cargo, but these were quickly overlooked by the other denizens

of Precipice, who wished to barter for her ample stocks of fresh food, stimpacks and tranq-gasses. Before long the Grey Duchess had recruited like-minded explorers and was leading expeditions into the Blackstone Fortress. While she rarely returned empty-handed, she became increasingly frustrated with the inherent difficulties of navigating the fortress. Within the ancient chambers she had hoped to find all manner of unique creatures, living or dead, that she could sell on to the curious aristocrats and wealthy planetary governors who were her customers. But the abstruse nature of the fortress, with its labyrinthine corridors and ever-shifting dimensions, meant her progress was stiflingly slow and exceptionally perilous. Determined to find an easier route to riches, she awoke one of the creatures that had been kept in stasis in her vessel's transport bay, a beast she

believed would carve a path directly towards the heart of the Blackstone Fortress – a dreaded Ambull.

The revelation that an Ambull was being housed in one of the vessels docked at Precipice caused a spike in tensions amongst the station's inhabitants. In the Imperium and beyond, the history of these creatures was well known, and stories of their destructive capabilities were widely told. Ambulls had first been discovered beneath the rock-deserts of Luther McIntyre IX, an Imperial mining world, where their vast cave networks provided easy access to rare gems and metals buried deep below the surface. Following their discovery, multiple attempts had been made to utilise the powerful xenos creatures' natural burrowing abilities across the galaxy, but this proved far more difficult

and dangerous than Imperial logisticians had initially thought. Several mining worlds introduced Ambulls into their subterranean environs, believing that the creatures would create similar tunnel networks to those on Luther McIntyre IX, allowing for vastly increased yields of raw materials. But more often than not this resulted in devastating losses. The Ambulls frequently burrowed into and destroyed atmospheric processors, which led to uncontrollable storms being loosed on the planet's surface. Others bored into the cores of macro plasma generators, causing meltdowns that ravaged worker populations and crippled mining capabilities. Efforts to farm Ambulls were also implemented, for their flesh had become famous for its rich flavour. But the cost of rearing them was massively prohibitive – the mortality rate amongst those who attempted to raise Ambulls was typically upwards of ninety-five percent, requiring a constant stream of new farmers to replace those who had been butchered by their terrifying livestock.

Perhaps the greatest difficulty in all attempts to domesticate Ambulls was in their transportation. Even when they were

successfully captured, the beasts were frequently able to burrow out of their containment cells, often during interstellar travel. Once loose on the ship they made short work of the crew, or else continued digging outwards through the exterior hulls, exposing those inside the vessel to the cold vacuum of space, or worse still to the roiling horrors of the warp.



Due to the inherent danger of having an Ambull aboard Precipice, the council exiled the Grey Duchess from their station before her savage beast had been fully awakened. Undeterred, she hired a dozen fearless explorers and launched an expedition into the Blackstone Fortress, trusting that the

*– Rogue Trader Janus Draik
Warrant of Trade R38-79N1
Datalog Entry: 11,722c*

After lively negotiations with the more established inhabitants of Precipice, I have obtained more information regarding the recent anomalies <See Datalog Entries: 11,722a–d>. In short, the fears that an Ambull is loose within the Blackstone Fortress have gained a troubling degree of credulity. A search of my manuscript bank has produced several texts on Ambulls which I shall review before proceeding further. In the spirit of Imperial diligence I have also checked the materials I have at hand for mention of the Grey Duchess. She appears only once, mentioned in passing in the histories of Indiga. The reference is several centuries old, suggesting one of two conclusions: either her name is a moniker that has been used by more than one individual, or the resilience of this Grey Duchess surpasses that for which she has been given credit.

natural instincts of the Ambull would lead it to dig a tunnel network that extended deep into the fortress. Before leaving, she proclaimed that she would return to Precipice bearing greater riches than anyone had ever seen.

The Grey Duchess, her fellow explorers and the Ambull were never seen again, and until recently it was believed that all had perished on their ill-fated expedition.

TO HUNT IN THE SHADOWS

Of those entities who choose to enter the halls of the Blackstone Fortress – or who are brought within its bounds against their will – most are at the mercy of whatever latent sentience drives the colossal structure. Explorers and hostiles alike are only able to travel where the maglev transports take them, and – if they ever hope to get out again – must use every means at their disposal to maintain their bearings in the constantly rearranging interiors. But the Ambull is not subject to such constraints. Its massive talons and mandibles allow it to tear through the walls, floors and ceilings of the chambers at

frightening speed, pushing its way through the rents it creates before the metallic surfaces are able to reform themselves. Its insensitivity to intense radiation and ability to quickly regenerate damaged tissue enable it to wade through the fortress' manifold defence systems with near impunity, allowing it to continually extend its territory. As a species, these creatures are at their most dangerous in the dark confines of an energy-soaked subterranean environment, and in the Blackstone Fortress the Ambull has found an ideal stalking ground.



As those venturing from Precipice attempt to uncover the Blackstone Fortress' secrets, more and more return with tales of gruesome losses. Roars echo in the darkness, then the Ambull emerges seemingly out of nowhere, mauling those in its path with brutal efficiency and dragging dismembered bodies back into the darkness. Those who manage to escape with their lives have also reported encountering thick clusters of Borewyrms, the larval spawn of the Ambulls. These larvae feast on energy-emitting archeotech that is abundant within the fortress, as well as on the mangled bodies of dead explorers. The presence of Borewyrms has led to the terrifying conclusion that the Ambull has established a nest somewhere deep within the fortress. Should its larvae reach maturity in sufficient numbers, the fortress could soon be overrun with Ambulls. Aside from the obvious dangers this would pose to ongoing exploration attempts, the most pressing concern amongst the inhabitants of Precipice is that the Ambulls could do catastrophic damage to the fortress itself, perhaps causing the Stygian Aperture to become wildly unstable, or boring into and unleashing some reservoir of apocalyptically potent energy.

The presence of the Ambull also appears to have altered to some degree the internal workings of the Blackstone Fortress. Maglev transports have started depositing their occupants in chambers through which the Ambull has recently passed. Furthermore, wherever the beast and its larvae are found, so too are other hostile entities within the fortress being herded. It seems that the fortress is steering its occupants towards the Ambull, possibly as a defensive measure against a parasite it cannot hope to contain, or perhaps to bring about the mutual destruction of all organisms within its walls. Only time will reveal its true motivation.

UNTAPPED POTENTIAL

Among the data traders on Precipice is an ousted Adeptus Mechanicus Genetor by the name of Gandar Sett. A withered and wild-eyed man, his mind and body have been ravaged by decades of indulgence in various bio-narcotics of his own creation. Yet despite his fiendish demeanour, Sett is the foremost authority on Ambulls – at least within the uncharted reaches surrounding the Blackstone Fortress. When the first hints

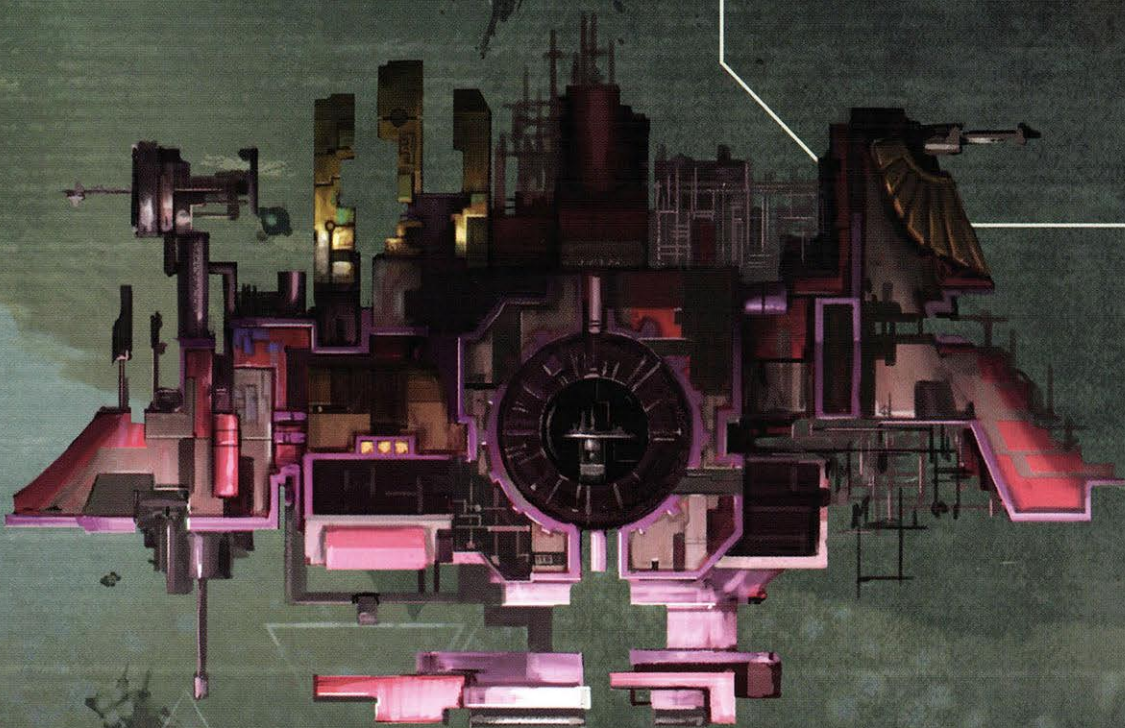
that the Ambull was still alive within the fortress began circulating, Sett immediately started gathering every piece of information he could. As the rumours morphed into indisputable sightings and terrifying accounts of combat, the Genetor began harvesting scrap materials with which to construct an Ambull research station aboard Precipice. Upon learning what he was doing, the council informed Sett in no uncertain terms that they would not allow the Ambull or any of its larvae to be brought aboard their station. A day later, the council member most ardent in her opposition to Sett's research mysteriously contracted multiple fatal diseases, leading to a swift yet grotesquely agonising death. After this, the council agreed to let the Genetor complete his research station, with the caveats that it could not be directly attached to Precipice, and that they would receive a cut of everything produced there. In this way, they reasoned, should any of the creatures Gandar Sett intended to study manage to breach their containment, they would not threaten Precipice proper. Content with these terms, Sett recommenced construction and began seeking explorers to procure the specimens he desired.

Sett VII outbound
transmission: 110
To: The Council
of Precipice.

I trust this
transmission finds
you in good health.
With the Ommissiah's
blessing, construction
of my bio-containment
facility is
progressing well.
I have conveyed my
interest in Ambull
specimens to several
of the more intrepid
explorers aboard
your station, but
should such samples
somehow come into your
possession, please see
that they find their
way to me. Failure
to cooperate in
this matter would be
most regrettable.

Gandar Sett

SETT VII BIO-CONTAINMENT FACILITY



Spawned from the deranged mind of Genetor Gandar Sett, the Sett VII Bio-containment Facility is a ramshackle structure, even when compared to Precipice. Its main body is formed from the battered hull of the Ohm-Delta shuttle Sett used to reach the Blackstone Fortress, and has been heavily modified with pieces of ancient craft scavenged from amongst the floating debris field. The interior of the vessel has been gutted to make way for quantum-stasis arrays and xeno-genetic extraction machinery, much of which has been built by Sett using salvaged archeotech and exotic energy supplies. But in order to put this facility to use, the Xeno-Biologis needs living samples. While finishing work on the construction, he has made it known that he will reward the explorers who bring him Ambull specimens by sharing with them the biological wonders he is able to unlock.