## 

## House Rules for your Blackstone Fortress <br> By Peter Spence

What follows is some alternative house rules for the Blackstone shooty doomsday weapon hinted at in the blue book.

## BLACKSTONE FORTRESS

 SUPER MEGA-DEATH SHOTInstead of firing normally the Fortress may fire one shot treated the same as the Armageddon Gun Shot ( 90 cm Range all ship that the hole covers suffer D6 hits, partials suffer 1 hit).

## COMBINING FORTRESSES

OR COMBINATION SHOT
This is used instead of firing normally/using the Super MegaDeath Shot.

When the two Fortresses are 15 cm apart. Roll a D6 on a $2+$ the shot is successful. On a 1 each Fortress suffers D6 hits and the shot does not go off.

Upon a successful shot draw a line between the two Fortresses (stem to stem) and from each of the Fortresses stem to the board edge (line must be parallel) to for a rectangular box (see diagram 1). Any ship(s) etc with their stem inside the box is/are treated as being effected by D6 Solar Flares (Roll once and apply the same result to each ship etc). Any ship(s) with only a part of their base inside the area suffer 1 solar flare effect (not D6).



After the shot has been fire and its effects resolved, place a warp rift measuring 10 cm Long and 5 cm wide between the two Fortresses (longest edge facing direction of shot).

The Blackstone Fortresses may not use any offensive abilities (eg weapons/Armageddon shots/combination shots) in their next turn, but are free to move as normal and their shields etc still work.

The Combination Shot may not be used again until a successful dice roll is made (basically a 40k reserves roll, see table 1).
TABLE 1

| 1st Turn | 2nd Turn | 3rd Turn | 4th Turn | 5th Turn | Onwards |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 6 | $5+$ | $4+$ | $3+$ | $2+$ | $2+$ |

## Notes

As another rule you could say that any ship(s) between the Fortresses as they are about to fire are immediately destroyed, but the Combination shot fails to go off (but all of the "recharging effects" remain).


## ABOUT THE AUTHOR

Peter Spence is an avid BFG and Specalist Games player. That's all the information we have.

