Gemini-ARAP Basic Rules 2.4

With the 2.4 ruleset I have attempted to make the basic Gemini ARAP rules easier to understand and remember.

I have tried to combine features and mechanics that I like from a range of games. While these rules were originally written for science fiction they are perhaps much closer to Warhammer Fantasy Battle than to the current versions of WH40K. "Songs of Blades and Heroes" inspired the activation mechanic. "Bolt Action" and "Rules With No Name" also inspired certain aspects. For the record, this system was published using "low to-hit" rolls before WH40K 8th was released.

With this basic system your figures can move around, shoot and fight. Build around this as you see fit.

In the interests of brevity, I have not tried to cover every possible situation that may arise. Players are therefore encouraged to follow the spirit rather than the exact wording of the rules. The purpose of this game is entertainment, not seeking loopholes in the rules as written. Inevitably, opinions will sometime differ. In such instances the options are:

- GM's decision.
- Let the dice decide.
- Take the option that offers the least advantage to all parties.

This chapter should give you the rules you need to fight an infantry conflict. The other, 2.3 vintage, chapters give more in-depth rules for other troop types, unusual environments or rarer situations. For example, basic swimming rules are given in this chapter. How to swim in medieval armour or with a laser cannon strapped across your back is in an in-depth 2.3 chapter.

Using 2.3 Chapters with the new 2.4 Rules.

The more detailed chapters were originally written for the earlier versions of Gemini ARAP. Sadly, I just do not have time to fully update these. I have tried to annotate instances when 2.4 most obviously differs from earlier rules. One of the most obvious instances is that 2.4 uses to-hit rolls that need low numbers, while earlier versions used high numbers. Hence, a 4+ roll becomes a 3 or less, a 1 in 6 chance of something requires a roll of 6 rather than 1 and so forth. Where different chapters differ the rules given in this chapter have precedence.

Format.

For easier reading on-line these rules are in landscape format. To save your printer ink they are in Garamond font. The table of contents for each section has been moved to the end of the document, making it easier to omit when printing if you do not want that section. If reading on-line use the PDF bookmarks on the left if your browser supports them.

Dice and Basics.

Scale.

These rules as currently written are intended for 25-32mm figures so distances are given in inches. Inches are a convenient unit for figures that are commonly mounted on 25mm bases. If you prefer use 2cm increments and simply double any distance values given. For smaller figures such as 1/72nd you can use inch/ 2cm increments or switch to 1cm increments. If you are using 1/6th action figures use whatever increments suit the space you have.

Measurement.

Distances in these rules are measured from the centre of the base or the centre of the model if it lacks a base. This allows for models with unusually shaped bases or that lack bases. Some ranged attacks may be measured from the weapon mount rather than the model's centre.

T-Stick.

A "T-stick" is useful for determining blast radiuses and move distances. Make one from an appropriate piece of sprue. It should be 1½" to each arm, 3" across the span and 2½" tall. Mark it in whole inch increments. For a figure with a 25mm base a 4" move is 3" front edge to back. For a figure on a 40mm base a 4" move has a 2½" space between the front edge of the old position and the back edge of the new.

Size and Bulk.

All figures have a size category. A typical humanoid is Size Two. Bulky or very bulky Size Two are usually distinguished by having 40mm rather than 25mm bases. Terminators are Size Two and "bulky". Ogryn and normal-sized humans on horseback are "very bulky" Size Two.

Creatures smaller than Size Two are Size One.

Size Three are greater than 3 metres in some dimension and include dreadnoughts, monstrous creatures and most vehicles. A "large object" is considered to be Size Three or greater.

Size Four models are those that are bigger than a land-raider. Gargantuan creatures, super-heavy vehicles, juggernauts, titans and very large buildings are Size Four.

The size category of a figure is also its mêlée radius in inches.

A "bulky model" counts as two models for situations such as riding inside vehicles or passing through narrow openings. "Very bulky" count as three models and "Extremely bulky" count as five.

Profiles.

These rules have been designed to be compatible with Warhammer Fantasy, Necromunda, GorkaMorka or pre-8th edition WH40K style characteristic profiles. These describe Weapon Skill, Ballistic Skill, mêlée Strength, Toughness, number of Wounds/ damage points, Initiative, number of mêlée Attacks and Leadership. A Movement value may need to be added to WH40K profiles.

Unit Coherency.

Members of a unit are usually kept in unit coherency. This means that each figure will be within 3" of at least one other member of its unit. Remember distances are measured from base centre to base centre in these rules. Measuring from the base edge, as is done in some rulesets, gives an unfair advantage to large-based models that are attacked with area weapons. There will be times when units will split into sub-units. A heavy weapon may be placed in overwatch while a scout team advances, for example. If a sub-unit is out of coherency distance treat it as another temporary squad until it re-joins its unit. While a squad is split make separate activation rolls for each component. Sub-units will not get bonuses for leaders with other parts of the squad. A sub-unit that is routed may head towards its parent unit. See the advanced rule section for more on coherency.

Dice.

To play this game you will need dice. As per modern standard English, and for clarity, "dice" is used for both singular and plural. The majority of dice rolling will be conventional six-sided dice, also known as D6s. You will need at least a dozen of these and preferably more. It will be useful if you have them in a variety of colours. Personally, I find D6 dice with spots quicker to add up than those with figures. A useful set I have has twelve white, six blue, three orange, two black, two red, a purple and a pink. I use three oversize (30mm!) dice for activation rolls.

A set of polyhedral dice may prove handy to have available. You should acquire a couple of extra four-sided (D4) and ten-sided (D10) dice too. These will prove useful for tasks such as randomizing casualties and generating variable moves. Some situations require three D4s or D10s. Remember your polyhedral set also has one of each.

To-Hit Rolls.

All "to-hit" rolls in this game are "low rolls". To successfully hit an enemy you must roll a D6 of equal or lower value than a certain number. This number is called a "target number", "goal number" or "goal". Modifiers added to or subtracted from this number may increase or decrease its value. Having "to-hit" rolls as a "low roll" mechanism is actually more intuitive than some systems. Negative modifiers are subtracted from the basic target number, positive ones added.

The lower the dice value you roll the better. For "to-hit" rolls you always need a 5 or less to score a hit.

A roll of a natural 6 is always a miss. You get *"nix with a six"* or *"sixes never hit"*.

BS values of greater than 5 only offer an increased chance to hit when modifiers are applied. For example, if a -1 modifier applied a BS5 shooter would need a 4 or less to hit while a BS6 and BS7 shooter would both hit on 5 or less. With a -2 modifier BS7 still needs a 5 or less while BS6 and BS5 need 4 and 3 or less.

To-hit rolls are divided into rolls for ranged attacks and those for mêlée combat.

Ranged Attack Hits.

For a shooting or ranged attacks the basic target number is the same value as the shooter's Ballistic Skill. With a BS of 4 you need a roll of 4 or less to hit the target. This is a success roll where the lower the dice value rolled the better. This can be remembered by phrases such as *"aim low"* and *"shoot down"*. See the shooting section for modifiers that affect shooting and ranged attacks.

Mêlée Attack Hits.

The target number for scoring hits in mêlée combat is determined by comparing the combatants' Weapon Skills (WS). If their skills are equal the attacker hits on a 3 or less. If the attacker has the higher skill they hit on a 4 or less. If the defender has the greater skill value the attacker needs a 2 or less to hit. See the mêlée section for applicable modifiers.

Wound and Damage Rolls.

If you hit your enemy with a ranged attack or in a mêlée you must see if you wound them. Rolling to wound is a "high roll". The higher the dice value you roll the better. Remember this by thinking of the term *"beat up"*. The necessary goal number is generated from the simple formula:

$$(T+4) - S = \text{Goal Number.}$$

Where "T" is the toughness value of the target and "S" the strength of the attack. Damage rolls of 7 are permitted. Damage rolls with a goal of 8 or 9 can be made in close combat or if shooting range is 12" or less. A goal number of 10 or greater indicates the weapon is just too weak against a target this tough!

A natural 1 is always a failure to wound.

"Ones cannot hurt you".

Saves.

The save mechanism uses a high roll. Roll the required goal number or higher. A roll of a natural 1 is always a failed save.

"Ones cannot hurt you but will not save you!"

Rolling against Leadership.

2D6 rolls are usually made against the Ld characteristic. These are "low rolls" so to pass you must roll equal to or lower than the value of Ld. Modifiers may be applicable to the Ld value to raise or lower it. A roll against Ld is not necessarily a "Leadership Roll". Some rolls will be for morale, psychological state etc. Some special rules allow a unit to automatically pass certain tests but still make rolls against Ld in other circumstance. For example, a unit may automatically pass morale tests but still need to roll against Ld to test for confusion.

Rolling -2 or 7+.

Modifiers may take the required target score below 1 or above 6. To roll these values with a D6:

- To roll a 7 you must roll a 6 and then re-roll with a score of 4+.
- To roll an 8 you must roll a 6 and then re-roll with a score of 5+.
- To roll a 9 you must roll a 6 and then roll another 6.
- To roll 0 you must roll a 1 and then re-roll to score a 3 or less.
- To roll -1 roll a 1 and then re-roll of 2 or less.
- To roll -2 you need to roll a pair of successive 1s.

These rolls are sometimes annotated "6/4+" or "1/3-" etc. Rolls of 10 or greater, or -3 or lower cannot be made with a D6.

Rolling D3, D5 or D2.

Sometimes the rules will require a D3, D5 or D2 roll. There are several ways to roll a D3 using a D6. A common method is to halve the face value, rounding up. For these rules the approved method is to use the "Subtract 3" method. A roll of 1, 2 or 3 is taken at face value. A roll of 4, 5 or 6 has 3 subtracted. Rolling a D5 uses a D10 in the same fashion, subtracting 5 from scores of 6+ and treating a 0 as 5. To roll a D2 roll a D6 and treat odd scores as "1" and even scores as "2". Or flip a coin!

Rolling D100 and D66.

To roll a D100 roll a pair of D10s of different colours. One colour is your "tens" the other your "units". Sets of polyhedral dice often have two D10s, one labelled 00-90. "0, 0" or "00, 0" is 100. A D66 is performed using a pair of different coloured D6s. D66 tables range from "11" to "66", missing out numbers with digits above 6.

Activation Rolls and Initiative Tests.

An Initiative test is a low roll against the Initiative characteristic. Like all low rolls a 6 is a fail. Activation of units is also based on the Initiative characteristic. Activation and activation rolls will be covered in a later section.

Determining Scatter with Double Dice.

Special Scatter dice are not needed to use this rule system. Scatter or random direction is determined by rolling two D6s of differing colour.

Designate one dice your "pointer" and roll both dice. If in doubt, use the darker/ redder dice. Visualize a line between the two dice, running from centre to centre. This line is parallel to the direction of scatter. The position of the pointer dice indicates which direction the displacement moves towards. The value of the dice score determines the scatter distance in inches.

This basic system can have a number of variations:

If a double is rolled, i.e., both dice show the same score, the marker does not scatter. This mechanism makes direct hits half as likely as using a GW scatter dice. Personally, I think that this makes area weapons a little more realistic and better represents the chaos of combat. If you wanted the same odds as an actual scatter dice then direct hit on a double or a score of 7. For a "scatter-only" roll a double or 7 is treated like any other score.

Some shots are made with the shooter's BS/ Target number subtracted from the dice score. If the result is zero or less the marker did not scatter. If the total is higher than zero the marker is moved that distance in the direction indicated. Modifiers may apply to the value of the BS used.

For a "short scatter roll", the two dice are rolled and the scatter distance is the total of the lower score subtracted from the higher. This gives a potential scatter of between 1" and 5". For a scatter-only short roll take the value of just one dice if a double is rolled. This type of roll is used to determine scatter distance for grenades.

The "double dice" scatter system has other applications. Assign one colour dice as "left" and the other as "right". To see if a vehicle veers roll two dice and subtract the score of the lower from the higher. The vehicle veers this distance in the direction of the higher scoring dice. Double dice can also be used for generating the random movement of a crazed animal. On the roll of an even double the creature reverses its course.

In some instances you will be told to roll three dice for scatter and take the score of the highest two. Ensure all dice are different colours and nominate one as the "pointer" and the other as the "base". Use the base and pointer to determine direction and the two highest scores the scatter distance. If a double is rolled you still move the marker the distance shown on one of the highest scoring dice. For example, if you rolled a pair of 5s and a 3 the marker is moved 5".

BODMAS.

Occasionally rules may require you to multiply, add or subtract from characteristics and when more than one rule is in effect this may become confusing. For example, the Strength 3 test-subject Hugo has been given a combat drug that temporarily doubles his strength and he has armed himself with a long-handled hammer that gives him Strength +1 attacks. Should the strength of his attack be $(2 \times 3)+1=7$ or should it be $2 \times (3+1)=8$? In this case the narrative gives us a clue. The drug acts on Hugo, not his weapon and the weapon modifier adds to the user's strength, so the answer is 7.

After the drug has worn off Hugo encounters a creature subject to a special rule that all close combat attacks on it are treated as being of double strength. In this case Hugo's attack is strength 8 since it is the strength of the attack and not the user's strength that is modified, and $2(3+1)=8$.

If you are uncertain use the [BODMAS](#) rule of basic mathematics. Deal with operations inside brackets first, then resolve multiplication and division operations before additions and subtractions.

Compulsory Phase and Activation.

A turn includes a compulsory phase and an activation phase.

Compulsory Phase.

During the compulsory phase any routing units are moved, as are units in pursuit. Tests are made for rallying and halting pursuits.

During the compulsory phase dice are rolled to determine any random or variable events that might be relevant. For example, rolls may be made for wind direction, visibility and for the behaviour of animals or gas clouds.

Rolls to test for the arrival of reinforcements or reserves are made at the end of the compulsory phase.

Routers and pursuers are moved each player turn. Other elements may only be varied each game turn.

Activation Phase.

If it is your turn you may attempt to activate each of your units once. If you wish you can choose not to attempt to activate certain units. The player may also choose the order he wishes to attempt activations. In Gemini-ARAP rolls are made for units. Each vehicle is treated as a distinct unit although players may treat squadrons of vehicles as units if they wish, providing all members make the same actions. An Independent Character without a retinue is treated as a unit of one, so gets their own activation roll unless they have joined a unit.

Gone to Ground, Routing and Pursuing units do not make Activation rolls.

A unit gets one action point for each successful activation roll. Some actions take one point, so take more.

If the player rolls "bust" then their attempts at activation end and mêlée rounds are resolved. You may also voluntarily end an Activation Phase if there are units you do not wish to attempt to activate.

Once you have made your actions and have no more units you have not attempted to activate any mêlée rounds are fought.

Activation Rolls.

Activation of units is based on their Initiative characteristic. Activation value will always be a number between 3 and 5.

- If Initiative 1, 2 or 3 the unit gets an action for each roll of 3 or less.
- If Initiative 4 the unit gets an action for each roll of 4 or less.
- If Initiative 5 or greater the unit gets an action for each roll of 5 or less.

A roll of a 6 is always a fail. To activate a unit you roll one, two or three D6 dice. How many to use is up to you, and you can roll a different number for each unit.

The unit gets an action for each success rolled. If two or more failures are rolled the player's turn ends and the unit is not activated that turn. This is known as "bust". Obviously you will never go bust if you only ever roll one dice for activation but your units won't get much done and it will become the next player's turn when you have attempted to activate all your units. In games where each side has a large number of units each player may be allowed more than one bust before the turn switches. Only one attempt to activate each unit is allowed, however, and a unit that rolls a bust cannot activate that turn.

Action Points.

For each success in the activation roll your unit gets one action point. Most actions that a unit can make cost one action point but some need two or more action points. The GM may rule that some actions require more points under certain situations. If a hill is particularly slippery it may need two action points to move up rather than one. If a creature is a poor swimmer it may still move D3+1" per move, but each move costs two points, and so on.

Once you have generated the action points the activated unit uses them, usually to move, shoot or charge. Perform all actions with the activated unit before moving to activate another unit. The most likely exception to this is if a unit becomes involved in a mêlée and still has remaining actions. If they destroy all their opponents at the end of that mêlée round they can use the remaining action points in hand.

How you use the action points you generate should become apparent as you read the following sections. Since action points are generated immediately before they are used the ARAP system doesn't really involve any complex book keeping.

Different types of actions can be made in any logical order, provided this is allowed for by the rules.

Usually all the members of a unit will make the same type of action. If a unit has two actions and decides to move and then shoot members that cannot shoot do not get to move twice, for example.

Automatic Activation.

Certain situations will automatically activate units. A unit that chooses to intercept a charge activates automatically, but must use its activation to enter mêlée with the charging unit. Any unit that is in mêlée will be automatically activated in a turn but must use its turn to either fight or disengage.

Reactions.

Under certain conditions the opposing player gets to make an action during another player's activation phase. For example, if charged he may be permitted to move his unit away from the chargers or have them fire on their attackers. Such actions are called "reactions" since they are triggered by another player's actions.

Common Actions.

A movement action allows a unit to move its basic move distance. A movement action requires one action point. If the player has the action points two or three movement actions may be strung together to move greater distances.

A shooting action permits the unit to fire upon an enemy. Shooting actions may need one or two action points, depending on the weapons used.

A charge action is used to enter mêlée combat. A charge requires one action point. Several charge actions may be strung together if the player has the action points.

A regroup action cost one action point and removes D6 suppression points from a unit.

Many actions and reactions include a "free turn" of up to 90°. In a movement or charging action this lets you change course. In a shooting or stand and fire reaction it permits the unit to aim their weapons towards a target.

Movement.

Basic Move.

Basic move is how far a figure can move in a single movement action. For a human and many similar creatures this is 4". The figure can move a shorter distance than this if desired. Encumbrance may decrease the basic move allowance.

Creatures with other move allowances include:

Squats	3	Hive Tyrant	6
Halflings	3	Tyranid Termagants	5
Most Eldar	5	Greater Demon (most)	6
Eldar Dark Reaper	4	Most Lesser Daemons	4
Eldar Harlequin	6	Chaos Hound	6
Eldar Avatar	6	Flesh Hound of Khorne	10
Most Swarms of Animals	3	Juggernaut of Khorne	7
Ogryn	6	Fiends of Slaanesh	6
Most Dreadnoughts and Fighting Robots	6	Greater Demon (most)	6
Enslaver	6	Steed of Slaanesh	12
Astral Hound	6	Great Unclean One	4
Zoat	7	Nurglings	4
Crusader Fighting Robot	8	Beast of Nurgle	3
Horse	8	Tzeentch Lord of Change	8

Genestealer	6	Flamer of Tzeentch	9
Genestealer Patriarch	5	Pink/ Blue Horror of Tzeentch	4
Genestealer Hybrid	4	Disc of Tzeentch	12
Most Tyranids	6	Steed of Slaanesh	12

Difficult and Very Difficult Terrain.

Certain types of terrain will reduce the basic move allowance if they are encountered. Every ½" of difficult terrain uses 1" of move allowance. Every ½" of very difficult terrain uses 2" of move allowance.

Examples of difficult and very difficult terrain are given in the chapters on terrain and movement.

Charge Move.

The charge move is the distance that can be moved when making a charge action. For most units this will be twice the normal move allowance. A human infantry unit therefore charges up to 8".

Flee Rate.

When a unit is routing or pursuing routers the distance moved is determined by a dice roll each turn. Units with a basic move of 6" or less will move 2D6". Units with a basic move greater than 6" will move 3D6".

Moving Backwards and Sidestepping.

Backing up is made at "half-rate" so every ½" of movement uses 1" of move allowance. It is possible to fire while backing up. You cannot charge backwards.

Sidestepping reduces move allowance by ½".

Turning.

A movement action (and many other actions) includes a "free" turn of up to 90°. If moving this may be taken as several smaller turns, providing the total does not exceed 90°. To make additional manoeuvres each turn of up to 90° uses ½" of move allowance. To turn your back on an enemy, move away and then face them again would use 1½" of move allowance – a free 90° turn, a further 90º, moving back and a 180º. A figure with a move of 4 could only retreat 2½" before facing the enemy again.

Crawling and Going Prone.

A humanoid crawls at "half rate" using 1" of move allowance for every ½" moved. This is not changed by difficult ground but in very difficult terrain becomes 2" move allowance per ½". In variable terrain only one dice is rolled for a figure crawling.

While prone or crawling a model is at -1 to hit unless the enemy is within 4". This modifier is not combined with cover from terrain features. A crawling model may, however, be out of Line of Sight, which may prevent it being targeted or targeting an enemy.

Some models such as vehicles or horses cannot physically crawl. Humanoids and creatures such as tigers can. For a snake or slug crawling is their natural mode so use their basic move allowance instead. GM's decision when there is doubt.

Going prone is a free action. Getting up, whether after crawling, having been knocked down or fallen, requires one action point.

A model or unit may declare that it is going prone at the end of a movement action. While prone they can only move by crawling unless they charge. Humanoids that are prone can only Charge their normal move allowance and it is assumed that the Charging action includes standing up, so the figure is not at -1 to hit if fired upon during the charge or in following turns.

If spend an action point to stand up they can move normally in their next movement action but are also targeted normally.

If a prone model is attacked in close combat by a non-prone model the non-prone fighter counts as being "Uphill" so has a +1 to hit advantage.

Dangerous Ground.

Entering and area of dangerous ground or moving within it requires a hazard test to be made. If departing an area of dangerous ground a hazard test will be required unless the model was already at the boundary. For each model moving cast a D6. Some dangerous ground only affects models if a 1 is rolled. Some is more dangerous and may have an effect on a score such as a 3 or less. Terrain that is dangerous to some unit types may be less or more dangerous to others. The actual effects of a hazard will vary from an inconvenience to lethal.

Variable Terrain.

When entering or moving through or out of variable terrain a model's move allowance is determined by a dice roll. The dice used depends on the figures' basic move. For humans and other Move 4 figures D4 dice are used. This rule is optional since for most units you will need non-D6 dice.

Two dice are thrown for each unit and the value of the higher scoring is used.

- If M is 4 a pair of D4s are rolled.
- If M is 3 then D3 dice are used.
- If M is 5 then D5 are rolled
- If the M is 6 or higher D6 are used.

If you don't own D3 or D5 dice use D6s or D10s and halve the face value, rounding up if needed.

City rubble and jungle undergrowth are good examples of terrain that might be considered variable.

Tactical Movement.

Tactical movement represents fighters using a mixture of sprinting between cover and crawling along irregularities in the ground.

Tactical movement is used by infantry on foot. It may also be used by beasts that are intelligent enough to understand firearms and physically capable of crawling.

- Moving tactically makes a figure -1 to target until their next movement phase.
- Irrespective of normal move allowance tactical movement is D6" rolled for each unit. The rolled distance is subject to usual penalties for difficult and very difficult terrain. In Variable terrain only one D6 dice is thrown if moving tactically.
- Because the fighter has to pay more attention to where they are moving all shooting or weapon throwing made in the rest of the turn is at an additional -1 to-hit penalty.
- A unit can begin or end a tactical move either standing or prone.
- The GM can rule that terrain such as undamaged highways or landing pads are too flat to allow tactical movement.
- Models carrying standards, ladders, battering rams, other models or similar very bulky items or helping carry them cannot use tactical movement.
- Certain units who are primitive, inexperienced or poorly trained may not use tactical movement. Some other units may regard tactical movement as cowardice.
- Units that are "Slow and Purposeful" may not use tactical movement.

Movement Saves and Agility Rolls.

A movement save might be used to avoid situations such as being run over by a vehicle or being grabbed by a predatory plant. An agility roll would be used to test if a figure successfully moves along a narrow plank or slippery branch. Moving across ice at more than half standard rate would require an agility roll.

Movement saves and agility rolls are taken against initiative with the following modifiers:-

- Models with a move of 2" or less roll against Int-1.
- Models with a move greater than 2" and less than or equal to 4" roll against Initiative.
- Models with a move of greater than 4" roll against Int+1.

"Move" in these cases is the model's current move, which may have been reduced to less than their basic allowance by terrain or encumbrance. Troops in boggy ground will be much easier for a vehicle run over, while troops with jump packs will be near impossible.

Consequences of failing an agility roll will vary. Simply falling over will prevent the model moving or making attacks that turn. Falling out of a tree will be more serious.

Jumping Horizontally.

Ditches, trenches or narrow crevasses of an inch or less can be jumped with no penalty. If the model has insufficient move to clear the gap it must finish its move before the gap.

Infantry may horizontally jump distances of up to 1" less than their basic move allowance. Actual distance is not measured until after the model has committed to attempt the jump. If the move is insufficient the model automatically fails. To successfully make a long jump the jumper takes an initiative test. If the jump fails the jumper takes D3 hits equal in strength to the distance in inches fallen.

These rules do not apply to creatures whose natural means of locomotion is jumping. Equipment, encumberance, environment and other factors may alter the maximum distance that can be jumped.

Swimming.

Humans and other non-aquatic humanoids swim at D3+1", rolled on a D6. A roll of a natural 1 means the figure has drowned, been caught by an undertow or encountered some other factor that puts them out of action. If rolling for a unit D6 members were affected. A character that rolls a 1 when swimming rolls another D6. They only drown if another 1 was rolled.

Climbing out of the water into a boat or onto a jetty requires a successful Initiative roll. Make a roll for each individual model attempting this. If failed the model may try again next action. Ships moving at a speed of 6" or less may pick up swimmers that pass within 2" during the vessel's movement.

Some creatures or units may be capable of operating in water even if they cannot swim. Some units have gills, their own air supply or simply do not need to breathe. Units moving underwater will generally be treated as hidden.

Moving Upwards.

Ramps, slopes and staircases can be moved up or down as though they were flat ground. If the gradient is steeper than 45º the terrain feature becomes a vertical obstacle.

A vertical obstacle of 1" height or less can be crossed without any penalty. A 25mm base makes a handy implement for quickly checking the height of a feature.

If an obstacle is higher than 1" and up to the height of the model the vertical distance ascended is subtracted from the move allowance. If the model is posed so that it is crouched or kneeling use the height of a similar model of the same type. Height includes the thickness of a standard base but not the height of crests or back-banners.

To climb up obstacles greater than the model's height a model may climb a vertical height equal to its remaining basic move allowance per action. The GM will rule if a surface is climbable by a model with the equipment they have. Climbing requires two action points and a successful initiative test. If the initiative test is failed the figure remains where they are and cannot ascend further that action.

If you can pass entirely over a vertical obstacle in one move, just subtract the vertical height from the model's move allowance. This means that if you cross a high wall you do not have to subtract the distance you climbed up and the distance you had to climb down the other side, and only one Initiative test needs to be taken if Initiative test were required. A 1½" wall therefore reduces a model's move by 1½", not 3".

Vertical terrain may be ruled difficult, very difficult, variable or impassable and these traits have the same effect on progress as on horizontal movement.

While climbing a model that takes damage will fall, even if the damage is saved. Fall damage is D3 wounds at a strength equal to the fall distance in inches.

While climbing, shields and two-handed weapons or equipment cannot generally be used.

Troops with jump packs can jump up to two building levels (6") up a vertical face but need to make a D6 Initiative roll to gain a handhold on the face or fall. They must be within 6" of the base of the cliff to attempt this.

Going Down.

Climbing downwards uses similar mechanisms to climbing up.

A descent of 1" or less has no movement penalties.

A climb down of between 1" and the model's height subtracts the vertical distance from the basic move allowance.

Climbing down greater distances requires two action points and an Initiative test for each descending action. The climber may descent as distance equal to the basic move allowance each action. If an Initiative test is failed when descending the figure falls from the height they began that action at. If rolling Initiative for a unit D6 members fall. Fall damage is D3 wounds at a strength equal to the fall distance in inches.

Rappelling and Glissading.

Instead of climbing downward a unit might rappelling down using ropes or creepers or slide down ("glissade"). They descend at normal movement rate. This requires only one action point but does require an Initiative test.

Jumping Downwards and Falling.

Instead of climbing down a model may attempt to jump the distance. An Initiative test is required for each full 2" descended. If all tests are successful the figure lands safely and may continue their move. Jumping down successfully uses not move allowance. If any tests are failed the model falls from the height they started the jump from. If they survive they may take no further movement that action unless the fall was from 3" or less. A model that falls from more than 3" will be prone and need to spend an action point to get up/ reorient. A prong figure attacked in mêlée will fight at half WS, minimum 1, rounding up.

A typical human could not usually jump down from a height of greater than 6" by choice but various conditions and devices in the WH40K universe may alter this. Gravity chutes and jump packs allow the wearer to descend without making Initiative tests. Low gravity will increase the distance that requires an Initiative test.

Jumping Down into Mêlée.

A model that is above the head of an enemy may jump down into mêlée. This is treated as a normal jump with an Initiative test for each full 2" jumped down. If any tests are failed they have fallen as described above.

Jumping down successfully and being able to move or land within mêlée radius of an enemy is treated as a charge, with the usual bonuses. The jumper also gets a +1 to strength if using a contact weapon and a +1 to hit for the first round of close combat for attacking from a higher position.

Ladders.

A ladder between two building stories is considered to be 3". A ladder is moved up or down using normal movement allowance and does not need an Initiative roll. Remaining move allowance not used moving up or down the ladder can be used to reach the ladder or move further after it is climbed. A model with a 4" move 3" from a ladder is considered to use 3" of the move reaching the ladder and 1" climbing. If it is not killed or otherwise stopped while climbing on its next move action it can climb the remaining 2" of ladder and move a further 2" on the next floor.

One or more dice placed next to a model on a ladder can be used to keep track of how high it has climbed.

A unit that assaults via a ladder does not get any Charge bonuses.

No more than four normal human-sized models may mount or leave a single-width ladder on any turn.

Shooting.

To shoot an enemy they need to be in range and visible. The effective range of a weapon is given in the weapon description. If a target is beyond this distance they cannot be fired upon.

Line of Sight.

The firer must a line of sight (LOS) to the target. Usually it will be obvious if there is a clear line of sight. When there is a doubt it is useful to get a model's eye view. Some gamers use laser pointers for this.

To target a model the shooter must be able to see the head, torso, arm or leg of a creature. Just being able to see a hand or foot is not sufficient unless the extremity is particularly large. Being able to see just the antenna, wing or back-banner of a creature is not sufficient for targeting, although these being visible will betray the owner's position. For a vehicle or machine the hull or turret must be visible. For vehicles wings and fins count as part of the hull so can be targeted. Antenna, aerials, banners and flags cannot be targeted. Weapons can only be targeted if they are an integral or anatomical part of the vehicle or creature.

Short Range.

Where the rules specify "short range" this may be taken to mean 12" or less or half the effective range of the weapon, whichever is the lesser.

Field of View and Fire Arc.

For most models field of view is taken to be the forward 180°. A target cannot be seen if it is outside field of view.

To fire on a target it must be within the fire arc. For a human or similar this is considered to be 90°, 45° to either side of the centreline.

Weapon Types.

There are several different weapon types and how they perform will depend on the number of action points used for shooting. See Weapons for some of the available weapons.

- Firing a Rapid Fire weapon its allowed number of times up to its full range is One Action Point.
- Firing a Rapid Fire weapon once more than its allowed number of times to a range of up to half-range is One Action Point.
- Firing an Assault weapon its allowed number of times up to its full range is One Action Point.
- Firing a Pistol once to a range of up to 12" (or its maximum range if different) is One Action Point.
- A Salvo n1/n2 weapon can fire n1 times to half-range for One Action Point.
- A Salvo n1/n2 weapon can fire n2 times to full-range for Two Action Points.
- Firing a Heavy or Slow Weapon its allowed number of times up to its full range is Two Action Points.
- A Heavy, Slow, Ordinance or Primary weapon cannot fire more than its allowed number of times in a turn so additional actions may not be used for firing.
- Firing an Ordinance or Primary weapon in direct fire is Two Action Points.
- Firing an Ordinance or Primary weapon in direct fire is Three Action Points.
- Dropping a Bomb is One Action Point.
- Throwing a grenade is One Action Point.

Aiming Actions.

If the GM wishes, players can use Aiming actions. An Aiming action uses One Action Point. A model/unit may not shoot or move under their own power while aiming. If a Shooting Action is taken immediately after the Aim Action targets are +1 to hit.

"Relentless" Special Rule.

Models with the Relentless special rule can fire Heavy weapons with just One Action Point. The weapon still cannot fire more than its allowed number of shots if the shooter still has remaining actions. Relentless shooters can fire Rapid Fire weapons once more than their allowed number of times to a range of up to two-thirds maximum range for One Action Point.

Rolling to Hit.

Rolls to hit are made against the shooter's Ballistic Skill (BS) as described in the earlier chapter. Dice must roll a number equal or lower than the value of the BS skill. A BS of 0 means the creature has no ranged attacks and cannot even throw stones. You will always need a 5 or lower to hit. A natural 6 is always a miss. Various modifiers may increase or decrease the target number.

Some of the modifiers used are:

-1	Firing at a small target	Anything under 30cm long or high or ruled to be Size One. *(This modifier does not apply to* **Area** *weapons)*
-1	Firing from a moving surface	Such as from a vehicle, horseback etc
-1	Firing at a fast-moving target	Applied -1 for every full 12" moved in its previous turn. *(This modifier does not apply to* **Laser** *weapons)*
-1	Firing at small group.	Firing at a unit of just one or two models, both of which are Size Two or smaller.
-1	If the firer is wounded	The firer has suffered any wounds unless healed or regenerated
-1 per S-point	Firer or unit has any S-points	-1 penalty for each S-point the firer or the unit has.
-1	Target behind soft cover	Vegetation, wood or trees or figure lying down. *(This modifier does not apply to* **Area** *weapons)*
-2	Target is behind hard cover	Stone, brickwork, walls, bulkheads, in trench. *(This modifier does not apply to* **Area** *weapons)*
-1	Fleeting Target	Target moved from one piece of cover to another in last turn.
-1	Firing a pistol in each hand	See the "John Woo" rule.
-1	Tactical Movement	Firing while using tactical movement or at an enemy using tactical movement.
-1	Throwing a hand grenade.	Throwing a grenade by hand.
-2	Throwing improvised weapons	Throwing bricks and other missiles.
+1	Shotgun at half-range or less.	

+1	Used an Aim action.	If the immediately preceding action was an Aim action the next shooting action is at +1 to hit.

Hard and Soft Cover.

Hard cover is something that is likely to stop a bullet, explosive fragment or energy bolt. It makes the target an additional -2 to hit. Soft cover is less substantial and may be what in military circles is called "concealment". It may or may not provide some protection but its primary effect is making the target harder to see. Soft cover gives a -1 modifier to hit. Template and area-effect weapons deal with hard and soft cover is a slightly different way.

There will be situations when part of a unit is in terrain that provides cover and part of it is not. To make things simple the unit does not get the to-hit modifier unless 50% or more of the unit is in cover. If 50% or more of the unit is in cover all models in the unit have the appropriate modifier if targeted.

It is logical that the members of the unit in the open be prioritized as casualties before their comrades in cover. This may change the ratio of figures in cover and those in the open, making the survivors harder to hit as their unit is whittled down.

Laser Weapons and Fast Targets.

Laser beams travel at the speed of light. Troops using Laser weapons are not subject to modifiers for firing at fast moving targets.

Smoke and Lasers.

Lasers with a strength less than 6 cannot fire through smoke at all. Lasers with a strength of 6 or more have their strength reduced by 2 if firing through smoke. Natural conditions such as dust storms may have similar effects.

Fleeting Targets.

Staying behind hard cover gives a hit modifier of -2. Moving from hard cover to separate piece of hard cover within move distance makes the model -1 to hit. Moving from hard to soft, soft to hard or from soft cover to more soft cover are all at -1 to hit. Chance of not being affected by a blast marker won't exceed 1 in 6, depending on location of blast centre. This applies to shooting in Overwatch/ Ambush at targets moving between cover and to Shooting Actions against targets that moved from cover to cover in their previous turn.

Suppression Points.

If during a turn an enemy unit inflicts a number of shooting hits greater than 25% of the number of members in the targeted unit the targeted unit must take a Leadership test. 25% is based on the number of members in that unit at the start of that player turn. For example, a ten man unit will test if it takes three or more hits. If the test is failed the targeted unit will gain one suppression point ("S-point"). Since a unit may be targeted by more than one enemy unit during a turn it may accrue multiple suppression points each time an enemy unit makes the required number of hits. If some of the required number of hits is from a weapon that uses a 5" diameter or larger marker the unit takes two suppression points if the test is failed.

Each outstanding S-point acts as a -1 modifier to any shooting the unit may attempt. Each S-point is a -1 modifier to any Ld tests the unit must make. Suppression point modifiers do not come into effect until the start of the suppressed player's turn. If the unit is forced to take a test for 25% casualties the S-points will be removed.

Becoming engaged in a mêlée removes the combatants' outstanding S-points.

Monstrous or gargantuan creatures, fearless creatures, fearless units, vehicles, dreadnoughts and robots do not take S-points nor do models that have an Invulnerable Saves, such as terminators. Swarms may or may not take S-points, depending on the swarm.

At the end of a game turn units with outstanding S-points lose one S-point. The remaining S-points carry over to the next turn. A unit may use an action to undertake a "regroup" action. A regrouping unit does not move, charge or fire and loses D6 S-points. A regrouping unit that is charged by another unit will fight normally.

Roll for Damage.

Once the number of hits is established the player rolls to see if any had an effect. As described earlier, this is a high roll and the goal number is established by the formula:

$$(T + 4) - S = \text{goal number.}$$

At short range rolls of 8 (6/5+) and 9 (6/6) may be attempted. Rolls of 7 (6/4+) may be attempted to maximum range.

A roll of a natural 1 automatically has no effect.

Saves and AP.

Once wounds have been rolled and allocated saves may be attempted. The opposing player may prefer to roll these themselves.

Most weapons have an AP number. If this number is equal or lower than the save of the target a save may not be taken. If the save is lower it is taken as normal. Some units have "Invulnerable Saves" which can always be taken irrespective of the AP. For example, terminators have a save of 2+ and an Invulnerable Save of 5+. Against most weapons they save on a 2+. Against an AP2 weapon they still get to attempt a save on 5+.

A roll of a natural 1 is always a failed save.

Going to Ground.

Going to Ground can be taken as a free action or as a reaction during an opponent's turn. When taken as a reaction to enemy shooting it must be declared before any saves are rolled.

Units Gone to Ground do not take pinning tests.

Going to Ground increases a unit's save by 1. A unit without a save gets a save of 6. A save cannot exceed 2+. The save increase is figured in after the AP of attacking weapons is applied. A figure with a 4+ save attacked by an AP4 weapon has a save of 6, not 3+.

A unit that has Gone to Ground cannot be activated in their next turn. They may take any Ld based tests required. If charged they fight normally in mêlée but can claim no initiative advantage from being in cover.

Routing units cannot Go to Ground, nor can airborne units.

Dice of Many Colours.

There will be times when the various members of a firing unit have differing capabilities. For example, the leader of a unit may have a higher BS and the special weapon trooper a more powerful weapon. Both require different dice roll targets to the rest of the unit. The best solution to this is to use dice of differing colours. For example, blue dice are rolled for the leader's shots, white for the troopers and red for the special weapon.

Randomizing Hits.

Once you know the number of hits or potential wounds inflicted you will need to determine who in the target unit is actually hit. This is usually done before the saves are taken. If members of the unit have differing Toughnesses it may be done before the to-wound rolls.

Unit members in the open are more likely to be casualties than those in cover so wounds and saves against these are worked out first.

The best way to determine who is hit is randomly. This is where the polygonal dice come in handy! If the unit has eight members roll your D8(s) to see who was hit. Keep re-rolling until all wounds are allocated. This method may result in a figure taking multiple saves while others are unscathed. Such are the vagaries of the battlefield. For an area weapon figures closest to the area centre should become casualties first.

To make things simple in larger battles, the following guidelines may be used:

- If there are more possible targets than hits scored, randomize who is or isn't hit.
- If an equal or greater number of hits are scored, distribute the hits evenly and randomly allocate any extra hits.
- If one or more weapons has a different Strength or AP to the majority randomly allocate which target is hit.

25% Casualties.

If a unit takes casualties of 25% or more from shooting or psionic attack it must take a Leadership test. 25% is defined by the number of figures in the unit at the start of the player turn. Such losses obviously occur during an opposing player's turn. Wait until the end of the other player's turn and the resolution of all casualties before making a test.

Situations such as 25% or more losses from traversing dangerous ground will also require a Leadership check. This will occur during a player's own turn and the check should be taken when the situation has occurred since becoming pinned or routing will affect the unit's other actions that turn. Each unit only takes one test per player turn.

Tests for 25% losses are not taken by charging units, units being charged, units in mêlée or units routing. The Ld value used will be modified by the outstanding S-points from a previous turn the unit has.

Taking a test for 25% casualties removes any outstanding S-points.

- A roll of equal or less than the required value means the test is passed and the unit carries on as normal.
- A failed test with the dice roll of an EVEN number means the unit is pinned.
- A failed test with the dice roll of an ODD number means the unit makes a flinch move and routs in the next compulsory phase. The unit continues to rout thus until it rallies. See the <u>mêlée section</u> for the mechanics of routing.

Pinned.

A pinned unit spends its next turn taking two less actions than it rolls. Obviously there is no point rolling less than three dice for such a unit and the roll can still cause a player to go bust. Since pinning lasts one turn the player may opt not to activate the unit, or save an attempt until after all other units have been activated.

A pinned unit may elect to Go to Ground to minimize any further casualties. A pinned unit that does this cannot be activated in its next turn.

If a pinned unit is charged it fights in mêlée in the normal fashion. Pinned units can claim no benefit for being behind cover if charged while pinned.

Coming under fire from certain weapons may require a test for pinning if a casualty is caused or may automatically cause pinning.

Becoming pinned removes any outstanding S-points.

Routing units automatically pass pinning tests.

Shooting Past Allies.

In reality fighters are constantly moving rather than standing statically like models do. To represent this a model may fire past one comrade who blocks his line of sight. The comrade must be part of the same unit and in unit coherency with the firer's unit. A unit cannot shoot through another friendly unit or sub-unit. This means that if a unit is in ranks the forward two ranks can fire.

If the target or firing unit are on different levels it may be permissible to fire over an intervening unit. High trajectory weapons can also be fired over a unit to engage an enemy beyond.

Corrective Aiming.

Shooters who do not move and continue to fire at the same stationary target may add +1 to their chance of hitting for the second and subsequent turns of shooting. This bonus only applies to the second and subsequent turns and such shooting actions must be consecutive, with no movement between shooting actions. Target must be stationary.

This bonus is only applied to high trajectory or indirect fire if the shot landing can be observed by the shooters or by an observer in communication with them. When the firer does not have line of sight this bonus can only be claimed for the second turn and only if there is still an observer correcting fire

Template and Torrent Weapons.

Template weapons use a teardrop-shaped template. Template weapons includes flamers but the same rules may be used for an acid attack or a belch of poisonous breath.

If you do not have such a template or prefer, the effect area of a template weapon can be taken to be a path 1" to either side of an 8" line drawn from the firer within their firing arc. A template for this is obviously an 8" by 2" strip. The range of a template weapon may be shorter if the stream encounters an obstruction such as a high wall or tall vehicle. This alternate template method also allows a flamer stream to be bounced off a wall. The shot is deflected at an angle equal to that which it encountered the surface. The length of the stream remains the same so a shot bounced off a wall 6" will only travel a further 2". Bounced template shots are a further -1 to hit.

To use a template weapon the pointed end of the teardrop template or the narrow end of a rectangular template is placed in the firing model's fire arc. Which enemy models are covered by the template is noted.

The firer rolls against BS, applying appropriate modifiers. If the roll was a success then any figures in the open that were under the template are automatically hit. If the roll is 1 less than the goal score figures in soft cover are also hit. If 2 less figures in hard cover are also hit..

If the BS roll was not achieved there is still a chance that targets are hit. Roll a dice for each figure under the template. Figures in the open are hit on a 3 or less, in soft cover on a 2 or less and in hard cover on a 1.

Wounds and saves are worked out as already described.

Some template weapons have longer ranges. These are termed "Torrent" weapons. The point or narrow end of the template is placed up to the specified distance from the firing arc of the firer. Results for figures under the template are then worked out as above.

Area Weapons.

To use an area weapon select a target point within range and line of sight of the shooter. The target can be a figure or a place on the ground. In the latter case place a bead, counter or penny to identify the location. Individuals within a squad cannot be individually targeted with area weapons. The visible part of the squad is

SCATTER IN BUILDINGS

The Space Marine fires his missile launcher at some Orks in a building. He misses and the shot scatters to an area inside the building out of his line of sight. The blast marker is moved back straight towards the Space Marine until it is in his line of sight again, impacting against the wall of the building as shown.
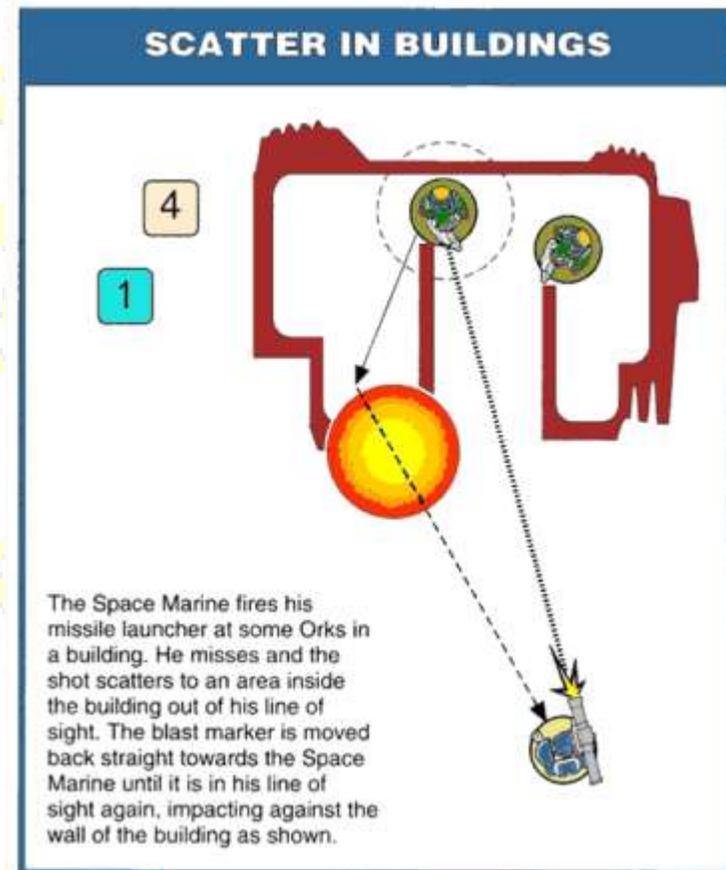
treated as a whole and counter placed in its centre or a figure in the centre selected as a reference. If the squad is spread out the GM may allow the left, right or centre of the group to be targeted. If an individual figure is in cover then the whole of the cover is treated as a target, not the individual.

$$\text{Inches Scattered} = 2D6 - (BS + \text{modifiers})$$

Remember that subtracting a negative number is an addition. If modifiers exceed the BS the scatter distance increases.

Roll two D6 of differing colours. If a double is rolled the round was on target and does not scatter. If a double was not rolled add the dice scores and subtract the shooter's BS and any appropriate modifiers. The value is the distance in inches from the point of aim the marker must be placed at. The relative positions of the two dice give the direction of scatter, as described in the earlier section. If the dice score with the BS and modifiers subtracted was 0 or less the shot did not scatter.

The marker cannot deviate by more than half the measured range to the target. Shots are highly unlikely to land behind the shooter! Unusual environmental conditions may change this, however!

Hold the appropriate circular marker over the point of aim or the location it scattered to and note which figures are under it. Figures in the open under the marker are automatically hit. Those in soft cover are hit on a 5 or less, those in hard cover on a 4 or less. It may be more practical to locate the final position of the shot and then measure the appropriate radius to see which figures are affected. This allows you to play if you do not have any circular markers or cut-outs.

The position of the centre hole of the marker will have an influence the effect of the weapon. If the centre is on one side of a wall a figure on the other side will be in hard cover. If on the same side of the wall the figure may have no cover. If the centre of a marker is outside a trench occupants of the trench will be 4 or less to hit. If the centre hole was over the trench all occupants of the trench are automatically hit. The trench is classed as a building section and a confined space so an entire 6" length of the trench is affected.

Wounds and saves are worked out as already described. It is logical to remove casualties from figures nearest the area centre first.

The illustration shows how intervening obstacles may change the final position of the marker. The shot scatters and its new position is worked out. A line is visualized from this point back to shooter. A wall is on this line so it is obvious the scattered shot would have hit this rather than reaching the position calculated. The marker is relocated so that it is where the shot would have encountered the wall.

Templates and Markers: In or Out?

If a figure is at the edge of a template or maker use the criteria given for line of sight. If part of the limbs, torso or head of a creature under the marker/ template the model is affected. Just the base, hand, foot, back-banner etc and the model was not hit.

Look Out Sir!

A possible problem with the template and area weapon rules is that a player can exploit them to specifically target leaders or special weapons carriers in the targeted unit. If this is a problem, use the "**Look Out, Sir!**" rule from Warhammer Fantasy Battle. If a character would have been hit by the template or marker roll a D6 for each character. On a roll of 5 or less the hit is instead allocated to another member of the unit if there are any,

usually a "rank and file" trooper. For purposes of this rule "character" refers to leaders and any unit member with a different armament/profile to the majority. For some units such as an Inquisitor's retinue all members might be considered characters. In such a case the rule only applies to the leader/ most senior or those with relevant special abilities or rules. For example, in an Inquisitor's retinue I would also allow "Look Out, Sir!" rolls for Imperial Assassains.

Guess Range.

Certain weapons have the guess-range rule. Before placing a counter or marker the player must declare the exact range the weapon was fired to. This distance is measured and the marker/ counter placed. Scatter is then worked out as normal.

Hand Grenades.

Grenades fired from launchers are treated the same as other area weapons. Hand-thrown grenades follow slightly different rules when used in a shooting action.

A grenade or similar missile has a range of 6". Only 25% of a unit (round up) can throw grenades or rocks in a turn. Independent Characters may always throw grenades, although they count towards the 25% total for any unit they are with.

Hand grenades are guess-range weapons. The player must declare the distance the grenade is being thrown before measuring that distance and placing a marker there. To throw a grenade by hand the thrower makes a "to-hit" test against their BS. Hand throwing a grenade comes with a -1 modifier so the thrower must roll against 1 less than their BS. Other modifiers may also apply. If the roll is equal or lower than the required value the grenade does not scatter and the counter is left where it was placed.

If the roll was higher than the target number scatter is determined by a "short roll". Cast two dice of different colours to give you scatter direction. Subtract the lower score from the higher to give you scatter distance. If a double is rolled take the value of one dice as the scatter distance. Note that for grenades BS is not subtracted from scatter distance as is done for area weapons.

The half-range rule for Area weapons does not apply to hand- thrown grenades or grenades launched at short range. It is quite possible for a badly thrown grenade to bounce off a wall and land behind a thrower.

Position the marker as indicated and work out who is hit, wounds and saves as for other area weapons.

A hidden model throwing a grenade does not reveal their position and can therefore remain hidden.

Thrown rocks, bricks and stones are treated as grenades but do not have an effect area. They hit with the strength of the thrower but have a -2 modifier to BS since they are improvised missiles. Treat rocks that scatter as misses.

High Trajectory and Indirect Fire.

Some weapons have very curved trajectories. This makes it harder to hit a target but allows shots to pass over intervening obstacles or terrain features. Such weapons have the guess-range rule and will usually have the word "Barrage" or "Grenade" in the profile notes. Some weapons can be used for both direct fire and guess-range fire.

If the shooter has line of sight to their target a guess-range shot is "high trajectory". Other than using guess-range for the initial placement of the shot this is treated as a normal area weapon shot or hand grenade throw. Area weapons roll 2D6 for scatter and BS and modifiers are subtracted.

If the shooter does not have a line of sight to the target this is "indirect fire". The initial shot is placed by guess-range and 2D6 rolled for scatter. BS is not subtracted from scatter distance. Any relevant modifiers are used, negative modifiers increasing the scatter distance.

There will be instances when a shooter could not target an enemy with direct fire but knows exactly where the enemy is. For example, the target is behind a wall but their back banner above it is visible. If the shooter can make high trajectory shots or is in hand grenade range treat this as having line of sight, even though the head, torso and limbs are out of sight.

Hidden Targets.

There are lots of situations where troops may open fire when they cannot see the enemy. They may be firing into a smoke screen or into dense jungle. Or they may spray shots blindly round a corner.

In such situations treat such firing as being at BS1. Relevant modifiers apply.

Area weapons used against hidden targets use guess-range and do not adjust scatter with BS. Three D6 are thrown for scatter and the sum of the highest two used for scatter distance. If a "hit" is rolled the marker is still moved the distance shown on the highest scoring single dice.

Mêlée.

Mêlée Radius and Attack Arc.

Fighters capable of mêlée combat are considered to have a "mêlée radius". The mêlée radius is the fighter's size category in inches, so a Size Two figure has a mêlée radius of 2". A 2" rectangular cavalry base is a handy way of measuring this. If an enemy is within mêlée radius or touching a figure the figures are considered engaged in mêlée. There may be rare instances when a figure is just out of mêlée range but can touch an opponent with a weapon such as a long pike. Contact also counts as being in mêlée.

Fighters also have an "attack arc" within which they most effectively fight. For many figures this is their front 180° so in most combats this is not significant. Some attacks can only be made to certain arcs.

- Stomps are all around attacks, usually by large animals and assumed to be combinations of treading on things, flailing and kicking. Most swarms have Stomp attacks.
- Tentacle attacks are also all around attacks. A tail attack that could strike in front of the creature would be classed as a tentacle attack.
- Biting and Goring are attacks made with the jaws, horns, antlers or tusks and can only be made to the 90° front arc.
- Claw attacks can be made to the front and sides. Not all creatures with claws necessarily have a "Claw" attack, therefore. Some can only strike to the front. Creatures with a Bite, Claw or Gore attack are never considered to be fighting unarmed.
- Tail attacks are made to the sides and rear, never to the front.

For Example: A dinosaur-like creature has two gore/bite attacks, a stomp attack and a tail attack. This gives it four attacks but only if the enemy attack both the head and the flanks or rear. If the enemy only makes a frontal attack then the creature only has three attacks. If the head is kept occupied by a large number of attackers it can only make two attacks against attackers beside or behind it.

The above rules on attack arcs only refer to attacking in mêlée. Defending against an attack from any direction is made at full WS no matter what the relative position of the attack since it also represents dodging and ducking. The exception to this is if the target is routing or breaking off. In these cases a basic to-hit of 4 or less is used.

Charge Actions.

Close combat is initiated when one side makes a charge action. A charge action cost one action point. A charge action allows a unit to make twice its normal move allowance but can only be used to attempt to engage an enemy in close combat. Terrain effects such as difficult or very difficult ground, variable terrain and dangerous ground all may affect a charge. For charge distance in variable terrain roll two of the appropriate dice (eg, D4s) and double the score of the highest scoring to get the charge distance.

Normally a unit can only take one charge action per turn. If an enemy runs away additional action points may be used to continue the charge against the enemy or another enemy unit nearby.

To make a charge the unit member nearest the enemy unit is moved the permitted distance towards the enemy. If the figure makes base to base contact or gets within his mêlée radius of an enemy the charge is successful. Enemy fire or dangerous terrain may kill charging figures before they reach the enemy. If no members of the unit can get within their mêlée radius of an enemy the charge fails.

If the charge is successful then each member of the charging unit is moved so that they are in contact or within mêlée radius of an unengaged enemy figure. If they have insufficient move to do this they can be placed in contact or radius of an already engaged enemy figure. If this cannot be achieved place the unengaged figures as close to their engaged comrades as possible, ideally in unit coherency. The chargers and the unit(s) they have charged are said to be locked in combat. Figures within mêlée radius of an enemy are said to be engaged, those that are not are unengaged.

Failed Charges.

If the charge failed move the unit as close to the charged unit as the move allowance and terrain effects allow. A unit that fails a charge can make no further actions that turn. The unit that was charged is probably entitled to make a reaction against the would-be chargers.

Charge Bonus and Direction of Approach.

A charging unit normally gets an extra attack in the first round of mêlée.

Charging an enemy in the flank or rear has added effects. In most cases it should be obvious which quadrant of a charged unit the chargers made contact with. If it is divided judge it from where the majority of figures made contact. If this is unclear rule for least advantage. A charge to the rear corners is a flank charge, a charge to the forward corners a frontal charge.

Frontal Charge	One extra attack in First Round		
Flank Charge	Two extra attacks in First Round		Enemy has +1 modifier to Morale check if they lose First Round.
Charge to Rear	Two extra attacks in First Round	All Attacks in First Round at +1 to Hit.	Enemy has +1 modifier to Morale check if they lose First Round.

Fighting a Round of Mêlée.

Chargers and charged fight in Initiative order. All fighters with the highest initiative fight first, then those with second highest etc. If initiatives of combatants fighting each other are the same attacks occur simultaneously. A round of mêlée combat is therefore divided into "Initiative steps".

A model may fight a figure that is within its mêlée radius and attack arc. Compare WS values to determine the required score to hit and apply any relevant modifiers. Make to-wound rolls as for shooting. Wounds scored are allocated using the following protocol.

- Wounds are applied first to enemies within the attack arc and in base to base contact of figures that fought in that initiative step. Roll saves and remove casualties.
- Wounds are next applied to any enemies in base to base contact with the fighters and just outside the attack arc or to enemies within the attack arc and within mêlée radius. Roll saves and remove casualties.
- If any wounds remain unallocated they are applied to any figures outside the attack arc of the fighters and in base to base contact or mêlée radius. This represents fighters turning on enemies that were behind them. It also allows enemies still threatening neighbours to be attacked roll saves and remove casualties.
- If no enemies remain within mêlée radius or base to base contact remaining wounds can be applied to the members of the enemy unit closest to the figures that fought that initiative step. This represents the successful fighters surging forward and cutting down more foes.

An individual fighter cannot distribute more wounds than attacks it made.

Once an initiative step has been fought all surviving models may move up to their normal move allowance to bring themselves closer to enemy combatants. This may allow some unengaged figures to become engaged. This move is still subject to dangerous terrain tests but nor difficult or variable terrain penalties. This move between Initiative steps is optional. An unengaged fighter who becomes engaged after their initiative step has been fought may not attack in that round so may avoid moving into contact until the end of the round.

Combat is repeated until all initiative steps have been fought.

To Hit Modifiers for Mêlée.

+1	Rear Charge	If the Charge is made into the rear of an enemy the first round of attacks are made at +1
+1	Uphill	Model making attacks is on a higher slope, stair or rampart. You do not get this bonus for being taller than the defender or mounted on a normal-sized riding animal.
+1	Jumping down into Mêlée.	See section on "Jumping into Mêlée".
+1	Blocking	Model is Blocking a Door, Ladder, Narrow bridge or Grapple Hook.*(If the optional Blocking rule is used)*
-1	Using more than one weapon at once.	Such as sword or pistol in each hand -applies to all attacks by the model in that combat round, except Charge Bonus Attacks.
-1	Planting Charges	Attaching grenades, bombs or similar devices to an enemy during mêlée has a -1 modifier.
-1	Improvised Weapon	Having no Close Combat weapon and attempting to fight with furniture, rifle-butt etc. Does not apply to creatures with natural weapons.
-2	Unarmed attacks	Having no Close Combat weapon and being ruled as not having acquired an Improvised weapon. Attempting to fight with the feet and hands is a -2 penalty. Does not apply to creatures with natural weapons.

Breaking Off and Hit and Run.

Instead of fighting on a unit that is Locked in Close Combat may instead attempt to Break Away or Disengage at the start of the second or any subsequent mêlée round.

On a successful Ld test the unit turns tail and moves their flee distance (2D6" or 3D6"). The enemy gets to make one attack per fighter it had engaged, treating the disengaging unit(s) as 4 or less to hit. If the Ld test was failed the unit Breaking Away automatically routs and rout and pursuit rules apply if the enemy is not still engaged by another foe.

Unlike a rout move, a Break Off can be made in any direction. A Break Off move cannot take the unit into mêlée with another unit. If approaching an enemy unit halt it no less than 1" from the enemy and wait for the unit's activation to make any Charges.

The broken off unit can be activated their next player turn and can make any action except moving towards or charging the unit it just broke combat with.

The unit that had an enemy break off can be activated their next turn unless it is still in mêlée with other units. If activated it can make any action that turn except moving towards or charging the unit that broke combat with it.

Units with the "Hit and Run" Special Rule can attempt to disengage at the end of a mêlée round by making an Initiative test. If successful they move away 3D6" in any direction and take no hits as they do so. They can be activated in their next turn.

If the Initiative test is failed the unit remains in combat next round and cannot attempt to Break Off at the start of the following mêlée round.

Wound Difference.

Once a round of mêlée has been fought each side adds up how many unsaved wounds each of their units have inflicted and how many their unit(s) have taken. This is the "wound difference". Casualties due to factors such as dangerous ground are counted but not credited to the opposing side(s). If the wound differences are the same the units will fight another round of mêlée in the next player's turn. If the differences are not the same the side with the lower wound difference has to take a morale check. If several units were involved in the same combat those with a negative wound difference take morale checks, those with positives do not.

> Example:
> *A is fighting both **B** and **C**. **B** takes **3** wounds from **A**. **C** takes **1** wound from **A** but inflicts **2** on **A**.*
> *A is 4-2=+2, **B** is -3 and **C** 2-1=+1. Both **A** and **C** win that round, **B** has a negative score so loses and must Rout test.*

Morale Check.

To take a morale or rout test 2D6 are rolled and the wound difference added. Other modifiers may apply. If the result is less than or equal to the unit's Ld value the test is passed and the unit may fight on, using the wound difference as a modifier.

Example: Ld is 8 but the unit took 3 casualties and inflicted none. The unit needs roll a 5 or less on 2D6 to pass the test, since 5+3=8.

+x	A modifier of +1 is applied for each unsaved wound the side lost the combat by. If the losing side made 3 kills but lost 5 then each unit on that side will Rout test with a +2 modifier.
+1	If unit was charged in flank or rear during this combat round +1 is added to the 2D6 score. Only applies to the first round of combat after being charged.
+1	If the enemy unit(s) include some models with the Daemonic Visage Attribute.
+2	If all of the enemy have the Daemonic Visage Attribute or a Greater Daemon is a surviving enemy combatant.
-1	If unit is fighting a Hated enemy the 2D6 roll is reduced by 1.
-1	2D6 roll is reduced by 1 for every 10 models in a unit.

If the morale check is passed another round of close combat will be fought during the next player's turn. Surviving figures locked in combat are moved up to their normal move allowance to bring them into contact with enemy figures in preparation for the next turn's round. Each close combat continues until all but one side involved in each has either routed, broken off or been wiped out.

Snake Eyes.

A morale check roll of a natural double 1 always passes, irrespective of modifiers. Even if modifiers have taken the required target score to less than 2 the dice should still be rolled.

Flinch.

If a unit fails a morale test they flinch. Turn the survivors to face away from their opponents and move them D6". The flinch helps indicate that a unit are no longer locked in combat and are about to rout. The flinch should be made following the restrictions on the Flinch and Flee table.

Rout.

In the compulsory movement phase of the next turn a unit that flinched will be moved at their flee rate. A unit with a basic move allowance of 6" or less will be moved 2D6". Units with a basic move of greater than 6" are moved 3D6". The rout move is made respecting the restrictions on the Flinch and Flee table. As long as these restrictions are observed the player may choose the exact route that the routing unit takes.

Flinch and Flee Table.

- A flinch or rout move must be made away from the unit that caused the flinch/ rout.
- Flinching or routing troops will attempt to head to a friendly table edge, or a neutral edge if this is not possible.
- A flinching or routing unit will not move towards a visible enemy unit if it has an option not to.
- Flinching or routing units may head towards sources of cover or friendly units if not in violation of the previous restrictions. A routing sub-unit may head towards its parent squad.

Rally/ Regroup.

After being moved 2D6/ 3D6" the survivors may attempt to rally by rolling 2D6 against Ld. If they rally the unit halts and can be activated in the controlling player's next activation phase. If the rally test is failed the unit is moved again in the next compulsory phase and may test to rally again in that turn. This continues until the routers are rallied, wiped out or leave the table.

Space marines with the "They shall know no fear" special rule rally automatically after one 2D6/ 3D6" move.

If no enemy units (other than undetected hidden units) are within 8" of the routing unit rally tests are at +1.

The routers may make an additional rally test if their flight takes them through an area of cover. They may also make a final attempt to rally when they reach the table edge. If this is failed, they are removed from play.

Pursuit.

When an enemy routs the victorious side will be inclined to pursue. Pursuit takes place in the following compulsory phases. After the routers are moved but before they attempt to rally the pursuers make a pursuit move. This is 2D6" if their basic move is 6" or less and 3D6" if it is greater. Any pursuers that get within mêlée radius of the routers can make a "free hack" attack at 4 or less to hit. Routers cannot fight back. If another enemy unit charges a routing unit or the routers come into contact with other enemy units by some other means these enemies also make their attacks as "free hacks".

If pursuers come into contact with a unit that has rallied this is treated as a new charge by the pursuers against that unit and is fought as normal.

Pursuit continues in the compulsory phases until the routers are wiped out, the pursuers make a control roll or they are engaged by another unit. If all of the routers are wiped out the pursuing unit can be activated in its following turn.

If the routers leave the table the pursuing unit will also leave the table. Pursuers will return to the table from the spot they left on a 4+throw of a D6 in any of the pursuing player's subsequent turns.

Not Pursuing.

A unit cannot pursue a routing enemy if it is still locked in combat with another unit. To prevent a unit pursuing routers the unit must pass a Ld test. This may be taken immediately after the routers' flinch move. Troops that routed a hated enemy take this test at a -1 modifier. Troops in Frenzy automatically pursue.

If the mêlée was contesting a terrain feature such as a building, strongpoint or entrenchments the winning unit does not have to pursue unless it was in Frenzy. Frenzied units can test to not pursue by rolling against Ld.

Units that have a basic move or 3 or less do not have to pursue automatically unless in Frenzy. This also applies to units that have their basic move reduced to 3 or less due to encumbrance.

Halting a Pursuit.

Stopping a pursuing unit requires a successful roll against Ld. Units pursuing a hated enemy take this test at -1. Halting a pursuit is attempted after the routing unit has been moved and attempted a rally test. If the test to halt is not passed the pursuers are moved 2D6/ 3D6" as usual.

If the distance between chargers and the unit it is charging is greater than the basic move allowance of the chargers a Fire and Charge action may be taken. A unit that is charged from a distance greater than the chargers' basic move allowance can take a Stand and Fire Reaction.

Fire and Charge.
- A Fire and Charge action costs one action point.
- The distance to the unit being charged must be at least equal to the charging unit's basic move allowance.
- Chargers can only fire on the unit they are charging.

- Only Pistols or Assault Weapons can be fired during a charge.
- Grenades cannot be thrown as for a Shooting action when charging. If a unit has grenades they have the effects described in **Grenades in Mêlée.**
- Only one shot can be made by each Charging model and these are at BS 1. The usual modifiers for target size and being in cover etc also apply.
- Shotguns are assumed to wait until the target is at half-range to fire so have their +1 modifier to hit.
- Template weapons are treated as though they were 7" away from the charged unit when fired.
- Area Weapons are fired assuming the start of the charge as the range or the maximum range of the weapon, whichever is the lesser.
- Casualties caused by Fire and Charge count towards wound difference for the first mêlée round.

Stand and Fire.

Stand and Fire is a reaction that can be made by a unit targeted by a Charge or Charge and Fire action. A Stand and Fire reaction cannot be made if the unit is:

- Pinned.
- Gone to Ground.
- Routing.
- Pursuing.

If the charged unit is already in mêlée with another unit only unengaged figures can fire on the chargers. Fire can only be made to facings were less than 50% of the unit on that side are engaged in mêlée.

A unit can only Stand and Fire if the charger moves through the unit's firing arc and the unit has missile weapons or ranged attacks and is not prevented from using them by other conditions. The Stand and Fire reaction includes a free 90° turn so units charged from the side can turn to bring their weapons to bear. Units charged from behind cannot Stand and Fire.

A unit that Stands and Fires is not Activated (since it is the Charger's turn) but must roll two D6 against its Activation Value if it wishes to fire. If they fail this test they must stand to receive the attack, they cannot Stand and Fire or Run from the Charge.

- If one success is rolled Pistols, Assault Weapons and Rapid Fire weapons may be used and may only fire once. Units with the **"Relentless" Special Rule** may fire Heavy Weapons normally on only one success.
- If two successes are rolled Slow and Heavy Weapons may also be fired. Heavy Weapons may fire their normal number of times. Slow weapons and other weapons may only fire once.
- All Stand and Fire Shots are at BS1.
- Only the unit being charged and units in Ambush can fire upon a charging unit.
- Chargers with a charge move exceeding 12" will be at an additional -1 to hit regardless of the actual distance of their charge action.

- Shotguns are assumed to wait until the target is at half-range to fire so have +1 modifier to hit.
- To work out the effect of template weapons halt the chargers at 7" range or at the start of the charge if charge distance was less than 7".
- Area Weapons are fired assuming the start of their charge as the range or the maximum range of the weapon, whichever is the lesser. As for all Stand and Fire shooting shots are at BS 1. Scattering shots may be a hazard to both sides at these ranges.
- Hand Grenades cannot be thrown as Shooting Phase weapons for Stand and Fire. Defensive Grenades can be used as Assault Phase weapons in addition to any firing.
- Units charged from behind cannot Stand and Fire.
- Casualties inflicted by Stand and Fire count towards the wound difference for the first round of mêlée.

Running from a Charge.

Running from a charge is a free charge reaction. It cannot be made if the charged unit is:

- Pinned.
- Gone to Ground.
- Already engaged in Close Combat
- Routing.
- Pursuing.

The charged unit must be moved when the charge is made. This allows the charging player to make use of any remaining actions his unit has.

The unit that elects to run will moves away from the charger for 2D6" if their basic move allowance is 6" or less or 3D6" if greater than 6. This figure already includes the penalty for the troops turning more than 90°. Terrain has the normal effects on this distance.

Running from a Charge uses a variable move but is not a Rout. Running troops finish their flight facing away from the chargers but can use their following turn to make any permitted actions.

If the charger has sufficient movement allowance they may still make contact the fleeing unit. If even one charger can be placed in mêlée radius of a member of the fleeing unit the unit **automatically routs**.

A charging unit that is run from and has one or two remaining actions may use these actions to make another charge move either against the running unit or to charge another nearby enemy.

Charge Interception.

A charging unit may pass within the mêlée radius of an enemy unit that it was not charging. This enemy unit may choose to react and intercept the charge. Neither side gets charge bonuses when an interception occurs.

A unit cannot choose to intercept if:

- Pinned
- Gone to Ground
- Already being Charged.
- Already engaged in Close Combat
- Routing
- Pursuing.

A charge interception may be used against pursuing or routing units that pass within range. Against routers the charging unit gets "free hacks" and the routers cannot fight back.

This reaction can be used in other situations when an enemy strays too close. For example, if a unit disembarks from a vehicle within mêlée radius of an enemy the enemy may elect to charge them before they can take any actions.

Charges against Cover.

Occupying a fortified position or being behind obstacles gives a unit an advantage against chargers.

A charged unit is in cover if:

- The charged unit is occupying or behind terrain that gives a -2 to-hit modifier for hard cover.
- The charging unit must cross terrain or obstacles that require a dangerous terrain, climbing roll or initiative test to cross.
- Both of the above apply.
- The charged or chargers are in an area the GM declares will have the same effect as the charged unit being in cover.

If any of the above conditions apply the charging unit fights its first round of mêlée as though they had an Initiative of 1.

Grenades in Mêlée.

Hand grenades may be thrown by either or both sides during a charge. The position of individual grenades is not modelled during Charge actions or reactions. Instead, a generic effect of grenade use it applied to the combatants.

Assault Grenades. Hand grenades with the "Assault grenade" property may be thrown by chargers during a charge or fire and charge action. Their use negates the benefits of the charged unit being in cover. The first round of combat is fought in initiative steps rather than the chargers being treated as being at Initiative 1.

Defensive Grenades. Hand grenades classed as defensive grenades may be thrown by a charged unit against chargers. This does not require a stand and fire reaction but the charging unit must be within the grenade throwing unit's fire arc. Defensive grenades cannot be used against a rear

attack, nor can they be used if the charged unit is already locked in mêlée combat. Use of defensive grenades prevents the charging unit using its charge bonuses.

Planted Grenades. Some grenade types cannot be used during a charge but can be used in mêlée combat against vehicles or buildings. A figure attacking with a grenade can only make one attack that round of mêlée.

Tyranid Flesh Hooks.

Flesh hooks are a Tyranid attribute that lets them more easily traverse terrain. A charging Tyranid unit with flesh hooks fights a unit in cover simultaneously.

Krak Attack.

Against a particularly tough or well-armoured foe often the most effective option is to drop a krak grenade at his feet or down his jumper. Troops attempting to do this must have krak grenades and are only permitted to make one attack (of any kind) that combat round at Initiative 1. The grenade is successfully used on a roll of 1. A to-hit roll of a 6 against a target with WS results in the grenade or bomb detonating while still held by the fighter attempting to use it!

Krak Attacks in Close Combat are S6, AP4. Only krak grenades can be used for this sort of attack since other grenades have too large an effect area. Krak Attack rules are used for non-vehicles.

Attacking Dreadnoughts, Robots or Vehicles with krak grenades uses the "**Planting charges**" rules in the Vehicles Chapter.

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