

Reactions.

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 require a roll of 6 rather than 1 and so forth. Where different chapters differ the rules given in the [basic rules chapter](#) have precedence.

Reactions are events that occur in the opposing player's turn. Some are resolved immediately when the event is triggered, while others are left until the controlling player has made all of their movement and shooting actions and before the Close Combat phase. Units or models may also make a reaction when activated by a Pick-up. A unit (or individual) activated by a Pick-up may make any legitimate action it has sufficient action points for.

Pick-Ups.

When a dice rolls a failure the opponent whose turn is next may choose to pick up that dice and roll it to attempt to activate one of their own units in the current player's turn. These activations are "reactions" and are resolved before the current player takes their actions. If the current player rolled a bust their turn continues if an opponent elected to pick up any of their failed dice.

Manoeuvre and Shooting Reactions.

Manoeuvre or Shooting Reactions cannot be made by units that are:

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

A unit may react if an enemy unit finishes its movement within 9" of any member of the unit. This includes enemy models that do not move at all but began the turn within 9".

A unit may react if an enemy unit fires when within 9" of any member of the unit.

Usual considerations such as Line of Sight apply.

A unit entitled to react may choose to either move or shoot. In either case it rolls two D6 against its Activation number.

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If the unit chooses to move and rolls any successes it can move its standard move distance for each success. Usual restrictions for terrain type and turning apply. A movement reaction cannot be used to charge into close combat. If you move towards an enemy you must halt at 2" distance and wait until your own turn and activation to make a charge.

If a unit chooses to shoot it must fire at the unit that caused the reaction.

If it rolled one success it fires the equivalent of One Action Point. In other words it may fire Pistols, Rapid Fire weapons and assault weapons but cannot fire heavy weapons or slow weapons. If a vehicle rolls one success it may engage the target with up to two defensive weapons (Strength 6 or less).

If the unit rolls two successes Heavy weapons and Slow weapons may also be fired their usual number of times. If a vehicle rolls two successes it may fire any combination of two main or defensive weapons.

Note that a Reacting unit that rolls two successes can either fire or move, it cannot combine firing and moving.

Overwatch.

If a unit wants to enter Overwatch it costs one action. A unit in Overwatch may not make any movement except traversing to change its fire arc. A unit remains in Overwatch until the start of its next turn unless it moves, is Pinned or engaged in Close Combat.

A unit in Overwatch can make a shooting reaction in an opposing player's turn but treats its reaction distance as 24" rather than 9". It is treated as though it rolled two successes, so may fire Pistols, Rapid Fire Weapons, Assault Weapons, Slow Weapons and Heavy Weapons their normal number of times. Vehicles in Overwatch may fire any combination of two main or defensive weapons.

A unit loses Overwatch when it fires or when its next turn begins, but may enter Overwatch again by expending another action in its own turn.

Units in Overwatch may fire upon units charging other units if the chargers pass within 24" during their charge.

Charge Reactions.

Charge Reactions are also a form of reaction but are only made by a unit being charged and against a unit charging them. A Charged unit doesn't have to make a reaction, it may choose to stand and receive the charge.

A unit cannot make a Charge Reaction if:

Pinned.

Gone to Ground.

Already engaged in Close Combat ([*See Note further on*](#))*

Routing.

Pursuing.

Charge Reactions are either to **Run from a Charge** or to **Stand and Fire**.

Running from a Charge.

When a unit is charged it has the option of **Running from a Charge**. No test is required for a unit to take this option but the 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 Running unit will move directly 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. Note that Running from a Charge uses a variable move rather than double pace but should not be confused with a Rout. Running troops finish their flight facing away from the chargers but can use their following turn to make any permitted actions. However, if the charger has sufficient movement allowance to still make contact with even one model the fleeing unit **automatically Routs**. In Gemini-ARAP rules a Charger who 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.

Stand and Fire.

A Charged unit may Stand and Fire. (Official 7th Edition Rules now call this "Overwatch"). 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 some condition. 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 Run from the Charge.

If one success is rolled Pistols, Assault Weapons and Rapid Fire weapons may be used and may only fire once.

If two successes are rolled Slow and Heavy Weapons may also be fired. If two successes were rolled the Heavy Weapons may fire their normal number of times. Slow weapons and other weapons may only fire once.

Units with the **"Relentless" Special Rule** may fire Heavy Weapons on only one success.

Because shots are made in haste all weapons that Stand and Fire are Snap Shots and fire using a BS of 1 and range is taken to be 7" for Template weapons. Charging Troops that moved greater than 12" that turn will be at an additional -1 to hit, regardless of the actual distance of their charge action.

- All Stand and Fire Shots are at BS 1.
- Heavy Weapons may fire their normal number of times if two successes were rolled.
- Shotguns are assumed to wait until the target is at half-range to fire so have +1 modifier to hit.
- Template weapons work out how many chargers are under the template when they are 7" away unless the charge started from a closer range.
- Area Weapons are fired assuming the start of the 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. Since shots that fail their to-hit roll will scatter they 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.

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- Only the unit being charged and units in Ambush can fire upon a charging unit.

In some units some models may run while others stand and fight. A charger whose target runs may chose to divert to a nearby model. If this model runs he may divert again and certain models may find themselves driving several enemies from a unit.

As the basic rules stand a unit in Close Combat cannot fire. This allows the interesting situation that a single figure could charge a unit and engage them in Close Combat. Later in the turn a larger enemy unit could then charge the unit, safe from Stand and Fire reactions. This is obviously unfair and contrary to the spirit of the rules. How to handle such situations is ultimately up to the GM, but I would suggest that if less than 50% of a facing is obstructed by enemy models in Close Combat with the unit then Stand and Fire reactions can still be made in that direction at new chargers. Only models that are not Engaged can fire. The side where the unit is first engaged becomes the front for purposes of Stand and Fire Reactions. There will be situations were a unit engaged at the front cannot fire forward but can still fire at chargers approaching from the sides.

Charge Interception.

If there is an enemy unit or model within their Melee Radius of the direct route of a charge against another unit or model that enemy unit may elect to intercept the charge and be charged instead at the point of interception. Neither unit gets Charge Bonuses for the following combat. This reaction can also be used against other enemy units that move too close to a unit including those that are routing or in pursuit. For example, if a unit disembarks from a vehicle within the Melee Radius of an enemy the enemy unit may decide to charge before the unit can take any actions.

The unit that chooses to intercept cannot be:

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

Movement Save.

The move-based saving roll is used in certain situations. For example, when a vehicle is attempting to run over infantry, the infantry would make a Move save to avoid this. Since this save would be taken in the turn of the player moving the vehicle I have included this in the Reactions section. The Move save is made by rolling a D6 equal to or less than the model's Initiative but is subject to 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.

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The move value used is the current move allowance modified by factors such as encumbrance and terrain, not the basic move in the profile. Troops in boggy ground will be much easier for a vehicle run over, while troops with Jump Packs will be near impossible.

The Movement Save is also used as an Agility test and is made in situations where there is a high chance of the model falling over or off of something. A model trying to move across very loose ground would take an Agility roll, as would one trying to move quickly along a narrow plank or slippery branch. Moving across ice at more than half standard rate would require an Agility roll. 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.

Going to Ground.

This a 5th Edition rule that works a little differently in Gemini rules, since we don't have Cover Saves. It is dealt with here since it takes place during enemy Shooting actions.

You can declare a unit has Gone to Ground after an enemy has inflicted casualties but before Saving throws are made. If a unit is declared Gone to Ground all Saves are increased by 1. If the models had no Save they now have a Save of 6. A Marine with a usual save of 3+ now has a 2+ Save. Saves cannot be taken to better than 2+. This is figured out after the AP of attacking weapons is taken into consideration. A Marine (3+ basic save) attacked by an AP 3 weapon doesn't get a 2+ Save, he gets a save of 6. The modifier for Going to Ground can be applied to the model's Armour or Invulnerable save, whichever it is using.

Models and units that voluntarily Go to Ground can do nothing of their own volition until the end of their following turn. They may not shoot, move or charge so cannot be activated in the controlling players following turn. They may still take Morale tests or fight back if Assaulted. A unit Gone to Ground in Cover gets no benefit for being in Cover if Charged.

A unit that fails a Pinning test and becomes Pinned can elect to Go to Ground, which may give the unit additional protection against other shooting that turn but prevents an attempt at activation in the next turn of the controlling player.





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