

Advanced and Optional 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 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.

This chapter collects together many of the advanced and optional rules for 2.3 and updates them for 2.4.

Nowhere to Run!

A routing unit may find itself in a “dead end”, prevented from moving by impassible terrain or surrounding enemy units.

If possible, the routers will return the way they came and seek another route to escape the battlefield.

Pursuers, or a recently moved enemy may obstruct this escape route.

In this case, the routers remain in place but test to Rally as usual. If pursuers reach the stationary routers, they will inflict Free Hacks as usual, and will do so until the routers Rally, are wiped out or the pursuers make a control roll and go elsewhere.

A flinched unit may also find itself with insufficient room to withdraw. They move as far as they can, and may have to continue fighting in close combat.

A similar situation occurs if a flinched or routing unit reaches a ledge or pitfall.

If there is room, the unit will change course to run parallel to the ledge edge. If this cannot be done, the unit remains in place. Some units may prefer to take their chances jumping.

The entire unit counts as being within 1” of the ledge, so may have to take Initiative tests to avoid members being forced over the edge.

Setting Things on Fire

Fire weapons may be considered to have +1 strength when used against inflammable objects. A burning brand would be considered to be an improvised weapon if used in close combat.

To set something on fire a would-be arsonist must be within mêlée radius of their intended conflagration. Setting fire

to something with a burning brand would be one action. Setting fire to something with a primitive means of fire-making such as a tinderbox would be three actions. Using a pocket lighter or similar device might be two actions.

Most wooden objects will catch fire on a 5+.

Thatched roofs and haystacks catch fire on a 2+.

Wooden houses and similar dry wooden structures catch fire on a 4+.

Rain and snow will reduce the rolled value by 1 point, heavy rain by 2 points. Setting fire to a haystack in heavy rain would therefore need a roll of 4+. Strong winds add by +1 to the dice roll, as does using a flamer weapon.

A successful roll ignites a 1" square area. In subsequent Game Turns roll a D6 for each adjoining 1" square. On a roll of the original target number the fire spreads to that square.

Contact with a typical fire is a Strength 4 hit. Some materials may burn hotter and be of greater strength. Smaller fires would do less injury and therefore be lower in Strength. A fire does 1 damage point per Game Turn to each 1" square alight.

Attempting to put out a fire requires a dice roll lower than the numbers given above. A success extinguishes the flames in that 1" area. Apply modifiers for suitable firefighting equipment, extra models helping etc. Some equipment or powers may allow larger areas to be extinguished on a successful roll. Unless they have a device such as a fire hose or extinguisher the fire-fighter must be in contact with the burning item or within mêlée radius. Attempting to put out a

fire is one action and they may make an attempt in the same action they used to move to the fire.

An extinguished area cannot be re-ignited by a fire in a neighbouring section. It is up to the GM to rule where there are exceptions to this. A subsequent attack with a flamer or molotov would add more flammable material to the area, for example.

Burning Targets

Keeping track of who is on fire can make things too complicated so the following rules are optional. You may choose to only use these rules for smaller games or significant character models or monstrous creatures.

The first hit from a flamer is made with the flamer's strength (3 for a Hand Flamer, 4 for a Flamer or 5 for a Heavy Flamer). If the target is not killed it catches fire on a roll of 4+. A burning model will continue to burn until the flames are extinguished. At the start of the burning model's own turns a D6 is rolled. The fire goes out on a 1. Models within mêlée radius of the burning model can help beat out the flames, subtracting 1 from the dice score for each model. The model takes an automatic strength 4 hit in each of its turns that it is still burning.

Burning models are moved in a random direction and can't do anything else such as shooting or fighting. Models in Frenzy will continue to fight on. Vehicles, dreadnoughts, robots and terminators can choose to ignore the flames and move, shoot and fire normally. Models that stop burning do nothing else for the rest of that turn but may fight normally in following turns. Vehicles, dreadnoughts, robots and

terminators can fight normally in the turn the flames are extinguished.

The above burning rules can be used for any other event that the GM rules has set a model on fire, such as a molotov cocktail (treat as an improvised grenade (-1 to hit) with a 1" burst radius).

The GM may rule that certain targets are flammable. Flamer attacks against flammable targets attack with a Strength+1 higher than normal (*see above, Setting Things on Fire*).

Flamers can also be fired at the ground to create a pool of fire that may block the advance of enemies. The area catches fire on a 4+ roll (or 3+ if the area is flammable). Place a 2" diameter marker where the template was at its broadest. The area continues to burn until a 5+ is rolled at the start of a turn. This can be changed to a 6 if the area is very flammable or a 4+ if there is very little burning material.

Some weapons that use the flamer template are not flame weapons. An acid weapon wouldn't set a figure on fire but they would react like they were burning, take damage (possibly at S2) for several phases but there would be no flames to be beat out. One of the weapons of a Great Unclean One uses a flamer template but does not do burning damage.

Hiding and Hidden Movement

A model within 1S" of a linear obstacle, hedge, doorway, building corner, window, ditch etc can claim to be hiding and cannot be targeted. A model in a wood or inside a building can also claim to be hiding. Models more than 6" inside a building or woods will usually be automatically out

of line of sight to enemies outside. If within 6" of the wood edge they can still see out and shoot if they wish, although that will end their hiding. A model in a building can be hidden at a window or entrance and see normally.

Hiding figures should be replaced by a counter or coin which is moved instead of the model while it is hidden. This reminds players that the hidden figure cannot be targeted. In certain scenarios a whole unit may be represented by a single counter or dummy counters used to deceive the opposing player. Another way to deal with hidden units is for the GM to plot their movement on a separate map. This is useful when a unit is moving underground or it is essential that one player cannot see the movement of the other player's unit.

Hidden troops cannot move by bike or jump packs and remain hidden.

If a hiding figure fires they are no longer hidden and can be targeted in the enemy's following turn. Certain weapons such as needlers allow a model to fire and remain hidden (Details of these weapons are given later).

A model will automatically spot a hiding figure once it comes within its "spotting distance", which is its Initiative characteristic in inches. For a human this is 3" since Initiative=3. Creatures with "Acute Senses" spot hiding figures at twice their Initiative in inches.

Some technical equipment can increase the range that hidden figures can be detected at, while other items can decrease it.

Within dense woods firing ranges vary from 2" to 12" (or a random 2D6 figure generated by the GM). A model may therefore be able to spot a hidden figure but may not be able

to shoot at them because vegetation is too dense. Troops within 2" of the edge of the wood can shoot out at targets outside the wood normally (see the [Terrain chapter](#) for these rules).

Inside terrain such as a building it will not always be possible to tell where your opponents are, judge their strength etc, so some system of simulating hidden movement may be necessary.

One option is to use counters. Each player has a stack of counters, one for each model in their force and a number of blanks or dummies. Any number of dummies can be used but a good ratio is one for every two troop counters. This may vary depending on scenario and should be agreed between the players and the GM beforehand.

Players place and move their counters face-down so only they know the true distribution of their forces. A counter is turned face up (revealed) when it fires or is fired on. Dummy counters cannot fire and are discarded once revealed. Revealed troop counters are replaced by appropriate models. Certain psionic powers or technological devices may also reveal counters.

A development of this idea suited to some urban combat scenarios is to only allow one player to use counters. For example the defender of a building complex places his forces as counters at the start of the game. The attacker makes the first move and while he has some idea of where the enemy may be they cannot be entirely sure of what they is facing.

Blips

The concept of blips comes from the game "Space Hulk" and refers to the signals the marines get on their scanners. A

blip is a probable enemy unit but there is very little information about its nature or numbers. Blips may also be detected by other means such as psionic senses, sound or scent. Blips are a "semi-hidden unit" in that the player knows where they are but does not know what they are.

A blip is represented by a counter and cannot make any actions other than movement until it is converted. When converted the counter is replaced by models of the unit it represented. A counter can be converted by the controlling player at any time. It will also be converted when an opposing model achieves line of sight of the blip. Some blips may be false signals or decoys.

Blips need to behave like the unit they may represent. A blip cannot move faster than the unit it actually is, nor can it move over terrain that the unit would not be able to traverse.

Charging Enemies That Are Out of Sight

There may be occasions where it is permissible to charge an enemy that is not in line of sight. The foe may have just ducked around a corner or behind a wall, or may be a sensor blip. After the charge is declared take an Initiative test. If the test is failed the charge fails and the charger only moves their basic move allowance.

Moving Underground

Many of the machines and creatures in the WH40K universe can move underground. Going underground is also a common strategy in neutralizing the massive firepower an enemy might bring to bear.

Units moving underground can be represented by counters or mapping as described in the previous sections. Mapping by the GM is used if the enemy cannot detect or is

unaware of the underground movement. Blip counters can be used if the enemy has some means of detection such as scanners or geophones.

Creatures or machines with tunnelling ability can move in any direction across the battlefield and will ignore most surface terrain types. To emerge on the surface the model must create a tunnel entrance/exit, which will require a number of action points. How many action points this requires and any other restrictions for particular model types will be up to the GM. Some underground creatures use the "Deep Strike" rules instead.

Units without tunnelling ability may still move underground using existing tunnels. Tunnelling units may use existing tunnels since it is quicker and less effort. Tunnel entrances and underground chambers are marked on the tabletop or mapped. Units using tunnels move in straight lines between entrances, between chambers or between entrances and chambers. They move at their normal move allowance, modified for terrain conditions inside the tunnel. Units without tunnelling ability can only enter or leave tunnels via entrances/exits.

"Fleet of..."

Units with the "Fleet of..." Special Rule that make a double or triple move action may add an extra +D6" of move distance to their total move that is not subject to reduction for difficult or very difficult terrain. A double or triple move is two or three consecutive move actions in the same player turn. A Fleet unit with a move of 4 would therefore move up to 8+D6" for two actions or 12+D6" for three actions.

An extra +D6" of move can be added to a charge move if the Fleet unit does not fire when charging. A charging unit

with "Fleet of..." therefore can move double their normal move allowance plus an additional D6", the D6" not being subject to reduction for difficult or very difficult terrain.

"Fleet of..." cannot be used by a creature that has taken a wound that has not been healed or regenerated.

Speed

In Gemini-ARAP Rules knowing the speed of a unit is sometimes necessary. A model that moves more than 12" will be -1 to hit in the other player's following turn.

Speed is the total distance moved during a turn, so if more than one action is used on movement these must be added. A vehicle, individual or unit that moves more than 12" becomes -1 to hit in the other player's following turn. This is actual total distance moved, so a vehicle with a move allowance of 14" that was slowed down by bad terrain and turning and ends up only 11" from where it began will not be -1 to hit.

Sustained Climbing

Sustained climbs are those that occur over more than one turn.

Most models capable of sustained climbing can climb their normal movement allowance vertically each turn, subject to difficult and variable terrain modifiers. If they do not have climbing equipment or special attributes such as flesh-hooks or suction pads they are considered to be free-climbing and must first take a D6 Initiative test each turn before ascending. If they fail the test whilst climbing upwards they are stuck and cannot move that turn. If they fail the Initiative test while climbing downwards they fall from where they started their descent that turn.

Models equipped with climbing equipment or attributes do not have to take Initiative rolls when climbing. Climbing Equipment also allows climbing of more difficult surfaces. Climbing Equipment cost is +2 pts/model and all the members of a squad must have these items in order to benefit.

GMs may rule that climbers cannot carry heavy equipment or heavy weapons or apply encumbrance penalties to the climb rate even if the equipment is fitted with suspensors. Often a unit would climb to the top of an objective then haul the heavy or bulky gear up by rope. Assume loads equivalent to 4" encumbrance can be hauled up by each model at a rate per action equal to the model's strength 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 or building to attempt this.

Portable Ladders

To place a ladder it must be moved to within 2" of the base of the wall. Up to three ladders can be placed against each 6" wall section. Four models may climb a ladder per action per level. A man-portable ladder that can reach higher than the top of level 2 would be unusual and may require additional encumbrance penalties.

Four normal human-sized models or equivalent can carry a standard ladder with no penalty. Two may carry it at half rate. A single individual may stagger along at quarter rate. Bulky Size Two figures count as two models. Carrying a

ladder prevents any use of two-handed weapons or equipment. Ladder carriers attacked in close combat will automatically drop ladders and fight as normal. Picking up a ladder again requires one action point. A unit forced to move by a failed casualty or morale test will drop their ladder and it will remain at that location.

Ladders not being climbed can be cast down automatically by an enemy that comes into mêlée radius of one. Ladders that are being climbed are cast down on a D6 roll of 6, an attempt costing one action. A bonus of +1 is added for additional models helping but no more than three models can attempt to cast down a single ladder.

Grapples and Rope Climbs

Climbing a rope, drainpipe or similar feature costs two actions. Climbing a rope or similar needs a Climbing Initiative roll but a failed attempt can be re-rolled.

In the 41st Millennium there are also higher tech versions of the rope and grapple. Models equipped with rope-launchers, power grapples, handbows or grappling hooks can make short climbs up easy surfaces such as walls so are climbed at full movement rate or one building level per turn, one model per rope per level. Up to four grapples can be placed at a single (6") wall section.

To deploy a grappling hook or similar the thrower must be 2" or closer to the bottom of the wall. A grapple can be thrown by hand 6" horizontally or as high as two building levels or 6" vertically. Grapples are thrown as a Shooting Action and use BS. A miss does not scatter, it is counted as a failure to hook on to anything. In most cases the grapple can be retrieved and thrown again in another action. Throwing

grapples is subject to-hit modifiers. The edge of a roof is counted as a large target so is at +1. A window would be a normal target and an arrow loophole a small target at -1. Grapples can be hand-thrown to the top of level 2. Those thrown horizontally have a range of 6". Devices such as the handbow or other launchers may project grapples higher or further.

Climbing up a rope can only be done to the height that the grapple reached. The grapple cannot be thrown higher unless the thrower has a secure place to stand to throw it again from. Rope-climbing would normally only be possible by fit and well-practiced individuals such as soldiers or burglars. The GM may decide certain characters are too weak or fatigued to climb ropes and require a roll equal to or lower than their Strength before starting. An additional roll against Strength may be required for every two levels climbed by a weak or inexperienced individual. Ropes thrown or fired across horizontal gaps are crossed at "Difficult Ground" rate. The GM may impose a Strength roll for some characters attempting this.

Unattended grapples (those not being climbed) can be cast down automatically by an activated model in mêlée range of the hook. An attended grapple (one that is being climbed) is cast down on a 4+ and the climber(s) fall.

Encumbrance

Each 10kg of armour or equipment carried by a model reduces movement allowance by S".

Grenade launchers have an encumbrance of S", missile launchers, heavy bolters and heavy stubbers have 1", conversion beamers 1S" and most other heavy weapons 2".

Most heavy weapons used by spacefaring races do not impose an encumbrance penalty since they fitted with one or more suspensors. These are 10cm diameter gravity-neutralizing devices that look like yo-yos and each removes S" of encumbrance.

Terminator suits, dreadnoughts and other vehicles are powerful enough to carry heavy weapons with no penalty. Some creatures such as squats can carry considerable encumbrance without penalty.

Some items cause encumbrance because they are bulky rather than heavy. A shield worn on the arm is no encumbrance, while one worn on the back is S".

Blocking Doors

This is an optional rule taken from the original 1988 *Warhammer Siege* rules.

A normal-sized model can choose to block a single door. A double door would need two blockers or a bigger blocker. Only one attacker at a time can engage the blocker in mêlée. The blocker always has highest Initiative and has +1 to hit in mêlée. Blockers cannot be routed. They can only be moved if attacked from the other side of the door, affected by psychology, killed or they choose to move away. A larger creature may block a single door but since it would not actually be in the doorway it can be attacked by more than one attacker, so ogryn-sized (very bulky Size Two) creatures that are blocking a normal door can be attacked by three attackers.

Other features such as narrow bridges, ladders or grapple hooks can also be blocked.

“[Town Cryer 24](#)” p.13 has some interesting rules for buildings and doors. The number of models that may fight on each side of a doorway is one more than the number that could walk abreast through that doorway. Adjust this number for bulky and very bulky fighters.

Ambidextrous (Mêlée) Special Rule

Some fighters are ambidextrous, either naturally or through extensive combat training and practice. They do not have a -1 penalty for using two weapons at once in close combat. Ambidextrous mêlée fighters include:

- Imperial Assassins.
- Assault Squad Marines.
- Veteran Marines (including Officers and Terminators).
- Adepta Sororitas Seraphim.
- Chaos Assault Marines.
- Any Eldar or Dark Eldar.

A tactical marine with two close combat weapons would still be subject to the -1 penalty.

Note that under the “John Woo rule” some of the above named units also have reduced or no penalties for using a pair of pistols in a shooting action. These characteristics should not be confused with their mêlée characteristics since there are differences in many cases. A veteran marine can fight with a pair of pistols in mêlée with no penalties but is still at -1 to hit if he tries to fire both at longer ranges.

Reserves

A unit that does not begin the battle on the table is considered to be held in reserve. Tabletop units that leave the table during a battle may become “ongoing reserves”. Ongoing reserves can return to the table in a following game turn. Rules may restrict which edges of the table they can return from. Units “held in reserve” can only deploy on the table on a successful dice roll. Typically this would be a 3+ roll at the start of the second and subsequent turns. Alternately the unit takes the field on a roll of 4+ in Turn 2, 3+ in Turn 3 or 2+ in Turn 4 or subsequent turns. It is up to the GM and the players to finalize the actual reserves rules that apply to a scenario.

“AK47 Republic” has an interesting idea that simulates the uncertainty of military operations.

Before any units are placed on the table each player assigns a number to each of his units. Starting with the first unit a dice is rolled for each. The first unit to score a 2+ is placed on the battlefield. This is the “first deployment roll”. If no 2+ rolls are made the first deployment roll is repeated, cycling through the units until a unit is deployed.

A 3+ roll is then made for each remaining unit. The first one to score 3+ is deployed. This is the “second deployment roll”. The second and subsequent deployment rolls are only made once for each unit. If no units make a 3+ roll the “third deployment roll” proceeds against a 4+ score. This is repeated for rolls of 5+ and 6. Potentially the player could deploy five units but may end up with just one deployed.

In AK47 Republic the attacker makes his first deployment roll at 2+ and the defender at 3+. The defender’s 3+ roll is repeated until at least one unit is deployed. Second and

subsequent deployment rolls are only made once for each unit. Potentially the defender can deploy one to four units. An argument can be made for having the defender deploy his units first, reflecting that the attacker can choose the location and time of an attack.

Units not deployed are considered to be “late arrivals”. From the fourth game turn onwards a late arrival unit can be deployed with a 4+ roll.

Deep Strike

Units that are held in reserve deploy from the controlling player’s table edge. Units that are allowed to flank due to a special rule or scenario can deploy from the neutral side edges. Deep strike represents units that can teleport, airdrop or tunnel into action. Units with the deep strike special rule that make their reserves roll are placed directly onto the table.

Place one model from the unit at the desired location. Figures cannot be placed in impassable terrain or inside intact buildings. If the unit is travelling by a vehicle such as a tunnelled or drop pod use a model of the vehicle rather than a figure. Roll two dice for scatter and reposition the model as necessary. Arrange the other members of the deep striking unit around this model in one or more touching concentric circles.

If any part of the unit is in difficult terrain treat as a 1 in 6 hazard for their first turn on table. Very difficult terrain is treated as a 2 in 6 hazard.

- A mishap occurs if any part of the unit:
- Is in dangerous or impassable terrain.
- Is partially off table.

- Partially or wholly occupies the same space as a friendly unit.
- Is within the mêlée radius or closer to an enemy unit.
- In the event of a mishap, roll a D6.

1	The unit has been destroyed or permanently lost. The opponent may claim victory points for its destruction.
2	The unit has become lost or held up and cannot be used that game. If playing a campaign, the unit will be at half strength in the next battle.
3	The opponent whose turn is next can reposition the unit anywhere within 2D6" of the originally intended position. They may not position it on friendly or enemy units or impassable terrain. They may position it on dangerous terrain or on difficult or very difficult terrain that counts as dangerous to the deep striking unit.
4	The opponent whose turn is next can reposition the unit anywhere on the table that is not impassable terrain or on another unit. They may position it on dangerous terrain or on difficult or very difficult terrain that counts as dangerous to the deep striking unit.
5	Unit is not deployed that turn but becomes an ongoing reserve and may attempt to deploy again in the player’s next turn.

6	Unit is not deployed that turn. It may be deployed in a following player turn if a reserves roll is made.
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Once the effects of dangerous ground and mishaps are resolved the surviving members of the unit can be activated just like any other unit of the player's on-table forces.

Game Length

Some battles have a fixed length. Other conflicts continue until one side is victorious (or bedtime). Sometimes it is appropriate for a battle to have a random length. There are several ways to achieve this:

- At the end of the first game turn roll a D6 and subtract the result from a number such as "33" or "42". A D6 roll is deducted from the new total at the end of each game turn. The game ends when the total falls below 1.
- From the fourth turn onwards at the end of each game turn roll a D6 and add the number of the turn. If the total equals or exceeds 10 the battle has ended.
- If one side has no units deployed on the battlefield for an entire turn the battle ends if they cannot field any reserves in the next turn.

Unit Coherency

Under Gemini Rules unit coherency is mainly a factor in leadership tests and activation rolls. The basic unit for such tests is the squad. Two military squads cannot normally be

merged to form one larger squad. A platoon or company is generally treated as several individual squads.

A unit is coherent if all of its members are within a certain distance of at least one other member of the same unit. For size two models this distance is 3". Larger figures or vehicles may need a greater interval between them. This distance should be agreed with the GM, a good choice being model size +1". Distances are measured from the centres of the base. Measuring from the base edge gives an unfair advantage to larger based models when facing area and template weapons. If models are mounted on 25mm bases then models are three inches apart if there are two base widths between base edges. If mounted on 40mm bases the models are 3" apart if there is one 40mm base-width between models. If using a force mounted on a mixture of bases a length of sprue cut to 3" can prove very useful.

A unit splits into sub-units if a part of the unit moves more than 3" from the rest of the unit. Sub-units re-join if they can move to within 3" of each other. A split sub-unit takes Ld tests independently of the rest of the unit. The two or more parts are then treated as two or more smaller squads. Likewise the two parts are treated as independent for any other Ld tests. The presence of some artefacts or individuals can increase a squad's Ld value. If the squad is split only the part that has these may claim this bonus.

If a sub-unit starts a player turn separate from its squad it needs its own activation roll.

A unit may not split into more sub-units than the Initiative value of the basic (majority) troop type. Therefore a marine squad cannot divide into more than four sub-units, even if lead by a character with an Initiative higher than 4. Unless a

sub-unit is an Independent Character sub-units must be of at least two models.

Normally a squad would be split voluntarily. Some situations such a moving into a building may cause the unit to be split since there are not enough access points for everyone to enter in a turn. An area weapon attack may eliminate the centre of a squad and result in some members being more than 3" from others. The squad is not considered to be split if the player declares that the next movement phase will be used to restore coherency. By moving models diagonally this can be done while still gaining some forward movement. Alternately the player may choose to split the squad by having the two surviving parts head away from the blast; a not unnatural reaction.

Difficult or variable terrain may only affect certain members of a unit. The requirement to keep the unit coherent may result in other members of the unit having to move less distance than they could.

Small military units tend to use a "Copy the Leader" system. If the leader stops, so does the unit. If the leader starts to crawl or charge, so does everyone else. Combined with being able to split units under Gemini Rules this gives you a simple yet realistic way to handle squads. One part of the squad can advance while another part with a heavy weapon is stationary and fire to provide cover.

Independent Characters who are not already part of a unit are deemed to have joined a unit if they move within 3" of a friendly unit. If more than one friendly unit is within this distance the player must state which unit the Independent Character has joined. To leave a unit an Independent Character simply moves out of coherency distance.

Independent Characters cannot leave a unit that is in mêlée or routing. When an Independent Character is with a unit the character or the unit may not be able to use certain Special Rules. On the other hand, some unit Special Rules affect an Independent Character that joins them or vice versa.

Unit Coherency and Close Combat

During a charge or mêlée there may arise situations where some models may charge while others stay back or to one side to flank or fire on another unit. With the increased movement allowances associated with routs and pursuits it is easy for a unit to become split. A split unit will try to reform once all parts are out of mêlée. The main body will be considered to be that containing the leader, or the largest if the leader is dead. Usually the smaller part would move to make contact with the larger and equal sized units will meet midway. If the smaller part is in mêlée or in a fire-fight the unengaged unit will move towards it.

Rout tests and mêlée round results are worked out using the strength and Ld of the sub-unit in mêlée. A split unit that does not have a leader character must use its troops' Ld value for tests and may be without other benefits the leader provides. If there is a rout only the sub-unit routs. If pursuers encounter the rest of the unit it is treated as charging a new enemy unit.

In a building there may be a number of different mêlée combats taking place involving different sub-units in different rooms. For simplicity if the majority of models in mêlée fail their rout tests the whole unit routs if it is in the same or an adjacent building section.

Mobs

Mobs of civilians such as rioters can be treated as one large squad for morale purposes and can split or merge as the controlling player sees fit. Mobs are loose collections of individuals that lack the discipline and bond of a military unit. Mobs are treated like squads with the following exceptions.

Only models within 6" of the leader may use the leader's Ld value for morale tests. Members outside this area make a separate morale check.

A mob becomes agitated if it comes under fire, starts firing, enters combat or the GM rules it to be. An agitated mob has a move allowance of D6". It must always move the full value rolled, turning to avoid impassable terrain or obstacles.

If the mob is made up of individuals with separate Ld values a morale check is made for each value. This may result in some members of the mob routing while others stand firm.

A mob member who finds themselves more than 3" distant from any other mob member or friendly model takes any morale checks at -1.

A mob needs to pass a Ld test if it wishes to fire at a target other than that closest to it.

A mob that takes more than 25% casualties from shooting, psionics or mines in a turn must morale check like any other unit, and this will be at Ld-1 if more than 50% of the original strength is lost. If the test is not passed the mob routs rather than becoming pinned.

Poor Resolve

Units of either side that are fired upon during Charges may take 25% or greater casualties but this does not result in the unit needing to make a Pinning test. If the GM rules a Charged or Charging unit has Poor Resolve the unit must take a Rout Test if it takes 25% or more casualties. This test is at Ld-1 if the unit strength has fallen to less than 50%. If the test is failed the affected side does not enter Close Combat and begins a Rout move. Poor Resolve applies to civilians, conscripts, levies, slave warriors and other units that are not well-motivated fighters. It doesn't apply to full-time warriors or professional fighting men.

Low-Signature Weapons

Some weapons have a firing signature that allows them to be fired by hidden models without revealing the shooter's position. These include:

- Exitus rifle.
- Type 1 needlers.
- Silenced stub guns and autopistols.
- Bolters with stalker ammo.
- Hand-thrown grenades.

Bows and crossbows are not low-signature weapons. The arrow often gives a good indication of where the shot came from and shooters must often stand or kneel to use these weapons. Any shot with a handbow has a 50% (4+) chance of allowing the shooter to remain hidden.

Targets in Smoke and Firing Wild

Normally a model must have line of sight to a target in order to shoot at it but exceptions will arise. A model may want to shoot around a corner without exposing themselves

to counter-fire or may blaze away into the darkness or smoke in the hope of getting lucky.

Firing wild uses a BS of 1, irrespective of the shooter's actual BS. This may still be subject to to-hit modifiers for size and cover.

Firing wild cannot be done with bows, crossbows, slings, antique pistols or muskets. The chances of scoring a hit are too low.

Since smoke blocks Line of Sight firing into a smoke cloud, through a cloud, out of a cloud or between units in a smoke cloud is treated as firing wild shooting so uses a BS of 1 irrespective of the shooter's BS.

The above rules assume that the models cannot see through the smoke. If they have infra-vision they may shoot as normal. Smoke may still have an effect on any laser weapons they are using. Blind-grenade clouds follow the same rules but models with infra-vision cannot see through then either, so have no advantage.

Lasers with a Strength of 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. Area weapons firing into or out of smoke treat their targets as hidden, so use guess range, no BS modifier to the scatter roll and deviate by the sum of the two highest scoring pair of three D6. If a hit is rolled the marker still scatters D6".

Close Combat in Smoke or Blind Clouds

If the units in mêlée are in a smoke cloud (*without infra-vision*) or blind grenade cloud each model can only score hits in mêlée on a base score of 1, irrespective of WS. This

may be subject to further modifiers to require a score of less than 1.

Hitting Cover

If a target is behind cover and a to-hit roll fails by 1, the shot may be ruled to have hit the cover instead. In most instances this will not be relevant. It may be significant if the cover is particularly flimsy, or a fuel drum, ammo crate or barrel of toxic waste, etc...

Shooting Through Cover

If a shot inflicts one or more points of damage to cover it may have penetrated it and could hit combatants beyond the cover. The "Shooting Through Cover" rule can be used with the "Hitting Cover" rule (*above*).

For an area or template weapon the potential target must be within the marker or template area. The cover takes most of the damage so models have a 1 in 6 chance of being hit at Strength-2.

For other weapons the possible target must be aligned with the firer and the penetration point and must be at short range for the weapon used. Make an additional to-hit roll at BS1 to see if the target is hit. If hit the to-wound roll is made at Strength -2.

Living Shields

A target may use other fighters for cover. This will usually make them -1 to-hit. If they are hiding behind multiple models in close proximity, the modifier may be -2. If the shielding model is significantly larger than the target, such as a higher size category, bulkier, or a mounted figure when the target is on foot, the modifier may be -2.

A target cannot hide behind other models if in close combat.

The Hitting Cover rule applies to Living Shields. If the to-hit roll fails by 1 the shot hits the shielding figure.

Forward Observer Rule

A common way to use barrage fire is to have an observer note the fall of the shots and communicate corrections back to the weapon team. If the firer using indirect fire cannot see the target but is in communication with a spotter who can see both the target and where the shots land only the first shot is made without applying BS to the scatter distance. The second and subsequent shots against the same target can be made applying the observer's BS to Scatter. Guiding indirect fire in this way requires the spotter to spend 2 action points each player turn, before the indirect fire weapons are used.

The corrective aiming rule can also apply here. Second turn and subsequent shots against the same target are made with a +1 to-hit for as long as there is a forward observer to guide the shooter and that shooter and target are stationary.

In most forces being a forward observer requires special training and is not a capability of a normal trooper. Troops trained as observers are likely to be such personnel as officers, senior NCOs, commissars, scouts, tech-priests, techmarines etc.

Artillery, Field Pieces and Weapon Teams

Some heavy weapons are mounted on tripods or carriages and the model may have more than one crewman mounted on the base. Such models are treated in the same way as a single figure carrying a heavy weapon in that only the crewmen can be hit, not the weapon. Treat as a multi-wound

figure. If all the crew are killed a heavy weapon is assumed to be destroyed or lost.

Larger weapons such as rapiers, tarantulas, thudd guns and heavy mortars are treated slightly differently. The weapon and its crew are treated as a single target but hits are randomized between the crew and the weapon. A weapon is treated as a vehicle with an Armour Value (AV) of 10. Any glancing or penetrating hit scored automatically destroys the weapon so there is no need to roll on the charts.

For template and marker weapons hits are distributed as normal. For point weapons a D6 is rolled and on a 1-4 a crewman is hit, on a 5-6 the weapon is hit. Normal Line of Sight restrictions still apply so a crewman hidden by the bulk of the weapon is not eligible as a casualty and any hits must be given to those in LOS.

Firing into Mêlée or at Routers

During a three-way battle, a marine commander would have no qualms about shooting into a mass of fighting dark eldar and orcs. Some creatures are so psychotic they don't care who they open up on!

Fire into a mêlée is randomized between the two sides. If five hits are made then each is made either on a model from one side on a D6 of 4-6, or on a model from the other on 1-3. If a larger number of one side are closer to the shooter the distribution may be biased in disfavour of the closer side with a 3+ roll. If one or more sides are a different size category to its adversaries, hits can be biased in disfavour of the larger combatants. Such situations will arise if infantry are fighting Monstrous Creatures or vehicles. There is always a likelihood

that some shots will miss and hit models of the other side and this is never less than 1 in 3.

Gemini rules allow units to fire upon routing or pursuing troops that pass them. This takes place in the firing unit's shooting action and range is taken to be the closest distance the routers passed by the unit during their last movement.

Two Pistols: The John Woo Rule

In WH40K-RT rules a model in the SHOOTING phase with more than one pistol can only fire one of them (they can only both be used in close combat). 3rd Ed rules state that Seraphim with a pair of bolt pistols can fire as if armed with a linked weapon and can therefore re-roll a missed to-hit dice. A Seraphim armed with a pair of hand flammers fires as though armed with a flamer.

For most troops firing two pistols at once can only be done at short range (6" for most pistols). They fire as though using a linked weapon. Both weapons must be fired at the same target. Treat the pistols as a linked weapon but with at a -1 penalty for both the to-hit roll and the re-roll if taken.

Under Gemini rules some fighters are ambidextrous when firing pistols during a shooting action, either naturally or by extensive practice. Ambidextrous shooters include Imperial Assassins, Harlequins and Adepta Sororitas Seraphim. Ambidextrous shooters can fire a pair of pistols to full range with no penalties. Note that many of the above are also ambidextrous in close combat and have reduced or no penalty close combat attacks for fighting with two weapons in close combat. These should not be confused with their shooting action abilities.

A character model who was extremely well practiced might also master the ability to be able to fire a pair of pistols in a shooting action with no or reduced penalties. They would need to have had years of practice and a BS of at least 5. They may be able to fire to full range with a -1 to hit penalty, fire to half range without a to-hit penalty or even fire with no penalties at all. John Woo/ Pistolero skills can therefore be described by the following levels:

- Level 1. Can only fire two pistols at half-range. -1 to hit.
- Level 2a. Can fire at half range without a to-hit penalty.
- Level 2b. Can fire to full range with a -1 to-hit penalty at all ranges.
- Level 3. Can fire at half range without penalty and to full range at -1 to-hit.
- Level 4. Can fire to full range with no penalties.

If using two pistols of different types average the strength rounding DOWN and the AP rounding up. If one or both weapons is a flamer a hit may also set the target on fire if damage is caused. Twin hand flammers are treated as linked hand flammers in Gemini Rules and subject to flamer deviation rules. The player may choose to arm flamer-armed Seraphim with either a flamer (S4 AP5) or twin hand flammers (S3 AP6).

If one pistol used is a neuro-disruptor no to-hit re-roll is made but the target will become confused if hit. If one pistol was a hand webber the target will become entangled. These effects are in addition to any damage the other pistol may cause.

Some characters may have digital weapons. Those made by the Jokareo are most sought after while those made by other species are often bulkier or can only be used at close combat ranges. Digital weapons can be used with the John Woo rule but characters may not fire more than two weapons in a shooting action. If a character has a pistol and three digital weapons he can only fire two digital weapons or one digital weapon and his pistol.

Fast Draw

You may desire a scenario where combatants face off for a fast draw or some other speed-based challenge.

The Shootout Scenario in the [Necromunda rule book \(Scenario 7, p119\)](#) or the [Hunters Scenario](#) gives one system for doing this. Each model rolls a D6 and adds their Initiative. The higher scoring model gets to make to-hit and to-wound rolls first. If the score is even then both parties simultaneously roll to-hit. The Necromunda rules suggest that to the Initiative + D6 roll add +1 if the fighter is using a pistol, and subtract -1 if using a heavy weapon. This assumes that the weapons in the scenario are slung or holstered. Obviously a shotgun that is shouldered and ready to fire has a better chance of beating a holstered pistol. Add +1 for weapons that are readied rather than slung or holstered. In the event of a draw pistols shoot before other weapons while other shots are assumed to be simultaneous.

An alternate system is for each combatant to throw a number of dice equal in number to their Initiative. Most humans have an Initiative of 3 so will throw 3 dice. Modify the number of dice as follows:

- Using a pistol(s) +1 dice
- Weapon readied or already drawn +1 dice

- Using a Heavy Weapon -1 dice

Each player throws their allotted number of dice and the player that rolls the most sixes fires first. If no one rolls any sixes the player with the most fives rolled fires first. If no fives are rolled, the player with the most fours fires first and so on.

In the event of a draw, the player with the most dice showing the next highest score down fires first. If two or more players have identical rolls then players fire simultaneously but pistols fire before other weapons.

Body Armour and Invulnerability

Armour	Save	Move penalty
Marine Power Armour*	3+	none
Terminator Armour*	2+	none
Imperial Flak Armour	5+	none
Imperial Mesh	4+	S"
Imperial Stormtroop Carapace*	4+	S"
Heavy Mesh	3+	1"
Heavy Carapace Armour*	3+	1"
Eldar Mesh Armour*	5+	none
Eldar Aspect Armour*	4+	none
Squat Exo-Armour*	2+	none
Ork Body Armour	6	none
Ork 'Eavy Armour	4+	S"
Ork Mega Armour	2+	2"
Dark Eldar Incubi Armour*	3+	none
Tyranid Warrior Carapace	5+	none (body part)
Chain Mail/Light Plate	6	S"
Plate Armour	5+	1"

Items marked with * are assumed to be air-tight for purposes of determining gas effects.

Encumbrance or move penalty can be considered as optional. It can be assumed that experienced fighters are so used to their Armour it no longer slows them down. Move penalty may change for some armours if worn by a different species or may be applied if the wearer is not used to armour. The GM may also decide that primitive armours such as mail or plate do affect the wearer even if they are used to it.

No model will ever have a save of better than 2+. A dice roll of “1” will always be a failed save.

Some creatures have an “Invulnerable” save. This means the creature can always attempt a saving roll at a certain value even if hit by a weapon with an AP the same or better than its save.

Needlers give an extra “pip” to the saving throw (convert a 4+ to a 3+ etc). A model with no save still gets a save of 6 against Needler weapons.

Shields

Shields are not limited to primitive cultures. Shields made by advanced cultures may offer the same level of protection but being made of modern materials so they last longer. Most conventional shields give a save of 6. Other high-tech shields may include energy fields or superior materials to give them increased performance.

A shield that gives protection against shooting damage provides protection against shooting attacks from the front

only. It only protects against area attacks such as frag blasts if the centre of the blast template is forward of the model. In close combat shields are taken to provide protection from attacks from any direction.

A model carrying a shield cannot do anything else with that arm and cannot use a two-handed shooting weapon. A shield worn on the back frees the hands but is S" encumbrance. A shield worn on the back may give extra protection against rear shooting attacks but this will not be better than a 6 or +1 to the body armour save.

The following shield types are relatively common in the WH40K universe.

	Mêlée	Shooting
Buckler	+1 or 6	None
Primitive Shield	+1 or 6	+1 or 6 (Primitive weapons only)
Hi-Tech Shield	+1 or 6	+1 or 6
Combat Shield	5+ Invulnerable	None
Power Shield	5+ Invulnerable	6 Invulnerable
Suppress or Shield	5+ Invulnerable	6 Invulnerable

Storm Shield	3+ Invulnerable	3+ Invulnerable
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Bucklers and combat shields are too small to offer any protection from shooting damage. These only offer a save bonus during close combat. On the other hand bucklers are small enough to be used as extra hand weapons. Marine combat shields are strapped to the arm so allow a second close combat weapon or a two-handed items to be used.

Non-energy shields increase the user's Save by 1 or give a save of 6 if the user had no other save. Note that the fighter's base body armour save is used when determining the effects of AP. A fighter with plate armour (5+) and a shield would have a save of 4+ but have no save against a weapon with AP 5 or better.

Primitive Shields offer no protection against shooting damage from high-tech weapons such as bolters, lasguns and autopistols. Historically primitive shields of some cultures did offer some protection against muskets. The Spanish found that some wicker Mexican shields could stop a musket ball. It is up to the GM if primitive shields are effective against muskets, antique pistols and other low-velocity weapons such as Tyranid firearms. Hi-tech shields are made of better materials so offer some protection against modern weapons.

Energy shields give an Invulnerable Save of 5+ or better in close combat and therefore offer protection against weapons such as power swords against which there is no armour save. The power shield is also large enough to give the user an invulnerable save of 6 against shooting damage. Terminator

storm shields give an invulnerable save of 3+. Terminator armour gives a basic invulnerable save of 5+. More advanced cultures may have shields of similar performance that do not need the terminator armour's bulky power supply and can be carried and used by human-sized users. Such shields might be expected to give a 5+ invulnerable save against shooting.

Models charging a Suppressor Shield take an automatic S3 hit. In close combat the shield can be used to make an additional close combat attack at S3 and this attack is not subject to any "wrong-handed penalties". The shield attack is still subject to the -1 modifier for using two weapons at once. Suppressor Shields also provide a Invulnerable save of 5+ against close combat damage from any direction or a 6 against shooting damage inflicted from the frontal arc.

Shields, Bucklers and Shield Bashing

Shields can be used to attack an opponent in mêlée. An attack with a shield is treated as an improvised hand weapon attack so is made at Initiative -1. However, a shield does not count as an addition mêlée weapon. The fighter can either strike with his shield or his other weapon and gains no extra attacks for fighting with his shield. This may be relevant in situations when the GM rules that the fighter's primary weapon is lost or broken.

The exception to the above rule is the buckler. A buckler offers no protection against ranged attacks but is agile enough that it can be used as a hand weapon in mêlée as well as providing protection. In each round of mêlée a buckler can either be used as a shield or used to make an additional mêlée attack. If used to attack the player cannot claim a save from the buckler in that round and if used to save it may not be

used to attack in that round. Bucklers can only be used as weapons in conjunction with single-handed weapons. They cannot be used as weapons with a spear, even if the spear is used one-handing since the difference in reach is too great.

Chance Cards

Many games use chance cards.

Chance cards may add variety, uncertainty or even humour to a scenario.

Peter Eaglestone makes a good case for using chance cards in this book "[A World Aflame](#)".

A World Aflame is a very nice set of wargame rules, and several of the ideas in this book are worth considering for adaption to Gemini ARAP games.

Chance cards may be created specific for a scenario. Or a previously played scenario may be refreshed with different chance cards.

Some cards have instant effects when drawn. Others may be retained by a player and "cashed in" when they choose.

Examples of chance cards written for a [Spanish Civil War game](#) are available [here](#).

Rather than making cards for each game, a standard set of playing cards may be used and cross-referenced to a list of events.

For example, "Five of Diamonds" is drawn. On the scenario chance sheet, this gives a result of "*D4 random units run out of grenades, missiles and grenade launcher ammunition*".

How many cards? Eaglestone suggests twice as many cards as turns the game is expected to last. One card is drawn each turn. Half the cards will be nothing happens or all quiet. If using playing cards all these cards may be the same suit or colour.



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