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. Some of the current rules are a legacy from older versions of Gemini or GW rules, so feel free to drop what you find ungainly.

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. *"Advanced Songs of Blades and Heroes", "Flying Lead"*, *"Bolt Action"* and *"Rules With No Name"* also inspired certain aspects. *"Legends of the High Seas"* and *"Legends of the Old West"* inspired a simpler Close Combat system,

For the record, the ARAP 2.4 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/Index on the left if your browser supports them.

Dice and Basics

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.

Occasionally, you may see annotation such as R4D6P2↑ or R3D6P2↓. The first means "Roll 4 D6, Pick (use) the 2 highest scores", while the second is read "Roll 3 D6, Pick the 2 lowest scoring". Melta weapons, for example, are R2D6P1↑ to-wound/damage at half-range or less.

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.

Low roll characteristics may be written as "n-", meaning that a roll of "n or less" is required, subject to modifiers. High rolls may be written "n+" meaning that a roll of "n or higher" is required.

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 convert between 8th edition WS/BS values to those for ARAP or earlier GW editions subtract the number from 7.

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

Basic goal number for hitting a defender in mêlée combat is a fighter's Weapon Skill (WS). Roll equal or lower than this value.

As for shooting, a natural 6 is always a miss. Weapon Skills greater than 5 may become significant once modifiers are applied.

See the [Mêlée Section](#) for applicable modifiers.

Irrespective of modifiers, a dice roll of 5 or less is needed for a hit and a natural 6 always misses.

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:

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

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 at short range (12" or less, or half range or less, whichever is lesser). A goal number of 10 or greater indicates the weapon is just too weak against a target this tough! Goal Number results of 2 or less are treated as 2+.

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 Ld rolls will be for morale, psychological state etc.

Morale Tests/Morale Checks, and Control Rolls/Tests, are both a subclass of Leadership Test. Some units do not take Morale Checks but take other tests against Ld Characteristic.

Some units automatically pass all tests against Ld, while other only automatically pass Morale Checks, or Morale Checks of certain kinds. 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 or pinning.

Rolling a natural 2 (two 1s) for a test against Ld is always a success, regardless of modifiers. See "[Snake Eyes](#)".

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 (aka. "6/4+") you must roll a 6 and then re-roll with a score of 4+.
- To roll an 8 (6/5+) you must roll a 6 and then re-roll with a score of 5+.
- To roll a 9 (6/6) you must roll a 6 and then roll another 6.
- To roll 0 (1/3-) you must roll a 1 and then re-roll to score a 3 or less.
- To roll -1 (1/2-) roll a 1 and then re-roll of 2 or less.
- To roll -2 (1/1) 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. A score of "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.

Average Dice

Some home-grown rules or scenarios may require a capped, "smoothed" chance of a result. "Average Dice" are marked 2, 3, 3, 4, 4, 5. If you do not have these, roll D6, treating rolls of a 1 as a 3 and a 6 as a 4. 1 or 6m add or subtract 2.

Activation Rolls and Initiative Tests

An Initiative test is a low roll against the Initiative characteristic. A roll of a natural 6 is a failure. Activation of units is also based on the Initiative characteristic but use up to three dice and a value of between 3 and 5. Activation and activation rolls will be covered in a later section.

Strength and Toughness Tests

Occasionally tests against other characteristics may be required. For example, wading through a strong current may require a Strength test. Resisting a gas may take a Toughness test. Such a test is made as a low roll with a single D6. Roll equal or less than the value of the characteristic. Rolling a natural 6 would not normally be a fail, but the GM may rule it is so in some scenarios.

Note that the Toughness test described above is not the same as the S vs T test for wounding or damage.

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".

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 2 cm increments and simply double any distance values given. For smaller figures such as $1/72^{nd}$ you can use inch/2 cm increments or switch to 1cm increments. If you are using $1/6^{th}$ 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.

Unless specifically stated, dice roll targets, distances and similar should be considered to be inclusive: "within 3"" should be read as "at 3" or closer", for example.

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 one or more dimensions, 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, GorkaMork*a 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.

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 (2x3)+1=7 or should it be 2x(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.

Able, Active, Engaged and Otherwise

A figure or unit fighting in close combat is termed "engaged". A figure or unit eligible to be activated is termed "able". A figure or unit using its action points is termed "active or "activated". Figures or units may not be able to meet any of the previous conditions due to being routing, pursuing, seriously injured (*GASR*), on fire, dissolving in acid etc.

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.

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. You may only make one attempt to activate each unit per turn.

If two or more failures are rolled the player's turn ends. This is known as "bust". If a player rolls three dice and two failures, they may use their action before their turn ends.

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 per turn is allowed, however.

A player that rolls two failures does not go bust if the next player elects to make a pick-up.

Pick-Ups

When an activation roll rolls one or more failures, the opponent whose turn is next may choose to pick up those dice and roll them to attempt to activate one or more of their own units in the current player's turn. These activations are "reactions" and are resolved before the current player takes their actions for the unit they are activating.

If the current player rolled a bust, their turn continues if an opponent elected to pick up any of their failed dice.

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.

In certain situations, different parts of a unit may use their action points to make different actions. For example, a weapon team may overwatch while their comrades scout ahead.

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.

Sole Actions

Some actions may only be made once in a phase by an individual or unit. For example, "standing up" would be a sole action. Only one attempt to hack a terminal might be allowed a phase, so would be a Sole Action. More than one Sole Action of different types may be permitted in a phase.

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.

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.

Interactions

To use a ladder, console, door or other interactive terrain feature it is sufficient for a model to be within 2" on the same level, measured from base centre.

Movement

Basic Move

Basic move is how far a figure can move in a single movement action. When the rules say a figure may move their standard move this is no further than this distance. 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:

Movement Allowances			
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 their move allowance added to the score of 2D6 in inches. A human infantry unit (M=4) therefore Charges from 6 to 16".

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 R3D6P2↑".

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 90°, moving back and a 180°. 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".

The to-hit modifier for prone/crawling/moving tactically does not combine with the to-hit modifiers for being behind soft- or hard-cover. Use the -1 or -2 cover modifiers instead if in/behind/under cover. 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.

Some dangerous ground requires an Initiative test rather that a D6 hazard test.

Some dangerous ground may also be difficult or variable.

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, unless range is 4" or less.
- 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 must pay more attention to where they are moving, all shooting or weapon throwing made by them 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.

Free Move

If there are no enemies apparent within 12", a model or unit can make a free move of their usual movement distance without being activated. This takes place in the controlling player's turn and the moved model can be activated as normal later in the turn.

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 (Int) 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.

For figures larger than Size Two, their "free jump distance" is half their size category in inches.

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, encumbrance, 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 45° 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.

For figures larger than Size Two, their "free climb height" is half their size category in inches.

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 as 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 hits 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.

Climbing Down
Climbing downwards uses similar mechanisms to climbing upwards.

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. Fall damage is D3 hits at a strength

equal to the fall distance in inches.

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 prone 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 and a +1 to Combat Resolution Score for an attack from "uphill". 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 to move 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 their 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.

A figure on a ladder may fire a pistol-weapon at no penalty. A basic weapon may be fired with a -1 modifier. Heavy weapons and two-handed weapons such as bows may not normally be used when climbing a ladder.

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:

Shooting Hit Modifiers		
-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	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	Tactical Movement	Firing while using tactical movement.
+1	Firing from Hard Cover	Only applies to infantry.
-1	Fleeting Target	Target moved from one piece of cover to another in last turn.
-1	Target prone, crawling or using tactical movement	Firing at an enemy prone, crawling or using tactical movement if range is greater than 4".
-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. (This rule is optional and may be reserved for characters or large multi-wound creatures)
-1	Confused	Shooter is confused, drunk etc.
-1	Throwing a hand grenade.	Throwing a grenade by hand.
-2	Throwing improvised weapons	Throwing bricks and other missiles.
-1	Firing into Close Combat	Any hits are randomized between the sides in Close Combat.
+1	Used an Aim action.	If the immediately preceding action was an Aim action, the next shooting action is at +1 to hit.
+1	Ambush Bonus.	
-1	Firing a pistol in each hand	See the "John Woo" rule.
+1	Shotgun at half-range or less.	

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 is more properly called "concealment" in military circles. 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 more than 50% of the unit is in cover. If ,ore than 50% 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.

When a shot against a target in cover fails its to-hit roll by just one, the shot may be ruled to have hit the cover instead. Use this rule if the target is hiding behind a hostage or behind fragile/volitile cover.

Laser Weapons and Fast Targets

Laser beams travel at the speed of light. Troops using Laser weapons are not subject to negative 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 /Ambush at targets moving between cover and to Shooting Actions against targets that moved from cover to cover in their previous turn.

Ambush Bonus

For an ambush to occur the target must be unaware of the attacker and the attacker will usually be hidden. If shooting the attacker gets a +1 to-hit bonus, representing that they have time to choose their shot. If Charging into mêlée, the attacker gets a +1 to-hit in close combat. A mêlée attack from ambush will often be to the flank or rear so additional bonuses may apply.

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.

A shooter cannot fire past a comrade who is in close combat or in contact with another model for some other purpose, such as carrying someone or part of the same weapon-crew. A shooter cannot fire past a comrade who is significantly larger, such as a larger size category or mounted on a horse when the shooter is on foot.

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 (not

cumulative!). 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.

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:

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

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

A "to wound" roll is always a 2 or greater. A roll of a natural 1 automatically has no effect. Calculated goal numbers less than 2 are treated as 2+.

Damage

Most weapons in Gemini-ARAP inflict a single wound or damage point.

I have added 8th edition-style Damage values to some weapons to make them more practical against multi-wound creatures and allow the Toughness characteristics rules for vehicles to be used.

Note that Damage is per hit. Three hits with a D2 weapon will affect no more than three targets. The six wounds cannot be divided between four or more targets. Excess damage is lost.

Saves and AP

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

Taking Fire

When their units are receiving fire, their player should:

- Record a unit's starting size.
- Note whether pinning weapons take effect.
- Make any pinning or other tests.
- Record number of hits each unit takes.
- Record number of casualties each unit takes.

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. For template weapons, the figures in the effect area closest to the weapon 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.

Pinned and Pinning Tests

Some weapons have the characteristic of causing pinning. If a unit takes one or more casualties (unsaved wounds) from a pinning weapon, it must pass a pinning test, or become pinned.

Pinning tests for a unit should be taken in the opponent's shooting actions. Multiple tests may need to be taken until one is failed or all are passed.

A Pinning test is a Morale Check, Roll 2D6 equal or less than Leadership to pass a pinning test.

A multiple battery attack from ordinance weapons is especially terrifying! A pinning test from such a heavy bombardment has a -1 modifier.

A **Pinning** test failure always results in the unit becoming pinned. Do not test for the effects of 25% casualties if a test for pinning was dailed, or if pinning is automatic.

Routing units automatically pass pinning tests.

A pinned unit spends its next turn taking two less actions than it rolls. A pinned unit need not take additional morale tests.

Some units may ignore pinning tests or automatically pass them. They will still be affected if a circumstance automatically pins a unit. This may represent the unit being physically immobilized or similar.

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.

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.

Some weapons or situations may cause pinning automatically. No pinning test is necessary. Automatic pinning may be dependent on the target taking a hit, wound, casualty or fulfilling some other condition.

Heavy Casualty Test

Before activating a unit determine if it took casualties of 25% or more from shooting and/or from psionic attack in the opponent's previous turn(s). If the case, the unit must make a test against Leadership. The Heavy Casualty Test is a Morale Test so it not required by units that automatically pass Morale Tests.

25% is calculated from the number of figures in the unit at the end of the player's last 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.

Optional: A -1 modifier applies to the test against Ld if 50% or more casualties were inflicted.

Only one Heavy Casualty test is made per turn. A Heavy Casualty test is not made if a Pinning test was failed, or the unit becomes pinned due to another cause.

A **Heavy Casualty Test** is classed as a Morale test.

Tests for 25% losses are not taken by Charging units, units being Charged, units in mêlée nor units routing.

Situations such as 25% or more losses from traversing dangerous ground will also require a Morale 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.

- 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 is moved D6" and routs in the next compulsory phase. The unit continues to rout thus until it rallies. See the Mêlée Section for the mechanics of routing and rallying.

Suppressive Fire

Being fired upon may slow a unit down, even if no one is injured.

If a Heavy Casualty Test was not required, a unit must take a suppression test before activating if a unit had taken a number of hits of *25% or greater* of what was its numerical strength at the end of its last turn. For example, four to seven-man units will be suppressed by two hits or more. A ten-man unit takes three or more hits.

Hits from close combat or taken during Charging do not count towards suppression.

One or more hits from a weapon with a 5" diameter or larger effect area requires a suppression test.

Monstrous or gargantuan creatures, fearless creatures, fearless units, vehicles, dreadnoughts, and robots cannot be suppressed. so do not take a suppression test. Nor do models that have Invulnerable Saves, such as terminators.

Swarms may or may not be subject to suppression, depending on the swarm.

Independent characters should probably be exempt from suppression.

These latter points are left up to the GM.

A suppression test is not taken if a unit is Pinned or took a Heavy Casualty test.

Only one suppression test per unit at the start of a turn is taken.

A unit cannot be both pinned and suppressed.

The suppression test is a Morale Check roll against Ld, using any modifiers that effect the unit.

A unit that fails a suppression test is Suppressed and loses an action point in their next turn. The suppressed unit will need to roll at least two successes if it wants to activate. A successful activation roll generates one less action point than normal.

Units in Close Combat or Charging cannot be suppressed.

A suppressed unit that is brought into in close combat is no longer suppressed.

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" away will only travel a further 2". Bounced template shots are a further -1 to hit.

To use a template weapon with a template, 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.

To determine who is hit, the firer rolls against BS, applying appropriate modifiers. If the roll was a success, 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.

If prone/crawling/moving tactically and not in cover, a target is treated as though in soft-cover when attacked with a template/torrent weapon.

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. Torrent weapons can usually fire as template weapons at shorter range.

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 treated as a whole, and counter placed in its centre, or a figure near 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.

Inches Scattered = 2D6 - (BS + modifiers)

Remember that subtracting a negative number is an addition, adding a negative modifier a subtraction. 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 or your T-stick 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/radius of the T-stick 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.

If prone/crawling/moving tactically and not in cover, a target is treated as though in soft-cover when attacked with an area weapon.

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.

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.
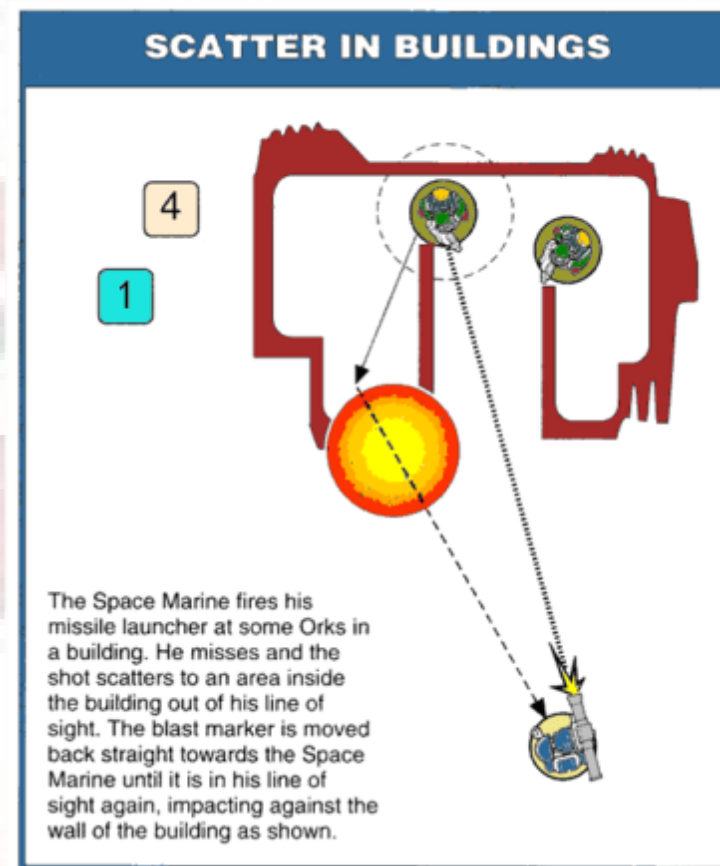
The illustration (*above*) shows how intervening obstacles may change the final position of the marker. The shot scatters and its new position, relative to the intended target, is worked out. A line is visualized from this point back to shooter. A wall is on this line so it is obvious the scattered shot 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 Assassins.

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.

A grenade can be thrown over an object as high as the figure with no extra penalty, an object twice as high is at -1, and three times as high at -2.

Position the marker or T-stick 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.

Indirect fire is usually coordinated by a specialist, for example: an observer, leader, techmarine, scout/sniper or similar. Guess range is given taking this figure as a reference point.

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.

Charging

Charge Actions

Mêlée is initiated when one side makes a Charge action. A Charge action cost one action point. A Charge action 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 (e.g., D4s) and double the score of the highest scoring to get the Charge distance. In other situations, Charge distance is either M+2D6" or M+R3D6P2↑".

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, unengaged.

Failed Charges

A Charge fails if no member of the Charging unit made contact with any members of the Charged unit. If the Charge failed, the Chargers are moved toward the target unit. Distance moved is the value of the highest single dice rolled to generate the Charge distance. If a unit had a movement of 4 and rolled a 2 and 5 for its Charge it would move only 5", not 11", The final move distance and direction is modified for terrain effects.

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.

Optionally, if the failed Chargers have remaining action points, they may use them to conduct another Charge that turn. Units that fail a Charge may not use actions for anything other than another Charge attempt. Successive Charge attempts that turn take place after any reactions against the 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 contacted. 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.

Charge Bonuses			
Frontal Charge	One extra attack in First Round		
Flank Charge	Two extra attacks in First Round		Charged unit has -1 modifier to Combat Resolution Score.
Charge to Rear	Two extra attacks in First Round	All Attacks in First Round at +1 to Hit.	Charged unit has -1 modifier to Combat Resolution Score.

Note that the charge bonuses only apply to the first round of a series of mêlée combats. The Flinch rule means the two sides draw apart after each round. The winners or losers may continue the combat by closing the distance when activated. While these moves are technically charges, they do not qualify for additional charge bonuses.

Charging, Terrain and Obstacles

Charge distance is modified for difficult and very difficult terrain it passes through. Tests are taken for dangerous ground. Charge direction is diverted around impassable terrain.

A Charge may attempt to cross any obstacles that each require a single Initiative test. If the test is failed, the unit is halted at the start of the obstacle and treated the same as a Failed Charge.

Obstacles that require multiple Initiative tests to pass are treated as impassable to Charges. The only exception to this is Jumping Down into Mêlée.

Running from a Charge

Running from a Charge is a free Charge reaction. It cannot be made if the Charged unit is:

- Pinned.
- 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 R3D6P2↑" 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**.

If the Charging unit cannot reach a unit that runs from it, it may use its Charge movement to reach another enemy unit within range.

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
- 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 the disembarking unit 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 conditions 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.

Firing During Charges

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.
- Unsaved wounds 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.
- 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. S-point modifiers are not applied.
- 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.
- Unsaved wounds inflicted by Stand and Fire count towards the Wound Difference for the first round of mêlée.

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. Usual 25% restrictions for the number of grenades a unit may use a turn apply.

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! The grenadier takes the full force of the hit rather than the intended target

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 given in the Vehicles Chapter.

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. Basic score to hit is the value of the **Weapons Skill or less** with relevant modifiers applied.

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 shooting or 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.

Mêlée is repeated until all initiative steps have been fought.

To-Hit Modifiers for Mêlée		
-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 mêlée round, except Charge Bonus Attacks.
+1	Uphill.	Model making attacks is on a higher slope, stair or rampart. The model does not get this bonus for being taller than the defender or mounted on a normal-sized riding animal.
-1	Fighting across a barricade	Each fighter must be within 1" of the barricade or obstacle.
-1	Planting Charges.	Attaching grenades, bombs or similar devices to an enemy during mêlée has a -1 modifier.
+1	Rear Charge.	If the Charge is made into the rear of an enemy, the first round of attacks are made by the charger are at +1
+1	Ambush Bonus.	See Ambush Bonus.
+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	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, a unit that is Locked in Close Combat may instead attempt to Break Away or Disengage from a mêlée round.

On a successful Ld Control Test the unit turns tail and moves their flee distance (2D6" or R3D6P2↑"). 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.

If not routing, 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 from 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.

Combat Resolution and Wound Difference

Once a round of mêlée has been fought each side adds up how many unsaved wounds each of their units have inflicted. Note that this is determined by unsaved wounds, not casualties. Landing a few sound blows on a large creature is encouraging, even if it does not yet kill it.

If one side has entirely eliminated the all opponents, it has obviously won and there is no need to count wounds!

Generally, the side that takes more wounds than it inflicts is the loser, unless the other side has been wiped out.

With just two units in combat, compare the number of wounds inflicted. "Wound Difference" in this case, is the difference between the number of unsaved wounds inflicted by each side.

In more complicated combats, you may also have to note how many unsaved wounds a unit has taken and use it to calculate a **Combat Resolution Score**.

Wound Difference = Unsaved Wounds Inflicted – Unsaved Wounds Taken.

Combat Resolution Score = Wound Difference + Modifiers.

Casualties due to factors such as dangerous ground are counted as "Wounds Taken" but not credited as to the opposing side(s) as "Wounds Inflicted". Work out the Wound Difference first and make a note of it. Actual victor of the round is decided by the **Combat Resolution Scores**.

If the **Combat Resolution Scores** are equal the units will fight another round of mêlée in the next player's turn. If there is a difference, the side with the lower **Combat Resolution Score** has to take a **Rout test**.

If several units were involved in the same combat those with a negative **Combat Resolution Score** take Rout Test, those with positives do not.

Examples:

1. **A** inflicts **4** wounds, **B** inflicts **2**. Wound Difference is **2** and **B** tests with a **-2** modifier.
2. **A** inflicts **4** wounds, **B** inflicts **2**. They are fighting in a minefield, so **A** also takes 1 wound from mines, **B** takes 2. Wound Difference is therefore 4-3= +1 for **A** and 2-2=0 for **B**.
3. **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**.
4. **A** inflicts 4 wounds and **B** inflicts 2, so wound difference is 2 in favour of **A**. **B** Charged that turn and has +3 in modifiers, so **B**'s **Combat Resolution Score** is 5, higher than **A**'s 2. **A** has been so thoroughly surprised they may not realize how well they are doing! Such can be the confusion of combat! In this situation A loses the round and must **Rout test** but gets a +2 Ld modifier for their higher Wound Difference.

Combat Resolution Modifiers	
+1	The unit Charged into combat that round.
+1	If the unit Charged from an uphill position that round. This includes jumping down into combat.
+1	If unit is fighting a Hated enemy Combat Resolution score is increased by 1.

-1	If unit was Charged in the flank or rear during this combat round 1 from its Combat Resolution score. Only applies to the first round of combat after being Charged. Can be acquired up to three times in a combat, once for the rear and once for each flank.
-1	If the enemy unit(s) include some models with the Daemonic Visage Attribute.
-2	If all the enemy have the Daemonic Visage Attribute or a Greater Daemon is a surviving enemy combatant.

Rout Test

When a side loses a round of close combat it will make a Rout Test unless it is exempt.

A Rout Test is a Morale test modified by Wound Difference. Target number is the unit's Ld with the Wound Difference (of up to -3) subtracted. Other modifiers may apply.

2D6 are rolled and if the result is less than or equal to the target value, the test is passed.

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

Snake Eyes

Morale Check rolls such as **Rout Tests** and **Heavy Casualty** tests are always passed if a natural double 1 is rolled, irrespective of modifiers. Even if modifiers have taken the required target score to less than 2, the dice should still be rolled since there is always a chance of rolling two 1s.

Flinch

If the Rout Test is passed, the losing unit will "Flinch".

Move the survivors D6" from the unit that beat them. The unit should attempt to maintain unit coherency.

The flinch should be made following the restrictions in the [Flinch and Flee section](#).

If the Flinch did not take the unit out of mêlée radius, another round of Close Combat will be fought next turn.

If not engaged with another enemy unit, the winning side within mêlée radius automatically advances to come into base-to-base contact with the flinched unit.

A flinched unit that is out of mêlée radius" may be activated in its next turn.

Either the flinched unit or the unit that beat it may resume combat by using an action to charge the other. There are no charge bonuses for using a charge action to continue a combat.

Rout

If the Rout Test was failed, the unit Routs!

The survivors are turned away from the unit that beat them and moved D6".

In the compulsory movement phase of the next turn, a unit that is routing will be moved away 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 R3D6P2↑".

The rout move is made respecting the restrictions on the **Flinch and Flee** section. So long as these restrictions are observed, the player may choose the route that the routing unit takes.

Flinch and Flee

- 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.
- A flinching or routing unit may take a course that avoids impassible or dangerous terrain if possible. It might head for a bridge over, or turn parallel to an impassible river, for example.

Rally

After being moved 2D6/R3D6P2↑", the routing survivors may attempt to rally by rolling 2D6 against Ld. This is a Control Roll rather than a Morale Check or Rout Test so isnot modified for Wound Difference.

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 at the end of 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 may re-roll a Rout, Rally or other Morale checks.

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 final attempt is failed, they are removed from play.

Free Hacks

A Free Hack entitles an attacker to make an attack at 4 or less to hit, irrespective of WS value.

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 R3D6P2↑" 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

To prevent a unit from pursuing routers, the unit must pass a Ld Control Test. This may be taken immediately after the routers' D6" disengage move.

Troops that routed a Hated enemy take this control test at a -1 modifier. Troops in Frenzy automatically pursue. A unit cannot pursue a routing enemy if it is still locked in combat with another unit.

If the mêlée was contesting a terrain feature such as a building, strong-point, or entrenchments, the winning unit does not have to pursue unless it was in Frenzy. Frenzied units winning a terrain feature 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 Control 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 has attempted a rally test. If the test to halt is not passed, the pursuers are moved 2D6/R3D6P2↑" as usual.

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Advanced and Optional Rules (rewritten for 2.4)

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"You were never very good at games, Liam.
But you're worse with warfare.
It's not the number of weapons that matters.
It's their proximity."

Killjoys