Grenades and Bombs

The rules for grenades are compatible with the older 2·3 rules and the new 2·4 rules. The ARAP 2·4 rules use low numbers to hit so the GM may wish to remain consistent by changing text such as "hits on a 3+" to "hits on a 4 or less".

Grenades can be used in a number of ways in ARAP Gemini rules. During a shooting action they can either be hand-thrown or fired from a launcher. During a charge action they can be used to negate a defender's cover or disrupt a charge. During close combat grenades and similar devices can be planted on vehicles, buildings or monstrous and gargantuan creatures.

Hand-Thrown Grenades

Treat grenades as having a range of 6". There are no short/long ranges for grenades and models using grenades can move with no penalties.

Throwing a grenade or rock is instead of firing a weapon as a SHOOTING action. Only 25% of a unit 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 thrown grenades and rocks are Guess range weapons. The player must declare what range they intend to throw their grenade to before any to-hit or scatter rolls are made. To throw a grenade or rock by hand a roll against BS is made. Since hitting something with a slow-moving thrown object is harder than hitting it with a laser or high-velocity projectile throwing grenades has a -1 modifier. Some figures may therefore need a 7+ to hit.

If the BS roll is made the grenade hits the nominated target. If the BS roll is not made roll a Scatter-Only dice and move the marker D6" in the direction indicated. Hand-thrown grenades can scatter more than half the range they were thrown. The half-range rule for Area weapons does not apply to hand- thrown grenades or grenades fired at short range. It is quite possible for a badly thrown grenade to bounce off a wall and land behind a thrower.

For grenades that take effect results are resolved as for any other Area weapon. A hidden model throwing a grenade does not reveal their position and can remain hidden.

Launched Grenades

Grenades fired from launchers are treated in the same way as any other area weapon in a shooting action. Their curved trajectory may allow them to fire on targets behind obstructions. See the Shooting rules pages for more information on this. There is no extra -1 modifier and no 25% of a unit restriction if the grenade launcher is a primary weapon.

Some grenade launchers are mounted on other weapons such as an Imperial Guard Auxiliary Grenade Launcher (range=18") or a Power Glove-mounted Grenade Launcher (range=12"). Firing a grenade launcher that is mounted on another weapon counts as

throwing a grenade and counts towards the 25% of models throwing total. Other than this these weapons use the normal Area weapon rules for shooting, just like other grenade launching weapons.

Grenades in a Charge Action

If a unit is equipped with grenades it may choose to use them if charging or if charged. Rather that working out the effect of each grenade thrown we instead look at the tactical effect of grenades being used. The majority of the unit must be equipped with grenades of the correct type for them to be used in a charge. To be used during a charge action the grenades used must have either the Assault Grenades or Defensive Grenades attribute. If a unit has grenades it is assumed they are used automatically during a charge, unless the unit does not wish to use them for stealth reasons. Grenades used during a Charge do not make to-hit or to-damage rolls and any casualties they cause are assumed to be taken into account in the unit's attacks in the following Close Combat round. When Grenades are used during a Charge they have the effect of influencing Initiative rather than inflicting wounds.

Assault Grenades: Grenades described as Assault grenades can be used during a charge action. Assault Grenades are thrown by a Charging unit and used to drive a unit in cover out of cover or keep their heads down for vital seconds while obstacles are negotiated. Charging units with Assault Grenades use them as a free action when Charging, even if they do not use Charging Fire and Charge from less than their Move Allowance. The use of grenades has no effect on Stand and Fire but negates the benefits of cover in the Close Combat so both sides fight in Initiative Order. Fleet creatures may not add +D6" to their Charge move if they choose to fire while charging and/or use Assault grenades.

Defensive Grenades: Defensive Grenades are thrown by a Charged unit at a Charging enemy and cause sufficient disruption that the Charging unit may not make their Charge bonus attacks. Charged units with Defensive Grenades can use them for free when Charged. The unit does not have to roll for Stand and Fire and can use them if Charged from any range. Defensive Grenades can only be used if the chargers can be brought into the defending unit's firing arc by a turn of 90° or less. They cannot be used if the Charged unit is already locked in Close Combat.

Grenades Used during Close Combat

"**Planting Charges**" is a special attack against vehicles, dreadnoughts, large robots and monstrous or gargantuan creatures. A unit must have grenades or bombs that can be planted such as Melta-bombs or Krak grenades. Other types of grenade will usually have little effect against armour. Each model can make only one attempt per round. Models with more than one attack cannot also make other мкlйе attacks if planting charges. Charge bonus and extra attacks for multiple weapons cannot be used if planting charges. Planting a charge takes some time and the model will need time to get clear! A to-hit roll to plant charges has a -1 modifier so needs a 5+ or a 7+ for a moving vehicle or no roll if the vehicle is static. *(In ARAP 2·4 rules 2 or less or a roll of 1/3)*. A planted charge does not have an effect area but instead does special damage, which may be greater than its performance when thrown. Against a machine/ creature with WS the attempt to plant charges counts as an Initiative 1 attack. *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 plant it!*

Attempting to throw grenades through open hatches, firing ports or open tops are Shooting actions and cannot be attempted while in Close Combat.

Common Types of Grenade

	Range (")	Strength	AP	Damage	Effect Area Diameter	Can be planted?	
Frag Grenade	6	3	6	1	3"	no	Assault Grenade
Krak Grenade	6	6	4	D3	1"	yes	Grenade
Ogryn Frag Grenade	6	4	6	1	3"	no	Assault Grenade
Photon-Flash Grenade	6	-	-	-	3"	no	Dazzle/Blinding
Haywire Grenade	6	2	-	1	3"	yes	Assault Grenades, Haywire
Eldar Plasma Grenade	6	4	4	2	3"	yes	Assault Grenade
Stikkbomb	6	3	-	1	3"	no	Ork. Assault Grenade
Tankbusta Bomb	6	6	4	D6	1"	yes	Armourbane
Tau Photon Grenades	6	1	-	1	3"	no	Defensive Grenade, Dazzle
Melta Bomb	none	8	1	D6	-	yes	Armourbane (8+2D6), Strikes last.
Demolition Charge	6	8	2	D3	5"	yes	Grenade, One Shot.
Vortex Grenade	6	D	✖		3"	yes	Grenade, Vortex, One Use.
Smoke/ Chemical Grenade	6	Special		-	5"	no	Grenade
Molotov Cocktail	6	3	-	1	2"	no	Improvised

Frag Grenades

Frag grenades can be used for a shooting action. Frag grenades are Assault Grenades so being equipped with Frag grenades also has an effect if the unit charges. Ogryn Frag grenades are large hand grenades designed for Ogryn use. They are only issued to Ogryn.

Krak Grenades

Krak grenades are designed to destroy heavily armoured targets. The Krak grenade produces a concentrated implosion so for most purposes it is not necessary to work out the effect area, simply work out any deviation and if the grenade would have come into contact. For some purposes it is necessary to know the effect area of a Krak grenade. Assume this to be a S" radius and use a 25mm round base as a marker.

Krak grenades can also be planted during a close combat against a vehicle, building or monstrous creature. Planting a grenade is instead of the user's normal close combat attacks and is at Initiative 1.

Krak Attack: Against a particularly tough or well armoured foe often the most effective option is to drop a Krak grenade at his feet or down his jumper. Troops attempting to do this must have Krak grenades and are only permitted to make one attack (of any kind) that combat round at Initiative 1. The grenade is successfully used on a roll of 6. *("1" in ARAP 2.4 rules)* 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, Vehicles or monstrous or gargantuan creatures with Krak grenades uses different rules. Ultramarines that are Tyranid War Veterans can make Krak Attacks at 3+ if fighting against Tyranids. *(ARAP 2.4: 4 or less)*

Tau Photon Grenades

Tau photon grenades use a variety of effects including light and sound to disorientate an enemy. Models hit by Tau Photon grenades from a shooting action must roll against Initiative or become Dazzled. A **Dazzled** model counts its WS and BS as 1. The model is otherwise unharmed and recovers sight at the end of its next turn. A unit equipped with Photon grenades that is charged may use them as Defensive grenades to disrupt the charge.

Photon-Flash Flare

Photon Flash Flares are a powerful light-producing weapon. Vehicles, dreadnoughts and power armoured troops often favour them when facing less well-equipped foes. Photon grenades have a 1S" effect radius.

	No Effect	Dazzled	Blinded
Unprotected Troops	-	1	2+
Troops with Protective Visors	1-3	2-5	6
Auto-senses	1-5	6	-

Space Marines, Terminators, Dreadnoughts, Robots and enclosed vehicles are treated as having Autosenses. Eldar Warriors with armour and Imperial Guard are issued protective visors.

Some equipment gives a saving throw against Photon grenades. If the save is failed treat the victim as unprotected in the table above unless they have additional protection.

Photochromatic contacts	3+
Photochromatic eyedrops	5+
Photochromatic injections	3+

A **dazzled** model counts its WS and BS as 1. The model is otherwise unharmed and regains sight at the end of its next turn.

A model that does not roll under its Initiative is **blinded**. Treat blinded models as a new unit separate from their old unit while they are blinded. Blinded models are unable to see and so cannot move properly or shoot. If they do decide to move, they do so at half-speed and in a random direction. If engaged in hand-to-hand combat they can only defend a WS1.

A model who is blinded remains blinded throughout his following turn, but may test at the start of each of his subsequent turns to recover his sight. Roll a D6. On the score of a 4+ the model regains its sight and can see and move normally once more. Recovered models will probably attempt to rejoin their old unit.

Light-sensitive equipment such as Targeters and Infra-vision equipment is automatically destroyed if it was in use and caught in the effect area of a Photon Flash Flare.

Zombies can be dazzled or blinded by Photon-flash but this does not affect them unless they are using shooting weapons. Dazzled or Blinded Zombies cannot shoot unless their target is a living creature within their Initiative distance (3").

Haywire Grenade

Haywire or Scrambler grenades emits a spectacular burst of electromagnetic energy. They can be used as Assault grenades and also planted in close combat. As well as some physical damage, this disrupts electronic systems making them particularly suited to attacking advanced technology targets such vehicles and dreadnoughts. If a vehicle or dreadnought is hit by a Haywire grenade, roll a D6.

1	No Effect
2-5	Glancing Hit. 1 damage point against vehicles with Toughness
6	Penetrating Hit. D3 damage points against vehicles with Toughness.

A robot hit by a Haywire grenade takes a Damage Point on the roll of a 3+. *(2·4 rules: 4 or less)*

Melta Bombs

Melta bombs are too large for launchers and too heavy to throw like normal grenades. They need to be planted/placed on a target. The melta bomb has the "strikes last" attribute so if used against a monstrous or gargantuan creature with an Initiative of 1 the creature gets to make its attacks before the bomb can be planted.

Demolition Charge

The demolition charge is a large bomb that cannot be fired from a launcher but can be thrown. It has a large effect area that may endanger the user so the preferred application is to plant it with a delay timer. Each demolition charge is a one-shot only weapon.

Vortex Grenade

The Vortex grenade is about the size of a cricket ball, making it too big to fire from conventional launchers. Vortex weapons are very powerful but very rare weapons. They are very difficult to manufacture so are seldom issued. In Imperial service they are most likely to be found carried by highly trusted individuals such as senior Space marines, Imperial Assassins or Inquisitors. In a game the vortex grenade will be held by an individual character.

The profile is for a vortex grenade. Vortex warheads for missiles may have a greater effect area and will have more range.

When triggered the vortex weapon creates a temporary vortex in space between this universe and warpspace that nothing can survive. The vortex weapon is a Destroyer weapon that usually destroys anything within its field. Shots fired through the field will be absorbed by it. Armour saves and invulnerable saves cannot be taken against the vortex and it ignores cover.

One of the things that makes a vortex field so dangerous is that it tends to persist and behaves unpredictably. At the start of each turn after the vortex weapon has been used roll two D6 and consult the table to see how the field behaves.

2	The vortex field blinks out of existence but reappears 2D6" in a random direction.
3-5	The vortex Field disappears and will not return.
6-8	The vortex Field is unchanged and does not move.
9	The vortex remains where it is but its radius expands by S"!
10	The vortex moves 2D6" in random direction, hitting anything in its path. It is not slowed or stopped by impassable terrain or obstacles.
11	The vortex splits into two fields, both the size of the original. Throw 2D6 for each to see how they then behave.
12	The vortex doubles in diameter and then vanishes, leaving a crater. Models engulfed by the increased size are hit.

Ground that was under a vortex field or that the field passes over is disrupted. Normal terrain becomes difficult, difficult terrain becomes very difficult and very difficult becomes impassable. Minefields, vegetation and similar obstacles or features will be consumed.

Smoke/Chemical Grenades

Chemical Grenades

Chemical grenades all have a 2S" radius marker and are filled with persistent agents that follow the gas cloud rules. At the start of each turn a D6 is rolled to determine the behaviour of the gas cloud. Note that a gas cloud in a confined space may not be able to disperse or move and the GM can modify the rules accordingly. Gases that are listed as dispersing automatically at the end of a turn are considered to be undergoing some form of chemical neutralizing reaction so are unaffected by being in a confined space.

1	Cloud remains where it is but disperses at the end of the turn.
2 - 4	Cloud remains where it is.
5	Cloud shrinks to half current radius, rounding down to nearest S"
6	Cloud moves D6" in a random direction. Add +1 for a weak wind, +2 for strong wind.

In another chapter, various environmental and weather related situations were described and some of these will have an effect on the behaviour of gas or smoke clouds. A modest to strong wind will prevent the cloud remaining in one place and cause a cloud to move further. A very strong wind may rapidly disperse the cloud. A cloud will not move against a prevailing wind. In such situations the direction rolled on the scatter dice can be taken as being an axis along which the cloud is likely to move. In other words, if the prevailing wind is from north to south and the dice rolls “north-east” move the cloud south-west. Heavy rainfall will make it difficult for clouds to remain formed. Airlessness may prevent the use of smoke or gas weapons.

Smoke

Models that cannot see through smoke cannot shoot through or into smoke. Models that cannot see that attempt to move in smoke move at half rate in a random direction. Any model in smoke that cannot see must roll a 6 on a D6 before fighting in close combat.

Infra-vision, Autosenses, Targeters and Scanners can see through smoke. Arbites, Marines, Dreadnoughts, Imperial Guard and Military vehicles can see through smoke normally. PDF squads have a 50% chance of all members having Infra-vision equipment. Orks and Tyranids cannot see through smoke. Zombies cannot see through smoke but their other senses allow them to move and

fight through smoke as though it was not there. Smoke may prevent Zombies seeing survivors but otherwise only effects Zombies when they are attempting to shoot into smoke. Zombies within a cloud can shoot normally at other models within a cloud.

Blind

Blind is a high-tech version of smoke that cannot be seen through by Infra-vision, Autosenses or Scanners. Blind clouds are treated as smoke clouds but also effect troops with Infra-vision, vehicles etc.

Stumm

Stumm gas is a common riot control agent used by Police and Arbites. Stumm is an inhaled gas so does not affect models with respirators or that do not breathe. Taking a dose of Stumm antidote will also negate its effects.

Models fully or partially in the Stumm cloud or passing through are automatically effected and are Confused. Confused models are -1 to hit targets when shooting or in hand to hand combat. Movement rate is halved and psychic powers cannot be used. Effected models make a Ld test at the start of each of their following turns to recover from confusion. Models cannot recover if still in the Stumm gas cloud. Zombies are unaffected by Stumm.

Knockdown

Knockdown is another riot agent and is more potent than Stumm. Knockdown is an inhaled gas and affects models without protection on a 3+ roll of a D6. Models affected fall to the floor and lay on the ground coughing and helpless whilst they remain in the cloud. Models can crawl 2" per turn and attempt to leave the cloud but they cannot shoot, fight or do anything else if within the cloud at the start of their turn. Once they have crawled free of the choking gas or it has dispersed or moved away they recover by the end of the turn.

Unaffected models that are foolish enough to remain in the cloud must test to see if the gas affects them at the start of each of their turns. Zombies are unaffected by Knockdown gas.

Choke

Choke is an unpleasant green gas which must be breathed in to have an effect. Against targets without protection such as sealed suits, respirators or enclosed vehicles Choke causes a S3 hit for every turn the model end, remains in or begins in the cloud.

Knockout

Knockout gas must be breathed to have an effect and renders vulnerable models unconscious on a 3+. Unconscious models recover on a 5+ test each turn if removed from the cloud or the cloud has dispersed.

Toxin

Toxin is a catchall term for poison gas weapons that can be breathed or absorbed through the skin and causes one wound per turn of exposure on a 4+. It is therefore a Poison (4+) weapon.

Scare

Scare is a skin-absorbed agent and therefore affects any targets without sufficient protection. The gas cloud only persists for a short while and is automatically dispersed at the end of a turn. Any vulnerable models that the cloud covers must take a Fear test against Cl or Ld unless Fearless. If the test is failed the affected models rout, breaking unit coherency if necessary. The routers may attempt to rally in the usual manner.

Molotov Cocktail

Molotovs are a commonly improvised weapon and may be found used by quite primitive enemies who have access to suitable inflammatory liquids.

Molotovs are improvised weapons so -1 to hit at all ranges. Roll against BS with an extra -1 modifier and work out scatter and deviation if the result is a miss. Molotovs have a 1" effect radius but only a 4+ chance of setting fire to any model hit. Burning models follow the burning rules given for Flamers with strength 3. A natural 6 rolled to-hit for a Molotov means the wick fails to ignite the contents and there is no effect on the target.

	Range (")	Strength	AP	Damage	Effect Area Diameter	Can be planted?	
Plasma Bomb	6	5	4	2	3"	yes	Grenade, One Shot
Antiplant	6	-	-	-	4"	yes	Grenade. Only affects plants.
Tanglefoot	6	Special		-	6"	no	Grenade.
Hallucinogen	6	Special		-	3"	no	

Plasma Bomb

The plasma bomb should not be confused with the similarly named Eldar plasma grenades. Although they use the same technology the plasma bomb is a far more potent device. Plasma bombs are relatively rare and only issued in small quantities. The player must therefore keep track of how many bombs a figure has and has used.

The plasma bomb detonates into a ball of hot plasma like a tiny sun. Once the position of the marker is determined it is left in place. At the start of each side's following turns a D6 is rolled to determine what the plasma ball does.

While it is in place the plasma ball cannot be fired through. Being caught in this area or attempting to pass through it will obviously result in an automatic hit. Clever use of a plasma bomb can obstruct an enemy or block their line of fire.

1	The plasma area expands its radius by D6" and disappears at the end of the turn.
2 - 5	The radius of the plasma area shrinks by S".
6	The plasma area collapses in on itself and vanishes, causing no harm this turn.

A plasma bomb is likely to leave a crater behind since half of its volume is usually below ground. It is likely to burn a hole through thin surfaces such as decking or walkways.

Antiplant Grenade

Antiplant grenades are relatively common in some environments. Antiplant is a generic term for a variety of grenades, different models being suited to differing ecosystems. All types contain a gaseous cocktail of herbicides, fungicides, defoliants and enzymes designed to destroy plant material likely to be encountered. As well as removing and enemy's cover and destroying dangerous plant life Anti-plant grenades have numerous other applications such as creating landing strips, clearing campsites or preparing areas for construction work.

Antiplant has no effect on animals or machines but destroys and decomposes any plants in its effect area.

Tanglefoot

Tanglefoot is an Adeptus Mechanicus development. Tanglefoot hand grenades may be encountered but it is more common for this round to be delivered by longer ranged systems. Tanglefield mines are sometimes used and some Imperial buildings have tanglefoot generators buried near them or even installed in certain rooms. Place a counter for the activated grenade or mine and apply effects to all models within a 3" radius. Tanglefoot generators may create larger effect areas.

A tanglefoot device produces a gravitic field close to the ground know as a tanglefield or tripfield. Trying to move through a tanglefield is at half rate on top of any modifiers for the actual terrain type. It has no effect on shooting or psionics, it is just very difficult to walk or crawl through. Tanglefields have applications for crowd control or can slow an enemy down to make them an easier target for other weapons.

Vehicles moving through a tanglefield count every 1" of move as 2". On leaving a field they throw a D6 to check course:

1	Must continue remaining movement straight ahead.
2	Veer 45° left and complete move in straight line.
3	Veer 45° right and complete move in straight line.

4+ No effect, move as normal.

At the start of each turn roll a D6 for each tanglefoot field.

1 Field Disperses. Its power source has run down or malfunctioned.

2-5 Field remains the same.

6 Field shifts D6" in a random direction.

Fields produced by generators are less likely to disperse or shift. This is a tendency of the smaller Tanglefoot warheads.

Hallucinogen

Hallucinogen gas grenades are a favourite weapon of the Eldar Harelquins but may be used by other combatants too. Slaanesh Chaos Marines also seem to be fond of these weapons.

Hallucinogen gas must be inhaled to have an effect. Hallucinogen gas clouds follow all the usual rules for gas and smoke clouds.

The use of hallucinogen gas weapons can be rather involved. The simplest option is to treat it like any other Assault grenade during a charge action. In a shooting action they can be treated as an inhaled version of Scare gas. Alternately the effects of hallucinogen gas can become a significant part of the game's narrative or even form the basis of the whole scenario. For example, an Anarchist terrorist group releases gas in a major population centre, perhaps during a parade.

The table below can be used to determine more detailed effects of the gas. If you prefer, use the tables given in earlier editions of WH40K such as Rogue Trader, 1st Edition Battle Manual or the Necromunda rules.

For convenience, it can be assumed that all of the members of a unit are affected by the gas in a similar fashion.

Roll separately for any Individual Characters in an affected unit.

If you are playing a game with only a few models you may roll separately for each figure. If you do not have a D10 use the column for D6s. Roll for gas effects before rolling to activate.

D10	D6	
1	1	**Resist!** Roll a D6. On a 1-3 roll again on this chart. On a 4+ the model resists the hallucinations and suffers no further effects from the gas.
2		**Frozen in Horror.** At the start of each following turn roll a D6. On a 1-3 the model is too horrified to do anything and may take no actions. On a 4+ the model resists the hallucinations and suffers no further effects from the gas.

3	2	**Petrified**. Does nothing that turn so take no actions. Each following turn roll a D6. Model needs a 6 to beat the gas, otherwise it is too terrified to take any actions.
4	3	**Surrounded!** Model stays still but automatically has two actions to shoot in a randomly determined direction. Each following turn roll a D6. Effect ends on a 6.
5	4	**Run for It!** Model activates automatically and has one action to move at its charge speed to reach nearest table edge. Continues until has it has left the table.
6		**Wish I could fly!** Model activates automatically, flaps its arms and makes one move action in random direction each turn until leaves the table. If the model can actually fly it flies in a random direction each turn.
7		**Kill them all!** Activates automatically and makes one action moving randomly at normal speed and one action to shoot in random direction. Effect lasts till end of game.
8	5	**Traitors!** Shoot at nearest model, friend or foe. May move as necessary to achieve a shot. Model gets two actions. If it has LOS on a target it uses both for shooting. If not it uses one or both to move towards a firing line to the nearest model.. Lasts till end of game.
9	6	**Dribbles.** Model sits down and does nothing until the end of the game. May take no actions.
10		**Hysterical.** Model activates automatically and makes two movement actions. The model moves randomly as fast as it can, screaming and laughing. For each action randomise a direction and move the model at charge rate. Lasts till end of game or until model leaves the table.

Timers and Remote Triggers

With some of the more deadly grenades and bombs a user may wish to get clear before triggering it. The simplest option is some form of delay fuse. The player announces which of their turns after the current one they intend the bomb to detonate in. In that turn they roll a D6 and the bomb will trigger on a 3+. If they fail they may try in their subsequent turns until the bomb detonates, is disarmed or is destroyed. If the enemy is using electronic warfare or attempting to disarm or vandalize the bomb the GM may rule that the chance of triggering it rises to 4+ or 5+.

Command detonation means using a radio signal, a trigger wire or even just lighting a long fuse. Radio signals may be subject to jamming. Wires and burning fuses cannot be jammed but may be cut by enemy action or fire.

Disarming a Bomb

How easy it is to disarm a bomb is ruled by the GM. A burning fuse can easily be cut or plucked out. More complicated mechanisms may require a specialist and perhaps D10 initiative tests. Smashing the mechanism may go either way! A model trying to disarm a bomb must obviously be in contact with it in some way.

Gas Canisters

The earlier rules describe gas and smoke deployed by grenade, bomb, shell or rocket. Gas may also be deployed from canisters. Gas is sometimes deployed in this way by more primitive or poorly equipped forces. Smoke may be deployed from canisters or may be made from a generator, particularly if a larger scale or more persistent smoke screen is desired. A brigade or division often has a dedicated Smoke screening platoon or company. These rules can be adapted to a variety of other scenarios, such as noxious fumes from nearby volcanic vents or life forms, spillage from a crashed chemical tanker and so on.

To use a static canister or generator the wind needs to be blowing in the right direction. Dead calm will cause a cloud to form centred on the source, expanding its radius by 1" per turn. Very strong winds may disperse the cloud too quickly for it to be significant.

Gas from a canister is expelled for up to six turns before it runs out. A generator can run for longer but it can be assumed that beyond the maximum range given below the cloud is too thin. Once the canister has run out roll dice to see if the cloud disperses as for a gas grenade/shell.

	Weak Wind		Strong Wind	
Turn	Length (inches)	Width (inches)	Length (inches)	Width (inches)
1	6	3	12	1S
2	12	6	24	3
3	18	9	36	4S
4	24	12	48	6
5	30	12	60	6
6	36	12	72	6

A ground vehicle can carry canisters or generators and lay a trail of smoke or gas while moving. It can move at a speed of up to 16" while doing this. Points value is three times as much as for a static source. Cloud is 4" wide and as long as the path of the vehicle. It lasts for six turns, then test each turn to see what happens. The screen generated drifts with any wind, 1" per turn in a weak wind, 2" per turn in a strong wind. If the vehicle is not moving it follows the above rules for a static generator or canister.

Low flying (attack altitude) aircraft including various drones or missiles can lay a cloud like a ground vehicle. This costs twelve times as much. The cloud will be 4" wide and follow all other rules for a ground vehicle laid cloud. Aircraft speed should probably be kept under 60" to do this.

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