Psychology in Gemini-ARAP

The more detailed chapters were originally written for the earlier versions of Gemini ARAP· Sadly, I just do not have time to fully update these· I have tried to annotate instances when 2·4 most obviously differs from earlier rules· One of the most obvious instances is that 2·4 uses to-hit rolls that need low numbers, while earlier versions used high numbers· Hence a 4+ roll becomes a 3 or less, a 1 in 6 chance of something require a roll of 6 rather than 1 and so forth· Where different chapters differ the rules given in the basic rules chapter have precedence.

Psychological Tests

The Psychological attributes such as Frenzy, Fear, Terror, Hate and Confusion used in WH40K-RT or 2nd Ed can still be used in Gemini rules. The Terror and Stupidity rules in the *Necromunda* Rulebook can also be used:

Assume the value for the Cool (Cl) characteristic is the same as for Ld with the following exceptions:

Cool =

        Ld+1 for Eldar
        Ld-2 for Jokareo
        Ld+1 for Tyranids
        Ld-1 for Zoats.
        Chaos Space Marines have a Cl of 10.

A Psychological test is passed if 2D6 are rolled less than or equal to the Cl Value. In a mixed unit with members subject to different Psychologies all the conditions apply to all members. Troops tend to get caught up in the enthusiasms or fears of their comrades. For this reason, Psychological tests are usually made against the lowest value of Cl or Ld in the unit.

Often it will be easiest to describe a unit as subject to *Stupidity(6)*, *Frenzied(7)*, *Frenzy(9), 12″*; etc. If the unit rolls higher than the value given in brackets it becomes subject to the condition. Frenzy may be accompanied by a distance too, which is how close the unit must be to an enemy to start testing for Frenzy. Often this figure will be the normal Charge range of the unit. If no figure is given the unit needs to Charge

to enter Frenzy or be affected by devices such as Frenzon Dispensers.

If more than one Psychological condition applies to a unit test in the following order:

> Stupidity
> Confusion
> Rage
> Frenzy
> Terror
> Fear
> Hatred

Fearless and Dogged Units

Troops that are Fearless do not have to take Fear or Terror tests but may be subject to other Psychological tests. Fearless units always pass Pinning tests but can become Pinned by events that cause Automatic Pinning. Fearless units automatically pass Morale checks but still need to take tests against Ld for other reasons such as using Psychic Powers. Fearless units never Rout from Close Combat but may take additional casualties if they lose a round.

"Dogged" is the ARAP rules of version the 4th Edition "Stubborn" Special Rule. Troops that are Dogged are be subject to all Psychological tests. Dogged units must take Pinning tests caused by Pinning Weapons but automatically pass Morale tests due to more than 25% casualties. Dogged units automatically pass Morale checks but still may need to take tests against Ld for other reasons. Dogged units never Rout from Close Combat but will take additional casualties if they lose a round.

Independent Characters that join Fearless units become Fearless while they are with the unit. Fearless Independent Characters that join a non-fearless unit loses this trait while with the unit. The same rules apply to Dogged units and Independent Characters.

Stubborn

When taking Morale tests, Stubborn units ignore any negative Leadership modifiers. Non-Stubborn Units that are joined by a Stubborn Independent Character become Stubborn while the Character is with them.

Rage

Units subject to Rage when activated must use at least one Action to move towards the closest enemy that is visible. If in range they will use this action to Charge. If the player chooses to use other actions to move these must also be used to get closer to the enemy.

If a unit is in a vehicle or bunker or defending an obstacle/building they can ignore this rule. This rule does not apply if there is no enemy visible to the unit.

Confusion

Confusion can be used to model various conditions including disorientation, intoxication or drunkenness. Some weapons or attacks will induce Confusion, either automatically or if a test is failed. Tests for Confusion are always made against Ld not Cl.

A Confused model or unit is:

- -1 to-hit enemies in Close Combat
- -1 to hit any target when shooting
- Moves at half rate
- Cannot use Psionic powers.
- Cannot be placed in Overwatch and loses Overwatch if it was already in Overwatch.
- Is usually Immune to all other Psychological tests while Confused. There will be exceptions to this. A drunk character may still experience fear or be stupid, for example.

A drunk model may be able to move at normal rate and may be able to use Psionic powers at a penalty (roll for success against a reduced Ld value, for example). If using the "Mordhein" based combat rules they can't be Stunned and a roll of Stunned on the Injury table counts as a Knocked Down result.

Hatred

There is normally no test for Hatred but tests against Ld (not Cl) may be required to resist its effects.

A unit that is fighting a hated foe in Close Combat may re-roll its to-hit roles in the first round of Combat. After that they calm down a bit and fight normally. Troops never Run from a Charge from an enemy they hate. Units fighting a hated enemy have their Ld+1 for Rout and Rallying tests. Units attempting not to pursue, to end a pursuit or break off from Close Combat test against Ld-1. Units fighting a hated foe that finish the engagement in cover with the foe routing do not have to pursue unless the player wishes but will doubtless shout abuse and catcalls.

Frenzy

A Frenzy test is made 2D6 vs Cl Value. A unit Subject to Frenzy will test if it enters Frenzy if it Charges an enemy unit. Some units will need to test for Frenzy if an enemy unit is within a certain distance at the start of the turn. The controlling player can attempt to stop troops entering Frenzy by rolling less than or equal to their Cl. A roll higher than the Cl causes the unit to become Frenzied.

Some units will start a battle already in a state of Frenzy and are described as "Frenzied" in their description. Such a unit cannot lose its Frenzy until it passes a test for Frenzy after Close combat. It will then behave as a normal unit but will still be Subject to Frenzy and need to take a Frenzy test if it attacks another enemy.

Units described as Subject to Frenzy are not Frenzied but must test against their Cl if they charge an enemy unit. Troops with Frenzon dispensers may enter Frenzy automatically at any time the controlling player wants.

- Units in Frenzy must always move their normal move allowance towards the nearest visible enemy unit. This is a compulsory move.
- Units in Frenzy within Charge range of an enemy must Charge. This is a compulsory move.
- Units in Frenzy move automatically each turn. They may be activated by dice roll but cannot spend further Action points on movement. Action points must be used for shooting or other actions.
- Frenzied troops charged by an enemy will never Run from the Charge.
- Frenzied troops in Close Combat have +1 Attacks and +1 Initiative while in Frenzy.
- (GASR) Frenzied fighters never bother to parry.
- Frenzied fighters are not subject to Fear, Terror, Confusion or Stupidity while Frenzied.
- Frenzied troops are treated as Fearless if they lose a round of Close Combat and take extra wounds equal to how many they lost the round by. They will also lose Frenzy.
- Frenzied troops do not Rout if they lose a round of Close Combat but are no longer Frenzied in subsequent rounds and then fight as normal. If they lose a round when they are no longer Frenzied they Rout test as normal and may Rout.
- Frenzied troops always Pursue and will continue to do so until the Routing unit is destroyed, they have left the table or they run into a fresh enemy unit.
- A Frenzied unit that has killed all its enemies and is not within charge range of another must make

another Frenzy test to see if they remain in this state.

- A Frenzied unit that finishes a Close Combat round in cover or in a disputed terrain feature with an enemy routing will pursue unless it passes a Ld test. If no other enemies (other than the Routers) are in Charge range they must test to see if they remain in Frenzy.

The GM may rule that some units that have lost Frenzy are no longer Subject to Frenzy. Units that have Frenzon dispensers are usually not still Subject to Frenzy once they have lost Frenzy but the drug may be administered again.

Blood Frenzy

Blood Frenzy is a special condition seen in units such as Chaos Marines with the Mark of Khorne. Troops are prone to Blood Frenzy at the start of the battle and cannot lose Frenzy even if they lose a round of Close Combat.

Before any units are Activated in the player turn all units and Independent Characters subject to Blood Frenzy and not in Close Combat or Pursuing roll a D6. On a 1 or 2 they must compulsory advance at normal move +D6" towards the nearest visible enemy. If mounted in a transport they will disembark before making this move. This rule does not apply to Vehicles, Dreadnoughts, Bikes or models with Daemonic Flight, Daemonic Steed or Daemonic Speed.

- Units with Blood Frenzy that roll a compulsory advance must always move towards the nearest visible enemy unit. This is a compulsory move.
- Units in Blood Frenzy that roll a compulsory advance within Charge range of an enemy must Charge. This is a compulsory move.
- Models that roll a compulsory advance because of Blood Frenzy may be activated by dice roll if they

have not entered Close Combat but cannot spend further Action points on movement. Action points must be used for shooting or other actions.

- Models in Blood Frenzy are Fearless.
- Blood Frenzied troops charged by an enemy will never Run from the Charge.
- Blood Frenzied troops in Close Combat have +1 Attacks and +1 Initiative while in Blood Frenzy.
- *(GASR)* Blood Frenzied fighters never bother to parry.
- Blood Frenzied troops always Pursue and will continue to do so until the Routing unit is destroyed, they have left the table or they run into a fresh enemy unit.
- A Blood Frenzied unit that finishes a Close Combat round over a disputed terrain feature or in cover with all enemies Routing will always pursue unless it passes a Ld test.
- Characters with Blood Frenzy cannot join Units without Blood Frenzy and Units with Blood Frenzy cannot be joined by Characters that do not have Blood Frenzy.

Stupidity

Units or individuals subject to Stupidity must roll against their Ld at the start of any turn. Ideally Stupidity should be rolled against the model's Intelligence characteristic, values for which are given in WH40K-Rogue Trader or Warhammer Fantasy Battles 3rd Edition.

If the Stupidity test is failed then any model in Close Combat will forget what they are doing on a roll of 4+. Such models will not make any attacks but will defend at normal WS. (*GASR Combat Score*:- use WS but no attack dice.)

Models not in Close Combat that fail a Stupidity test will wander their Movement allowance in a random direction. This

may bring them into Close Combat and on a 4+ they make no attacks. This is a compulsory move and models under the influence of Stupidity cannot be Activated that turn.

Models that have failed a Stupidity test may not use Psionic powers that turn, nor may they shoot.

Fear

Fear rolls are made against Cl, or Ld if this is the same value. To pass a Fear test roll less than or equal to the Cl value.

Fearless units do not take Fear Tests.

- Make a Fear test if attempting to charge a enemy that is feared. If the test is failed the unit may not Charge, move or shoot that turn.
- Make a Fear test if Charged by a feared enemy. If the test is passed the unit fights normally. If the test is failed, the unit automatically Routs.
- If hit by a weapon that it fears an unit must take a Fear test. It is not necessary for the weapon to have caused casualties. If the test is failed the unit automatically Routs.

Terror

A unit will normally only have to take one Terror test during a game and after that will not be subject to further Terror tests, even if they failed the Terror Test. They will continue to Fear any Terror-causing creatures so may be required to take several Fear tests during the game.

Terror is tested against Cl-1 or Ld-1.

- Test for Terror if Charged by a model that causes Terror. If Charged in the Flank or Rear by the Source of Terror apply an additional -1 modifier (ie test against Cl-2 or Ld-2).
- Test for Terror if attempting to Charge a Terror-causing model.
- Test for Terror if a Terror-causing model is within 6".

If the source of Terror is a Hated or Preferred enemy a +1 modifier can be applied.

Failing a Terror test causes an automatic Rout. If a Terror test is passed the model no longer causes Terror in the unit but will be still Feared in following turns. All Models that cause Terror also cause Fear but you do not have to take a Fear test for a model if it is also taking a Terror test for it in that turn.

Models that cause Fear themselves are not usually subject to Terror from Terror-causing models. They only Fear the model.

Terror-causing models are not usually subject to Fear or Terror of anything else.

Ultimately it is up to the GM as to what a unit Fears. Primitives Warriors may Fear Dreadnoughts, War Robots or even Vehicles. Monstrous Creatures, Lesser Daemons and Daemonic Beasts will all usually cause Fear.

Terror should be reserved for really nasty creatures such as Greater Daemons or Models with Daemonic Stature.

Contents