Shooting Rules

The more **detailed** *chapters were originally written for the earlier versions of Gemini ARAP. Sadly, I just do not have time to fully update these. I have tried to annotate instances when 2.4 most obviously differs from earlier rules. One of the most obvious instances is that 2.4 uses to-hit rolls that need low numbers, while earlier versions used high numbers. Hence a 4+ roll becomes a 3 or less, a 1 in 6 chance of something require a roll of 6 rather than 1 and so forth. Where different chapters differ the rules given in the* basic rules chapter *have precedence.*

These are the Quick Start rules for Gemini-ARAP. They are mainly written with respect to infantry. Shooting by or against targets such as Vehicles or Dreadnoughts will be covered in another section. The Advanced section will cover eventualities such as Indirect Fire Weapons, combat in woods or smoke and the like.

Weapon Types

Weapons are categorized as Rapid Fire, Assault, Heavy etc usually followed by a number. The number is the allowed number of times

the weapon can fire. If no number is given treat it as if there was a 1 written. A "Rapid Fire" weapon can therefore fire once for one Action, or twice if the range is half-range or less. A "Rapid Fire 2" weapon can fire twice, or three times at half-range or less.

Firing a Rapid Fire weapon its allowed number of times up to its full range is One Action.

Firing a Rapid Fire weapon once more than its allowed number of times to a range of up to half-range is One Action.

Firing an Assault weapon its allowed number of times up to its full range is One Actions.

Firing a Pistol once to a range of up to 12" (or its maximum range if different) is One Action.

A Salvo n1/n2 weapon can fire n1 times to half-range for One Action.

A Salvo n1/n2 weapon can fire n2 times to full-range for Two Actions.

Firing a Heavy Weapon its allowed number of times up to its full range is Two Actions.

A Heavy weapon cannot fire more than its allowed number of times in a turn so additional actions may not be used for firing.

Throwing a grenade is One Action.

This will be a lot easier to keep track of than the conventional WH40K rules. Note that under these rules you can move and fire a Heavy weapon in the same turn if you have sufficient Actions, unless the Special Rules for a weapon specifically forbid this.

Creatures with the **"Relentless" Special Rule** need only one Action to fire a Heavy Weapon its allowed number of times. The weapon cannot fire more than its allowed number of times so additional actions may not be used for firing. A Relentless Heavy 3 weapon that rolls two or three actions can only fire three times, not six or nine, for example. The shooter cannot use spare actions to fire other weapons. Fixed weapon emplacements are treated as being static Relentless creatures. The Relentless Special Rule allows Rapid Fire weapons to fire an extra time out to 18" rather than half-range.

Action Points cost for firing Vehicle-mounted weapons will depend on how many other weapons the vehicle fires. Vehicle firing rules are given in the [Vehicle section](#).

"**Assault 1**" weapons are a special case. If the user rolls one or two actions the weapon can fire once during the Activation phase. The user cannot use the other action to throw a grenade or fire an alternate weapon. If they rolled three actions the **Assault 1** weapon may fire twice, providing two actions are used for shooting. The shooter may fire, move position and fire again, for example. If they rolled three actions they may also use one or more actions to fire alternate armaments.

If the user rolled one or two actions an **Assault 1** weapon can Charge and Fire only if it has not already fired that turn. If three actions were rolled the user can Charge and Fire if only one shot has already been fired that turn.

In 2.4 rules Assault 1 weapons can fire once per action.

Slow weapons are treated as Heavy weapons that need two actions to fire one shot. The difference may be significant if the user is climbing, flying or swimming. Some weapons may get a Reload rule that requires an action before the weapon can be fired again.

Figures or units with the "John Woo" special rule may fire two pistols for a single firing action. Range and firing arc restrictions and to hit modifiers may apply.

Line of Sight

To shoot at a target the target must be within range and visible to the shooter.

The basic rule of thumb is your model can not shoot what it can't see. When in doubt get down for a model's eye view. The exception to using the model's line of sight is if terrain such as jungles or woods is involved. To allow models to be placed in it Tabletop terrain is less dense than the terrain it represents.

Gemini Rules divide most models into three size classes. Size One are small creatures. Size Three are Monstrous Creatures and any Vehicles with the exception of Bikes. Size Two are most other models including Bikes, Terminators and Ogryn.

In Gemini rules I have chosen to give Infantry models and Dreadnoughts a 180° field of view for purposes of establishing line of sight. This 180° arc may be taken to be represented by a line that runs transversely through the centre of the model's base. Size One and Size Two targets must be entirely ahead of this line to be eligible as targets. Any visible target that is within the field of view and range can be fired upon. However, if firing on multiple targets during an action all targets must be within a 90° arc of fire.

There will be times when a model is partially obscured by cover. The quick rule is if the head, torso, a leg or an arm can be seen there is a Line of Sight and the figure can be targeted. If only a hand or foot is visible the owner cannot be targeted unless these parts are particularly large. If only a headdress or back banner can be seen the figure cannot be targeted, although the enemy will be aware of its position. Moveable wings -ie those that are part of a creature are treated the same as back banners. Fixed wings, such as on an aircraft can be targeted. Weapons can only be targeted if they are a natural or integral part of a creature/machine. You can't shoot at a Guardsman if you can only see the barrel of his lazgun or his toe poking around the corner. Against vehicles the hull and/or turret must be visible. You can not destroy a tank just by hitting a barrel or antenna.

When firing against a squad some members may be out of Line of Sight while some may not. In such a case hits and wounds scored are only applied to the figures in Line of Sight. Shots that scatter or are fired at a high angle may hit figures that are out of Line of Sight.

There will sometimes be instances when a model cannot draw a direct line of sight to a target because another member of their own squad is in the way. In real life this may not be a problem since troops will drop to a crouch or step to the side to fire. In Gemini rules a shooter can fire past no more than one member of the same unit who his blocking his line of sight. This assumes that target, shooter and blocker are all on the same level and that shooter and blocker are about the same size and in unit coherency.

If a squad is moving in a neat file and an enemy appears directly in front only the first two members of the squad will have a clear shot. Likewise if a mob is in a tight bunch only those two-deep at the edges can shoot or throw rocks, not those in the centre.

Range

To fire at a target it must be in range. In formal games the range to the target is measured after the intent to shoot at the target has been declared. If a nominated target is beyond the maximum range of the weapon the shot automatically misses. Measure the distance from each potential shooter to the nearest member of the target unit. Those that are in range may inflict casualties on the target unit. Target unit members not in LOS or fire arc cannot take wounds unless hit by a scattering marker or high angle fire.

Short Range

These rules will sometimes refer to weapons being used at short range. This can be assumed to mean being used at half-range or less. For weapons with a maximum range of 12" or less short range is taken to mean half its maximum range.

Ballistic Skill

Shooting, grenade throws etc are all made using the Shooter's Ballistic Skill. The number of Attacks a model has in its profile is not used for Shooting and does not determine how many shots a model can take.

With a BS of 1 a hit is only scored on a roll of 6, with a BS of 5 or higher the shot hits on a 2 or better.

A minimum score of 2 to hit for shooting is always needed.

It is easy to remember the score needed if you remember a BS of 1 gives a 1 in 6 chance, BS of 4 a 4 in 6 chance etc. Alternately you can get the basic target score by subtracting the BS from 7.

A BS of 6 or more may be encountered. BS of 5 or greater still need a roll of at least 2 to hit. A 1 is always a miss. In Gemini rules BS higher than 5 allow the shooter to ignore certain values of negative to-hit modifier. BS6 ignores -1, BS7 ignores -2, BS8 -3, BS9 -4 and BS10 -5.

For Example:- A Baby Razorwing would be -1 to hit due to small size and another -1 due to its speed for a total of -2 to hit. With BS5 the shooter would hit on a roll of 4+. With BS6 -1 of modifier can be ignored and a 3+ is needed. With BS7 or greater the full -2 of modifier can be ignored and the Razorwing is hit on a 2+.

Some targeting devices or weapons may take the minimum dice roll needed to less than 2. Such instances are treated in the same way as if the shooter had a very high BS - a roll of 2 is still needed but certain values of negative modifier can be ignored.

For 2·4 Ballistic skill rules see ARAP Basic Rules.

Hit Modifiers

These modifiers are added or subtracted from the dice score made against the target score derived from the shooter's BS. The modified dice score must equal or exceed the target score for the shot to hit.

+1	Firing at a Large target	(This modifier does not apply to **Area** weapons. See note below.)
-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	Firing from a moving surface	Such as from a vehicle, horseback etc
-1	Firing at a fast-moving target	Applied 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
-1 per S-point	Firer or unit has any S-points	-1 penalty for each S-point the firer or the unit has.
-1	Target behind soft cover	Vegetation, wood or trees or figure lying down
-2	Target is behind hard cover	Stone, brickwork, walls, bulkheads, in trench
-1	Fleeting Target	Target moved from one piece of cover to another in last turn.
-1	Firing a pistol in each hand	See the "John Woo" rule.
-1	Tactical Movement	Firing while using tactical movement
-1	Throwing a Grenade.	Throwing a grenade by hand.
-2	Throwing improvised weapons	Throwing bricks and other missiles.

The GM may create other modifiers as a scenario requires. A character attempting to fire a Rapid Fire or Assault weapon single-handed because they are carrying a wounded comrade might be subject to a -3 modifier, for example.

Laser Weapons and Fast Targets

Laser beams travel at the speed of light. Troops using Laser weapons are not subject to modifiers for firing at fast moving targets.

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 Overwatch at targets moving between Cover and to Shooting Actions against targets that moved from Cover to Cover in their previous turn.

Large Targets

Area Weapons do not get a +1 bonus for Large Targets.
Template Weapons get a +1 bonus for Size Three or larger targets.
All other Weapons only get a +1 bonus if the range is less than 12" and the target is extra-large. Extra large targets are bigger than a Land Raider and include such things as Super Heavy Vehicles, Titans, Juggernauts and Very Large buildings.

Size Three models are such things as Vehicles, Dreadnoughts and Monstrous Creatures. Anything over 3 metres high or long is ruled to be Size Three. According to WH40K-RT Ogryn are 2½-3 metres tall so a shade less than 3m high and are therefore not +1 to-hit for template weapons. A normal-sized human on horseback would not be a large target. Both Ogryn and typical Cavalry are Size Two.

Some Artillery weapons can be considered as Large targets while others such as Thudd guns and Rapiers are quite small even when it is considered that shots are randomized between crew and weapon so technically both are the target. To add confusion the Thudd guns made by **Forgeworld** are quite large while the classic models are much smaller. In such cases the GM must decide on an individual basis if the +1 modifier applies.

My current inclination is to drop the "Large Target" modifier as being too fiddly.

In 2.4 rules large target modifiers are not used.

7+ To Hit

Some modifiers may take the required to-hit roll to a value of 7 or more. A good example of this would be a small target in hard cover. While such a thing would be very difficult to hit it would not be impossible, especially if the whole squad fired upon it. To roll a "7" each shooter would usually have to roll a 6 in their to-hit roll and then attempt to roll of a 4+. For an 8 a player would need a 6 then a 5+, and for a 9 two 6s in a row. A required roll of 10 can never hit.

See the **ARAP Basic Rules** for rolling below 1.

Snap Shooting and Firing Wild

Normally a model must have line of sight to a target in order to shoot at it but exceptions will arise. A model may want to shoot around a corner without exposing themselves to counter-fire or may blaze away into the dark alley, smoke cloud or moving bushes in the hope of getting lucky. Often in the confusion of combat the shooter will not have time to aim and will just fire towards the general location of a visible target.

Firing against a target you cannot see is called "Firing Wild" in these rules while a hasty shot at a target you can see is called Snap Shooting (as per official 7th Ed rules). The two are generally treated the same way but there are exceptions for some weapons.

When Snap Shooting and Firing Wild the shooter's BS is treated as though it is 1, so a roll of at least 6 to hit, irrespective of the shooter's BS. This may still be subject to to-hit modifiers for size and cover which will increase the needed number to 7+. Note that if the score needed for an aimed shot is 7 or greater the model cannot claim to be shooting with its eyes closed so it only needs a 6!

Firing wild cannot be done with bows, crossbows, slings, antique pistols or muskets. The chances of scoring a hit are too low. These weapons can be Snap Shot in a situation such as a unit being charged.

In 2.4 rules firing wild etc is at BS1. See **Basic Rules** *for area and template weapons.*

Firing Wild with an Area or Ordinance weapon is treated the same as against a hidden unit. All fire against hidden troops with Area or Ordinance weapons is treated as Barrage fire without Line of Sight. Shots are therefore made with Guessed range, no roll modifier to Scatter for BS. In addition, Barrage fire against hidden troops deviates R3D6P2↑". If the Scatter dice rolls a Hit the marker is still moved the distance given by the highest scoring D6.

Smoke

Since smoke blocks Line of Sight firing into a smoke cloud, through a cloud, out of a cloud or between units in a smoke cloud is treated as firing wild shooting so needs a roll of a 6 or higher to hit, irrespective of the shooter's BS. 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. Area weapons firing into or out of smoke treat their targets as hidden, so use guess range, no BS modifier to the scatter roll and deviate by the sum of highest scoring pair of three D6. If a hit is rolled the marker still scatters the distance given by the highest scoring D6.

In 2·4 rules firing through smoke is at BS1·

The above rules assume that the models cannot see through the smoke. If they have Infra-vision they may shoot as normal. Blind-grenade clouds follow the same rules but models with Infra-vision cannot see through then either, so have no advantage.

Cover

Soft cover (actually concealment) and Hard cover both affect the likelihood of hitting a target. Soft cover gives -1 to hit and Hard cover -2 to hit. I feel this is more realistic than using cover to generate an alternate save as is the policy in 3rd, 4th and 5th Ed rules.

Line of sight must be figured into this, however. Troops in a building can only be targeted at -2 if they are visible in windows etc. Likewise troops in trenches can only be shot at if heads up or the shooters are in an elevated position. Troops on a roof are in hard cover to those below them but have no cover against attackers from above.

Soft and Hard Cover makes a target -1 or -2 to hit, depending on line of sight. A model must be within 1½" of a low wall, hedge etc to claim protection from it but cannot claim

protection if the shooter is also within 2" of the model. A model must be within 1½" of a corner of a building to claim protection from it, and the corner must be between the model and the shooter. These distances are measured from the centre of the base. If any part of the model's body (head, arms, torso and legs) are not in clear line of sight of a shooter, the model can be claimed to be in cover.

To make things simple, if half or more members of a coherent unit are in cover all members are considered to be in cover. If more than half are out of cover none of the members are considered to be in cover.

Hits scored should be allocated so that unit members with a lower level of cover are removed first. Since this will change the proportion of members in cover the to-hit modifier for the unit may also change in subsequent shooting actions.

Most of the rules that define if a model is hidden also regulate whether a target is in cover. A model in cover can be targeted but is harder to hit.

Soft cover is mainly concealment that obstructs the enemy's view of the target. Vegetation, woods or trees:- Troops within woods are automatically in soft cover from troops outside. If deep in the woods and not shooting they may be considered to be hidden. Soft cover gives a -1 to hit.

Hard cover is brickwork, trenches, vehicles, rocks and anything that will obscure vision and also offer some physical protection.

Shooting through other units at a unit further away has a -2 to hit penalty, which is cumulative with other modifiers such as cover. The further targeted unit must be in range, LOS and Fire Arc.

Randomizing Hits

Hits scored on a unit are usually randomized within that unit with priority being given to the forward ranks. Potential casualties must be within the firing arc, LOS and range of the weapon or within the Blast marker or Template if these are used.

If three hits were scored and there were four possible targets some means may be used such as throwing three D6s and re-rolling any 5+ rolls. Note that it is quite possible for one model to get hit several times if they are unlucky. Treat these as separate S vs T and Save rolls, and if any are failed the model takes the wound(s). The Randomized Hit rule prevents players concentrating their fire on Leaders or Heavy weapons.

Often the majority of a unit will have the same profile and equipment, so it may not matter which actual model was hit. For example, most of a Marine squad will have Bolters. For such Rank and File models my inclination is that casualties should be removed from the models closest to the shooter, representing how fire can slow an advance or charge.

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.

If all the models in the unit have the same toughness and armour save determining who was hit can be left until after the Saves are rolled. If this is not the case it will be necessary to work out who his hit before wounds are determined.

Your unit may include Independent characters or squad members with different profiles or equipment to the rank and file so you will have to dice to see if these characters or the Rank and File take hits.

For example, a unit of eight takes three hits, so I roll the D10 dice I have to hand. A roll of 1 indicates the Leader is hit, a roll of 2 the Special Weapon trooper and a roll of 3-8 a hit to the Rank and File models. If I roll a 9 or 10 I re-roll till I get a lower number.

Damage

If a target is hit then the target's Toughness is compared to the Weapon's Strength. The chart in the rulebooks gives the minimum D6 score needed to cause damage. Successful hits with any weapon inflict one wound.

Some models have more than one Wound in their profile. Such models are not removed from play until they are wounded as many times as they have wounds. Keep a track of how many times models that can take more than one wound are damaged. A model with multiple wounds that has been wounded shoots at -1 until healed or regenerated.

Double Strength Rule (Instant Death)

If a creature with multiple wounds is hit by a weapon with twice the Strength (or greater) of the target's Toughness and it fails its Saving Throw it is instantly killed, no matter how many wounds it had. Targets such as bikers use their basic toughness, not the +1 value they get for the partial armour of the bike. In other cases modifiers to Toughness may have an effect. Some Unstoppable Gargantuan creatures are so large and determined an Instant Death instead inflicts D3 wounds rather than reducing all the wounds to zero.

Saves, Armour Piercing Value and Invulnerability

Most weapons have an AP (Armour Piercing) value. If the weapon has an AP of 5 models wearing armour that saves on a 5+ has no saving roll against that weapon. A target wearing 4+ armour still saves if it rolls a 4, 5 or 6.

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

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

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

Remove Casualties

If all the models in the unit have the same Toughness and Save then it is easy to determine the number of wounds scored and allocate these. For Rank and File figures with W1 one figure is removed for each wound. Figures can only be removed if they were eligible as casualties (within range, LOS and fire arc). If more kills are scored than there were surviving eligible targets these wounds are lost and not passed on to the rest of the squad.

Some units will have Rank and File models that have multiple wounds. In such situations it is preferable to remove whole models rather than try and keep track of individual wounds. So if a unit of W2 models takes 5 wounds you'd remove two models and allocate a wound to a third rather than trying to keep track of which five models only have one wound left.

Randomizing hits may have Independent or Squad characters taking more than one wound. Apply these to the individual and remove the model if they lose all their wounds. Multiple wound character models such as Independent characters, unit leaders and

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special weapons users take wounds as they are rolled. Remember having a wound will affect the model's shooting, running and psychic abilities.

Fast Dicing

Gameplay can be speeded up considerably if your dice throwing is organized. This is best illustrated by an example:-

Five Marines are firing on another unit, and need a 3+ to hit. Five dice are thrown at once and scores are 1, 1, 3, 5 and 6. The three dice that passed the roll are picked up and the "to wound" roll made with them, which also needs a 3+. A 2, 4 and 5 are thrown. Two dice are picked up and passed to the opposing player and used to make the Save throws which need a 4+. 1 and 4 are thrown so one model is killed.

If one of the Shooters was using a different weapon to the others a different coloured dice would be used for him. This is also done if one or more of the models needed a different target score.

It's a good idea to have plenty of dice available and have a few of them of different colours.

Firing into Close Combat and at Routers

3rd Edition and later official rules no longer allow firing into masses of fighters in Close Combat. However in a three-way battle an Imperial commander would have no qualms about shooting into a mass of fighting Tyranids and Orks. And some creatures are so psychotic they don't care who they open up on!

Fire into a Melee is randomized between the two sides. If five hits are made then each is made either on a model from one side on a D6 of 4-6, or on a model from the other on 1-3. If a larger number of one side are closer to the shooter the distribution may be biased in disfavor of the closer side with a 3+ roll. There is always a possibility that some shots will miss and hit models of the other side and this is never less than 1 in 3.

Gemini rules allow units to fire upon Routing or Pursuing troops that pass them. This takes place in the firing unit's Shooting Action and range is taken to be the closest distance the Routers passed by the unit during their last Movement.

Pinning and Suppression

Whenever a unit takes fire it may be subject to Pinning and Suppression.

When unit or individual takes any hits a Suppression Point or "S-point" is awarded to them. One point is awarded for each unit that successfully fires on them, irrespective of if the number of hits or if they cause wounds or are saved or not. If more than one unit fires on them during a turn a unit can accrue multiple S-points. Hits made with Ordinance weapons award two S-points rather than one.

Each S-point a unit has adds a -1 penalty to any firing the unit does. Each S-point also adds a -1 modifier to any Ld or Morale tests the unit makes, with the exception of those made during or after Close Combat.

Monstrous Creatures, Fearless creatures or units, Vehicles, Dreadnoughts and War-Robots are not affected by the Suppressive fire rules, nor are models that have an Invulnerable Save, such as Terminators. These units do not take S-points. Vehicles etc may become Shaken as a result of a roll on their **Special Damage** charts, however. Swarms may or may not be subject to suppression.

At the end of a game turn any surviving units with S-points lose one S-point. Any remaining S-points carry over to the next turn. When activated a unit may choose to use one action to "Regroup". A Regroup Action may not be used to fire, move or charge. A Regroup Action removes D6 S-points from the unit's total.

S-points are not applied to Rout or Rally tests. Engaging in Close Combat effectively removes any outstanding S-points, either because the unit is routed or destroyed or because the victor consolidates.

Testing for Pinning

If a unit takes 25% or more shooting casualties during a turn it must take a Pinning test. Units hit by Pinning Weapons must test for Pinning.

Pinning tests are taken if the unit takes 25% or more casualties in a turn from Shooting or Psionic attacks. Heavy casualties inflicted by shooting can cause a unit's resolve to whither. Casualties from Mines and Booby traps may also require a test of Morale to avoid Pinning.

Pinning tests are also taken if the unit takes any casualties from weapons designated as "Pinning weapons". Sniper fire is a Pinning weapon but so will fire from Area and Ordinance weapons that the unit cannot see. 4th Ed refers to the latter class of weapons as "Barrage weapons" and includes mortars and most Ordinance weapons that fire shells in plunging trajectories. A good rule of thumb here is to test for Pinning for any unit taking casualties from Sniper fire or from weapons that are using Guess-range firing.

A unit may have to take several Pinning Tests during a turn. Take only a single test for a Pinning weapon that also causes 25% or more casualties.

Since a Pinning Test is against Ld the S-point total for the unit must be adjusted before the test is made.

Units in Close Combat do not have to take Pinning tests. A routing unit could be pinned if fired upon but would defend at WS 1 if then engaged in Close Combat.

Fearless units always pass Pinning Tests. Dogged Units always ignore Pinning tests for 25% or more Casualties but still take tests for Pinning Weapons. Fearless or Dogged units can still be Pinned by situations or weapons that cause an automatic pin.

Some weapons may only be Pinning under certain conditions. Coming under fire from enemies that remain hidden after shooting may Pin a unit. A model throwing a grenade from a hidden location is likely to remain hidden and troops may become Pinned by this attack since they mistake it for a booby trap or mortar fire. Certain weapons will pin troops even if the firer is visible.

If the players wish for more realistic Pinning rules the following can be used:-

- Tyranid Barbed Strangler always pins if it causes a casualty. There is no need to make a test against Ld and it will Pin Fearless Units. This represents the weapon physically entangling the targeted unit.
- Low signature weapons used by Hidden shooters at any range require a Pinning test if any casualties are caused.
- Sniper rifles fired from beyond 12" range require a Pinning test if they cause a casualty. At shorter ranges they are treated as normal weapon fire.
- Any Barrage fire weapons not in Line of Sight require a pinning test if they cause a casualty.
- Barrage Fire from beyond 24" range requires a pinning test if it causes a casualty.

Pinning tests are made against the unit's Ld value, modified for any S-points. They are passed if a 2D6 roll is less than or equal to the unit's Ld. If the unit is lead by a Commander with a higher or lower Ld value this value is used instead.

If the test is failed the unit is Pinned for their next turn.

Pinned

A Pinned unit must take two less actions than the successes they roll in the controlling player's next turn. Obviously there is no point rolling less than three dice for a Pinned unit and two fails rolled will Bust as usual. As with any unit, the player may choose not to try and activate since Pinning or Suppression only lasts for one turn unless events Pin or Suppress the unit again. Even if not activated the unit can fight back in Close Combat if attacked. Pinned units can claim no benefit for being behind cover if charged while Pinned.

A unit that becomes Pinned can decide to Go to Ground. Going to Ground due to Pinning does not offer additional protection to the Pinned unit from any other fire from the unit which Pinned them that phase. It will offer additional protection against fire from other units that fire upon them afterwards during that turn and in subsequent turns by other players. A Pinned unit that has Gone to Ground cannot be activated in the controlling player's next turn.

Direct Fire with Area Weapons

See 2.4 Basic Rules *for update rules for using area weapons.*

The marker is placed on the intended target and the distance measured to ensure the intended impact point is in range. If it was placed out of range the shot automatically had no effect. Under Gemini rules the centre hole of the marker does not have to be placed over a model. Individuals within a squad cannot be individually targeted with Area weapons. The visible part of the squad is treated as a whole and marker placed in its centre. If the squad is spread out the GM may allow the left, right or centre of the group to be targeted.

If an individual is in cover then the whole of the cover is treated as a target, not the individual.

A Scatter dice is rolled and if a Hit is rolled the marker is left in place. If an arrow is rolled the marker deviates in the direction of the arrow 2D6" minus the firer's BS and any relevant modifiers made.

Modifiers for target size do not apply to Area Weapons. Shots made with Area weapons are not subject to to-hit modifiers for Small or Large targets.

Modifiers for Cover are not used for Area weapons and how to deal with cover is dealt with in the following section.

All other modifiers are subtracted from the BS. Therefore if BS was 3 and the dice roll 8 the marker would move 5". If the shooter was wounded (-1 modifier) the marker would be moved 6", since BS3 – 1 = 2 and 8 – 2 = 6. If for some reason BS was not being subtracted from the scatter distance the value of any relevant modifiers would be added to the scatter distance:- ie a -1 modifier would be treated as +1 and change a scatter roll of 9" to 10".

Krak missiles and grenades do not have a marker but are treated in the same way, using a small counter or coin to mark the location. Near misses against large targets may still therefore hit.

Optional (but recommended) rule -the marker cannot deviate by more than half the measured range to the target -shots are highly unlikely to land behind the shooter!
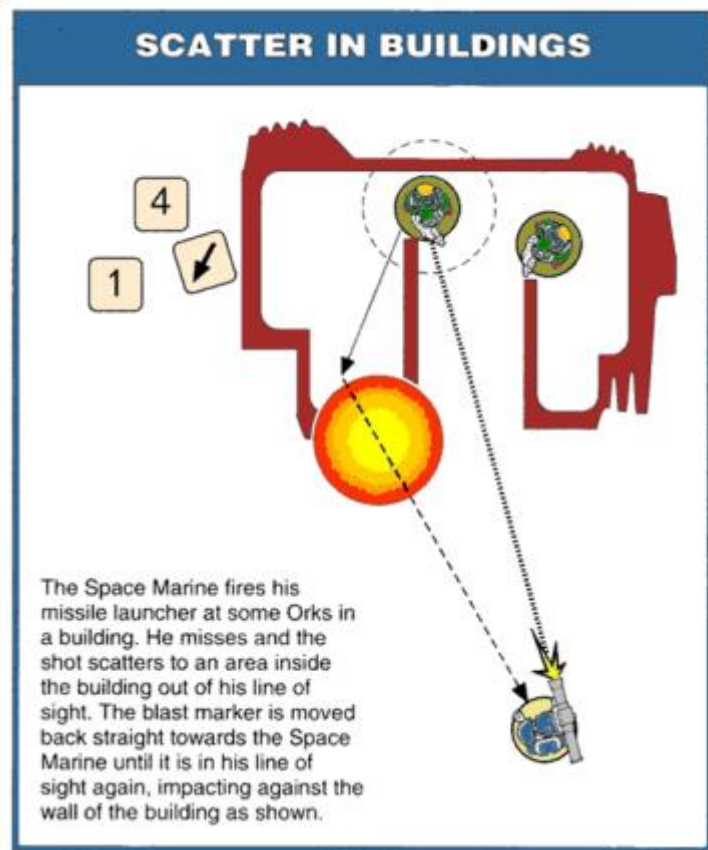
In these rules some Area weapons may use different sized markers, as defined in WH40K-RT rules or the Gemini Rules Wargear Page. Most weapons used by infantry have a 1½" radius markers but some have a larger or smaller effect area. If in doubt, use the 1½" radius marker with a j" diameter centre as default. In Apocalypse rules markers are more commonly referred to by their diameter.

All models fully within a blast marker are hit automatically unless stated in the weapon profile (I'll be working on some weapon profiles specific to these rules). A model at the edge of the marker is also hit if any part of the body or the centre of the base (whichever is closer) is covered by the marker. For this rule use the criteria described under "Line of Sight". Only count weapons as being a body part if they are integral to the creature or vehicle. Moveable wings are not counted as a body part if under an Area marker.

Roll for damage and saves as usual.

If any Area weapon is successfully fired into a vehicle interior or building section all occupants and equipment are hit automatically due to the effects of the confined space.

If a vehicle is within a Blast marker but the centre hole is not on the vehicle then the weapon's strength is halved (rounding down) for purposes of

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.

working out Armour Penetration. A direct hit from a S9 weapon that hit would test the vehicle's armour against 9+D6, while a near miss would test against 4+D6.

Area Weapons and Cover

Cover provides some protection against the effects of Blast or Ordinance markers. Hard cover gives models within the marker a 2 in 6 chance of not being hit. Burst protection from Soft cover is at the GM's discretion. Being in long grass will give no protection while lying on your belly or being in dense woodland will give some protection. If the GM rules a piece of Soft cover is giving protection then the chance of not being affected by a burst is 1 in 6 for each model in the burst.

If figures benefit from cover roll a D6 for each figure under the marker. For Soft Cover discard any dice that roll a 1, for Hard Cover discard any 1s and 2s. Use the remaining dice to roll for wounds.

Note that Cover affects the chance of not being hit. This is not the same as the Cover Save in 3rd/4th or 5th Edition WH40K. Being in Cover gives a chance of not being hit by the effects of a burst but this will depend on where the centre of the burst marker ends up.

If the model is behind a wall and the Blast marker's centre is on the other side of the wall the wall provides cover. If the centre is on the same side of the wall a model in a marker will be hit as usual. Likewise a model in a trench has cover from a burst with a centre outside the trench and a 2 in 6 chance of not being hit. If the centre of a marker is on the trench everyone in a 6" trench section takes an automatic hit due to the confined space. Hard cover that is classed as a confined space offers no extra protection from Area weapons that are successfully fired into it - the effect radius is actually increased to 3" (or the whole building section) and all models in this radius are hit. Some features within a confined space such as thick interior walls may still offer some protection if between the model and the blast centre. Rules for Area weapons in Confined Spaces are given in the Building rules section.

Area Weapons and Hidden Units

If Troops are hiding they cannot be hit with direct fire. Players may wish to use Area weapons or grenades to attack suspected positions of hidden troops and thin their numbers or provoke counter fire. All fire against hidden troops with Area or Ordinance weapons is treated as Barrage fire without Line of Sight. Shots are therefore made with Guessed range, no roll modifier to Scatter for BS. In addition, Barrage fire against hidden troops deviates R3D6P2↑". Roll three D6 and take the score of the two highest scoring. If the Scatter dice rolls a Hit the marker is still moved the distance given by the highest scoring D6.

Area Weapons and Obstructions

If the enemy is behind cover then an Area weapon used for direct fire is fired at a nominated section of the cover visible to the shooter. If there is an open window or door visible the shooter many nominate a point beyond the cover visible through this opening. If the Scatter dice rolls a Hit the marker is placed on this point. If the shot deviated it may not have passed through this opening. The deviation is worked out to determine the position the marker should be placed in. Position the marker as dictated by the deviation roll as though the cover was not present. Take a line from the centre of the marker back towards the shooter. If there

are no obstructions or other features that would have intercepted the shot leave the marker where it is. If the shot would have hit an intermediate feature or model move the marker back along the line until it is at the feature nearest the shooter. The centre hole will be on the side of the cover nearest the shooter but the marker may still cover enemies behind the cover. These may be hit but have a chance of not being affected as described above in Area Weapons and Cover.

This technique is used for other terrain features or if a shooter attempted to fire through a mass of enemy or friendly models outside a building the same technique may be used.

Grenades

3rd and 4th Ed rules mention grenades but give no rules for using them! Grenades are restricted to being devices used in the ASSAULT Phase and a common complaint is there are no rules for using them in the SHOOTING Phase. On the other hand some players complain that grenades greatly slowed down play in 1st and 2nd edition games.

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.

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

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.

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 are -1 to hit since they are improvised missiles.

Smoke Dischargers

Firing smoke dischargers on a Vehicle, Dreadnought or Terminator suit does not count as shooting and the model may also fire if entitled to. To fire through its own smoke the model will need Infra-vision for targets beyond the smoke, unless firing indirectly. It would, however, be very unusual for a model to want to fire its Smoke before shooting or moving.

Template Weapons

The 3rd/4th/5th Ed rules for Flamers used a cone shaped template that can be placed without any need for a roll to hit. The same template is used for Hand Flamers, Flamers and Heavy Flamers, only the Strength and AP of the attack varies. 4th Ed rules have adopted the term "Template" exclusively for this cone-shaped template and now calls circular templates for Burst and Ordinance weapons "Markers". This clears up confusion for weapons that use the Flamer template but are not actually flamers.

In the heat of combat it is quite possible to miss with a flamer, especially if the target is fast moving or visibility poor. In Gemini rules Template weapons use a variation of the 4th Edition rule used for the Inferno Cannon. Place the template over the intended target with the tip of the narrow end touching the base of the shooter. *(In Gemini rules this must be within the model's arc of fire)* Roll to hit against BS. If the roll is made all models under the template are hit. If the roll is failed this is termed a "Partial-Hit" and models are only hit on a roll of 4+.

Cover will provide some protection against Template weapons, modifying the BS roll by -1 for soft cover or -2 for hard cover if the cover is between the target and the weapon. This is different to 3rd/4th Edition WH40K rules that allow Template weapons to ignore all Cover. The GM may rule that many kinds of soft cover offer no protection.

Situations may occur when some models under a template are behind cover and some are not. How to deal with this is easily dealt with by an example:

A Marine with a flamer fires on multiple targets, some in the open and some behind cover. The Marine has a BS of 4 so needs a 3+ to score a full hit on the targets in the open. The targets behind cover will be -2 to hit so the Marine needs a 5+ to score a full hit on them. If the Marine rolls a 5+ he scores an automatic hit on all targets. If he rolls a 3 or 4 he automatically hits the targets in the open but must roll a D6 for each target in cover. One target in cover is hit for each 4+ rolled. If the Marine rolled a 1 or 2 he must roll a 4+ on a D6 for each target under the template.
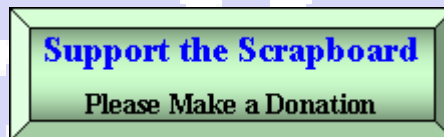
Many Template weapons are "**Assault 1**" weapons when used by infantry. If the user rolls one or two actions the weapon can fire once during the Activation phase. The user cannot use the other action to throw a grenade or fire an alternate weapon. If they rolled three actions the **Assault 1** weapon may fire twice, providing two actions are used for shooting. The shooter may fire, move position and fire again, for example. If they rolled three actions they may also use one or more actions to fire alternate armaments.

In 2.4 rules Assault 1 weapons can fire once per action.

A possible problem with the template weapon rules is that player can exploit them to specifically target leaders or special weapons carriers in the targeted unit. One solution is to adopt the policy of the Official 5th Edition rules and let the player controlling the target unit select which members of his unit are selected as casualties. My preference is to use the "**Look Out, Sir!**" rule from Warhammer Fantasy Battle for template weapons. If a character would have been hit by the template roll a D6 for each character. On a roll of 1 the figure is hit. On a roll of 2+ the hit *(5 or less in 2.4 rules)* 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.

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