

## Unit of One Alternate Skirmish Rules

**ARAP 2.4 :** The following ideas were written for use with the 2.3 set of ARAP rules. As far as I am aware they are fully compatible with the 2.4 rule revisions. [ARAP 2.4](#) uses low values for “to-hit” rolls. “To-hit” scores in the main text may need to be changed accordingly. Other probabilities such as “4+” or “on a roll of 1” can be changed to “3 or less” or “on a roll of 6”.

Regrettably, I don't have the time I once had for ARAP rules, so this section is something of an “Alpha-version”. Some aspects here may not work as smoothly as I might wish so as always feel free to adapt them to your own tastes.

In WH40K-RT mention was sometimes made of combats other than battles:

Bar room brawls

Bank robberies

Alien Big Game Hunting

Duels

Assassinations and Hits

Gladiatorial battles against Aliens and Animals

Such scenarios would often involve smaller numbers of models but more individual figures. In something like a bar fight, concepts such as unit coherency have little real meaning, at least in the context of routs and close combat. In fact, one of the distinguishing features of the type of game we will refer to as a small-scale skirmish is that each model is regarded as being a unit of one.

Such small-scale fights can be made more fun if a little more depth and detail is added to the game so this section has some suggestions.

The *Necromunda* game gives a more detailed combat that uses WH40K-RT type profiles. If you don't want to use the full-scale system certain elements can be adapted to small scale Gemini Rule Games. The various skills available to Necromunda characters are

worth looking at.

Many aspects of the **Warhammer Skirmish** rules or **Mordheim** are compatible with Gemini Rules and may be preferred over some of the rules below.

Some of the suggested scenarios for Warhammer Skirmish may provide inspiration for games set in the WH40K universe.

### Gemini Alternate Skirmish Rules (GASR)

In **GASR** each model on the battlefield may be regarded as a character or unit of one. Each makes its own Activation roll and each makes its own Ld tests. This does not mean that each figure gets Independent Character Special Rules such as “Move through Cover” or always being able to use a grenade.

Unit coherency rules may be regarded as optional and attacks or effects that are described in the main rules as affecting a unit now apply to all models within 6" of a designated point or a unit taken to be all models within 3" of each other.

Each model on the table has their own Activation roll. In some scenarios some fighters may be ruled to be in a unit and only one Activation roll made for all of them. Depending on the Scenario you may include some units that are treated as conventional Gemini-ARAP units, several individuals making a single Activation roll or Ld test. This is a convenient way to handle units such as a police riot squad or pack of hormagaunts.

For some units it may be convenient to split it into several parts for purposes of activation, divided by type and Activation Number. For example, for a Necromunda Game you may wish to make separate Activation rolls for the Leader and Heavies, one for the gangers and another for the Juves.

*Necromunda-2017* has the feature that an activated leader may automatically activate two other comrades within 3" to act with them. A champion (ganger) may automatically activate one comrades within 3". Juves (figures with an Ld of 6 or less) may only activate themselves. Certain skills, attributes and devices may

increase the number of other figures an fighter may activate.

The basic differences for GASR are:

- Figures are activated individually rather than as part of a whole unit.
- You will need to keep track of each figure's status. A figure may be engaged, prone, routing, wounded and so on, and this will affect what you can do with the figure.
- S-points are not used in GASR. When a figure is hit by gunfire or psionic powers they will go prone or make some other reaction. This does not apply to monstrous creatures, models with an invulnerable save and other units that do not normally take S-points. A prone figure may use an action point to get up.

### Half Actions (*Experimental*)

Half Actions are an experimental idea. They can be used in the general ARAP rules, but are likely to be most useful in games where individual figures are controlled.

Half Actions use half an action point. Remaining half action points that are not used in a turn are lost. A half action can be half of a normal action, such as moving upto half your normal move allowance, or firing an Assault or Rapid Fire weapon half its allowed number of times.

Some half actions may be unique actions, such as unlocking a door, reading an inscription, maintaining a psionic effect, or reloading a non-heavy or non-slow weapon. Such half actions need to be playtested.

Half actions don't have to be consecutive. If you have two action points, you may make a half action, a full action, then the other half action, for example, or any logical combination.

### Morale

When playing GASR, each model that is not in a dedicated unit makes their own Leadership roll when required to.

Psychology tests are also taken individually. Models within 6" of their Leader may use the Leader's Ld value for Morale tests unless the Leader is Routing, Running for Cover, on fire, Knocked Out,

Stunned, Down or Out of Action etc. Characters more than 3" distant from any other friendly model take any Morale Checks at -1.

Walls or solid terrain features may prevent models being inspired by their leader, even if within 6". Some devices may extend the leader's influence.

### Broken Nerve

This works like a Rout test or Morale Check, but we will call it a Nerve Test to make it clear this is taken for each individual independently, rather than the whole unit.

- Any fighter within 3" of a friend or comrade that takes a serious hit and is Knocked Out, Stunned, Downed or put Out of Action must take a Nerve Test.
- Any fighter that takes a wound from shooting but rolls a save against it, must take a Nerve Test.
- A multi-wound character, that takes a wound from shooting without being reduced to 0 wounds must take a Nerve Test.

The Nerve Test is taken immediately after wounds and saves are worked out for a figure. Since a figure may be shot at numerous times in a turn, they may have to take several Nerve Tests.

If they are within 6" of their leader or a comrade with a higher Ld, they may roll against this value instead unless the leader or comrade is included in the casualties, or running away due to Breaking off, Routing or broken nerve.

Characters more than 3" distant from any other friendly model take this Leadership test at -1. This does not apply to leaders nor Independent characters.

If the Nerve Test is passed, the figure may make any permissible actions once activated.

If the Nerve Test is failed, the model makes an immediate D6" move towards the nearest cover by the quickest and safest route.

If the Nerve test is failed and there is no cover within 12", they move away from the source of the gunfire, if it is known, otherwise they move back the way they came. The model once moved may be activated in their next player turn, but is too unsettled to take more than two actions that turn.

The GM and players must attempt to keep behaviour realistic here. Generally an unnerved character will head for cover, try to avoid the enemy, and attempt to get out of line of sight.

A unnerved character would not usually run for cover known to be occupied by the enemy, nor run deliberately through a known hazard such as a minefield. There will obviously be exceptions to this.

If fired on by a sniper in a warehouse, the warehouse itself may be the nearest and most suitable cover. Running into the warehouse or getting closer is the best way to avoid the sniper's fire. In this case, the cover the enemy is in is sufficiently large that they would not be considered "close".

If the model was already in cover when it failed the Nerve Test, they immediately duckback/duckdown. The figure hides and goes prone. They may be considered to be hiding for purposes of subsequent targeting, but this will depend on the relative location of the shooter(s). If Charged while hiding, they fight in Close Combat normally but gain no benefit for being in cover.

The unnerved figure makes no further actions unless charged and engaged in close combat. They may not make reactions, intercept charges nor use psionics, for example.

The figure begins its next game turn prone and hiding. The unnerved figure pulls themselves together in the next turn and may be activated. Standing up from prone costs one action.

### Pursuit

Pursuing a Routing enemy or one running for cover from a Close Combat is optional under **GASR**. The victorious fighter may prefer to move to engage another foe instead. Halting a pursuit if you chose to pursue requires a Leadership test as usual.

### Breaking Off

Models in Close combat can **Break Off** as described in the main rules. Test against Leadership to see if they Rout. A model that Breaks Off has a 3+ chance (4 or less in 2.4) of taking a hit from his opponent.

Work out Strength vs Toughness and Save as normal but do not

allow the fighter to parry or use shields.

### Follow Up

A character whose opponents are all Stunned, Knocked Out, Downed or Out of Action at the end of a Close Combat round may make a bonus move of their normal move allowance.

This move may be used to move towards another opponent for the next round of Close Combat (but does not get a charge bonus). It can also be used to get behind cover, or in any way you wish. You can cross a low obstacle such as a fallen foe without penalty during a follow-up but other terrain penalties apply as normal.

### Retreat: The 50% Rule

If, at the start of a player turn (but after any recovery tests have been made) the player's force has 50% or more of its original number Routing, Knocked Out, Stunned, run off or removed as casualties, then each remaining able fighter must take a Leadership test.

Starting with the unit's leader(s), make a Leadership test for each able figure. If desired, figures engaged in close combat may be omitted while they are so occupied.

Models within 6" of their Leader may use the Leader's Leadership value for Morale tests unless the Leader is Routing, Running for Cover, Knocked Out, Stunned, Down or Out of Action etc.

Characters more than 3" distant from any other friendly model take any Morale Checks at -1. This does not apply to leaders or Independent characters.

Units may take one test for the Unit. Note that a side will still take a morale test if they take 25% losses in a single turn. If losses are heavy enough do not take a 25% test and move straight to the 50% test.

Each model that fails the test behaves as described for Running Away.

Once a side has qualified for a 50% test, the test must be made again at the start of each following turn by that player. Once a side has had to take a 50% test, the player must test again in each of

their following turns, even if recovering injured raises the total number of fighters to above 50% again. If the GM prefers, the test is only made when fighters are at 50% or less.

The 50% Test works slightly differently to a Rout, in that the Leadership test is made at the start of the turn before the models are moved. Make the test at the start of the compulsory moves phase, after stunned or downed figures are converted to downed or dazed.

Models that pass the test may be activated as normal, those that do not are moved in retreat.

Models that were Downed or Stunned will have to take the test in later turns if they recover. A model moved in retreat cannot be activated that turn.

When establishing if group strength has dropped sufficiently, it may be useful to total up the wounds in the original profiles. For example, four spacers (one wound each) are fighting beside their ogryn shipmate (3 wounds). The ogryn is obviously more than a fifth of their fighting strength and seeing the Ogryn chainsworded down discourages the spacers.

### **Running Away**

This is like a Rout but only affects the individual(s) that failed its Leadership test, not the rest of the combatants on that side.

All models that fail the Leadership test cannot be activated and instead retreat 2D6"/3D6" towards the nearest cover or friendly table edge.

If the models reach cover before the end of this move, they may halt, otherwise they move the full distance rolled.

If the figure reaches cover, it may halt and attempt to Rally. If it does not encounter cover, it moves the full distance rolled on the 2D6"/3D6".

Models that begin a turn in cover that fail the 50% test may re-roll, but if this is failed they must move out of the cover until they encounter fresh cover or move the 2D6"/3D6" distance rolled.

After each 2D6"/3D6" move, the character makes a Leadership

test to Rally. If this is failed, they move again in their next turn and again test to rally at the end. They may not be activated nor charge or shoot while Running Away.

Models that begin a turn Running Away in cover may make an additional Rally test before moving but if this is failed they move another 2D6"/3D6" unless they encounter new cover.

If no cover is available, any figures Running Away will continue to head to the nearest friendly table edge.

Fighters Running Away may make a final attempt to Rally on reaching the table edge. If they fail to Rally before leaving the table they are out of the game.

### **All Alone**

If a fighter is fighting alone against two or more opponents, and no friendly models are within 6" (Dazed, Downed, Stunned or Fleeing comrades do not count), they must make a Ld test at the end of their Close Combat phase. If the test is failed their Nerve Breaks and they run, as detailed above.

Unit leaders or Independent characters are not subject to this rule.

### **Fate Deck**

A fate deck is a mechanism used in some games. Each figure has card with its name or number written on it. Figures are activated as their card is drawn from the deck. Decks are reshuffled between turns. For GASR use a separate deck for each player. Players activate figures in the order their cards are drawn, and keep on activating until they go bust or have used all their figures.

### **Luck and Fate Points**

This is a rule that adds something of a cinematic quality to a game. Some characters will have Luck and/or Fate points. These will mainly be given to the more important characters, not the spear carriers or rank and file cannon fodder.

Each of model's Luck Point(s) the player spends allows him to change a dice roll relevant to the model by one point, either negative or positive. Luck Points can be used to pass Ld tests, turn failed Saves into successes, turn misses into hits and so on. Luck



points cannot be used on Activation rolls or Reactions.

A Fate point can be used to recover a wound. The point is spent and a D6 rolled. On a 4+ the wound is removed. Luck Points can be used on the D6 roll to recover the wound.

Luck and Fate points are most likely to be held by Major Heroes, Independent Characters or characters pivotal to the scenario. Generally a Hero or Villain would only have one or two Luck or Fate points. A figure with three luck points would be someone as potent as an Inquisitor Lord or Marine Chapter Master and a figure with four Luck points would be very rare indeed. Only individuals truly favoured by their gods are likely to have as many as three fate points!

### Targeting

For fighters that have to shoot at the nearest target, downed fighters do not count for the purposes of closest target rules: they may be ignored in favour of a further enemy. Units in cover may also be overlooked in favour of more distant enemies in the open.

In GASR, bikes or cavalry can be picked out among foot units, so can be individually targeted.

If a fighter is hit by a shotgun or weapon of Strength 7 or greater within 1" of a ledge it must pass an Initiative test or fall off.

### Ammo Rolls

The Ammo Roll Rules are optional and provided for games where the GM desires that the players don't have the luxury of unlimited ammo.

Any fighter who rolls a natural 6 to-hit in the shooting phase must make an Ammo Roll on the table below. To pass an Ammo roll roll a D6 equal or greater than the value on the table below for each 6 rolled.

Laspistol/ Lasgun	2
Rapid Fire/ Pistol	4
Assault	5

Heavy or Slow weapons including Sniper Rifles and also Bows 6

If the test is failed, the weapon used becomes useless for the rest of the game; it has either run out of ammunition, jammed or something similar.

Flamer weapons are thirsty beasts that use bulky ammo so are required to take an Ammo Roll each time they fire. Use an Ammo Roll of 3 for a military weapon, and an Ammo Roll of 4 for less reliable home-made weapons such as might be made by a Hive Gang.

Grenades are subject to a modified version of the Ammo-roll rule. If a natural 6 is rolled for the to-hit roll then the character has automatically run out of grenades/rounds and the one fired was the last of that type. There is no need to roll against the table. The rule also applies to Grenade Launchers and Missile Launchers. If they roll a natural 6 to-hit they have run out of ammo of that type.

GMs should feel free to modify the Ammo rolls to reflect the scenario. A Hive world gang would have limited access to certain types of ammo, while a military force would be better supplied with adequate ammo and reliable weapons. In Necromunda (1995) Needlers, Web guns and Bolt weapons had an Ammo roll of 6, since their ammunition was hard for gangsters to come by. Autocannon, Heavy Stubbers, Heavy Plasma guns and Lascannons had an Ammo roll of 4. Adeptus Arbites in Necromunda (1995) were well-equipped and had well-maintained weapons, so never took Ammo Rolls. Enforcers were of lesser quality but still superior in equipment to a Gang, so each member could ignore their first failed Ammo Roll.

### Grenade Tests

In the general Gemini-ARAP rules only 25% of a unit are allowed to throw grenades during a turn. Obviously, this rule is somewhat harder to use in Unit of One type games, so instead we have the Grenade Test. If a figure wants to throw a grenade they must first roll a 5+. This rule does not apply to Independent Characters who in the main rules would always be allowed to throw a grenade instead of shooting.

## Lucky Shots

This optional rule is taken from an entry in the WH40K Companion and accredited to a Paul Quinn.

If a roll **to-Hit** beats its target score by two or more the shot is taken to be exceptionally well aimed or just lucky. The player may either roll to wound at +1 higher than the weapon's normal strength or choose to make three attempts to wound at normal strength. In the latter case only one wound is inflicted even if more than one roll is successful.

This rule can also be used in Close Combat if desired.

## Critical Damage (Optional)

If a natural 6 is rolled when rolling **to wound** (only in Close Combat and shooting) it will cause critical damage, which counts as 2 wounds with no armour save. However, if the attacker normally needs 6s to wound his target he cannot cause critical damage since his opponent is simply too tough to suffer a serious injury from a considerably weaker foe.

Each model may only cause one hit of critical damage during each Close Combat or Shooting phase, so if they have several attacks or shots only the first 6 rolled to-wound causes critical damage.

Rending Weapons cannot also inflict Critical Damage.

Obviously it is possible for a Lucky Shot to cause Critical Damage if the player is really lucky!

If you are using the GASR rules to play Mordheim or Warhammer Skirmish the "**Killing Blow**" special rule may be in effect. This has precedence over Critical Damage. If a fighter with "Killing Blow" rolls a 6 to wound the target is Out of Action/Dead.

## Parrying

Fighters armed with swords, chairs or any weapon that offer an advantage in reach are allowed to parry. Against a pistol-type weapon it is assumed the gun is being knocked aside so misses its aim.

Parry 6	Sword (including Chainswords, Power Swords and Force Swords). Night Stick, Power Maul, Spear, Staff or other Light Polearms used with two hands.
Parry 4	Clubs, Axes and other Standard Hand Weapons. Large Sword. Heavy Polearms
Parry 2	Any Heavy CCW (Khorne Chain Axe, Ork Choppa), Large clubs, axes or other Great Hand Weapons. Thunder Hammer. Eviscerator.
Parry 0 (Cannot Parry)	Knives, Fists, Powerfists and Lightning Claws. Ork 'Uge Choppa. Polearms used one handed. Whips, flails and chains.
Always Parry	Shields and Bucklers.

A model entitled to parry can force an opponent to re-roll their first successful to-hit roll against them that round. If a fighter has two parrying weapons or a parrying weapon and a shield then the opponent's second attack that round is also re-rolled.

All Melee Weapons have a "Parry Value". A weapon can only parry against a weapon with an equal or lesser Parry Value.

Obviously, an unarmed fighter can deflect and parry attacks in real life. In the game this is not significant to the Parry rule and is covered by the fighter's defensive WS.

Improvised weapons that give an advantage of reach may allow a fighter to parry. A chair can parry against a knife, for example.

A knife is not considered to offer an advantage in reach over handguns or bare hands.

Shields parry against all weapons.

Various factors such as Master Crafting may increase a Weapon's Parry Value. Using a Weapon that is unfamiliar or too heavy for the user may decrease the effective Parrying Value.

## GASR Increased Wounding Rules

One quick way to add more depth to a battle is to add more detail to the wounding and combat systems. One way to do the

former is to increase the number of wounds that a figure can take. Randomly generate this using either 2D6 or 3D6. Each successful hit does D6 wounds of damage instead of 1. Impose a -1 to hit penalty for hits from models with wounds that fall below 50%.

### **GASR Wound Table**

This is an alternate system to the above and should play a little quicker.

The system below assumes the standard profile is used, not one that has had the number of wounds increased as suggested above. Each successful unsaved hit reduces the number of wounds in the player's profile by 1. When this value falls to Zero each wound inflicted requires a roll on the Wound Damage chart. In other words a character with 3 wounds in his profile doesn't have to start rolling on the Wound Damage chart till they are wounded the third time.

As soon as a fighter's wounds are reduced to 0, roll to determine the extent of their injuries. Rolls a D6 for the wound that reduced the model to no wounds and for every wound the model receives after that. If a model suffers several wounds in one turn, roll once for each of them and apply the single highest result.

For the extended wound table, roll two D6 of different colours, one for wound location and the other for severity.

These more in-depth wounding rules may be regarded as optional for "Spear Carriers and Cannon Fodder". If the players wish, Wound Damage need only be worked out for Characters and "Boss Villains."

The Simple Wound Table may be used for "Spear Carriers and Cannon Fodder" Or instead of the more extensive table.

Swarms just take wounds, they do not roll on the table.

Wounds made by Strength 7 or higher add +1 to the Severity roll.

For unarmed combat or small blunt weapons such as knuckledusters, subtract one from the Severity roll, treating a zero as a wound too minor to have an effect.

If playing Gemini-ARAP rules, a wounded fighter is automatically activated in their turn if Stunned, Downed or Dazed, but must behave as detailed for the condition they are in. A Downed figure can only crawl, a Dazed figure can only stagger and fight back if attacked, and so on.

**Flesh Wound.** Model may move, shoot, fight as normal in the next round but WS and BS are reduced by 1 until they get medical attention.

If WS and BS reach 0 the model is automatically Dead/Out of Action. If WS and BS are not zero, the model may continue to move, fight, charge and shoot as normal at the new WS/BS level.

The -1 to hit if wounded modifier in the General Gemini Shooting rules only applies to Flesh wounds to the arms in GASR. Firing a pistol or using a melee weapon with an injured arm is -1 to hit. Using a basic or heavy weapon with one or both arms injured is -1 to hit.

Any Flesh Wound to the legs reduces the fighter's movement by 1" as well as modifying their WS and BS.

Flesh wounds do not carry on from one battle to the next, and the warrior is restored to full health before the next battle.

Only serious injuries are may carry over if playing a campaign.

**Dazed.** Model is Dazed and may move at half rate (ie, they may be staggering or crawling to cover) and cannot charge, shoot, run or use Psionics. If engaged in hand-to-hand combat while Dazed they may not move away and will automatically strike last, irrespective of weapons or Initiative.

After this turn the fighter moves and fights normally, even though they have zero wounds left.

Note that some leg wounds will also inflict a Flesh wound as well as Dazing the victim.

**Downed.** A fighter who has been Downed falls to the ground either because of a jarring blow they have sustained, because they have slipped, or because they have thrown themselves to the ground to avoid injury. Turn the model face up to show that they have been Downed.

Downed models cannot do anything except crawl up to 2" during the movement phase. They may not fight, shoot, parry, strike back in hand-to-hand combat or use psionics.

A Downed model in base to-base contact with an enemy can only crawl away if the enemy is engaged in hand-to-hand combat with another opponent. In combat they use their WS to defend themselves but cannot strike back.

A fighter who has been Downed automatically stands up at the start of the compulsory phase of his next turn. In that turn they may move at half rate, shoot and use psionics, but they cannot charge or run. If he is engaged in close combat, they may not move away and will automatically strike last, irrespective of weapons or Initiative. After this turn, the fighter moves and fights normally, even though he has no wounds left.

If the model takes any further wounds, then roll for injury once more, exactly as if the model had just sustained its last wound.

**Stunned.** The model falls to the ground where they lie wounded and barely conscious or knocked out. Turn the model face down to show that they have been stunned.

A fighter who is stunned may do nothing at all. If attacked in Close Combat they are treated as being a basic 3+ to hit (or 0 if using Combat Score rules).

A player may turn the model face up in the next recovery phase and the warrior is then treated as Downed.

Should a fighter get a Downed or Stunned result when within 2" of the top of a ledge they must pass an Initiative test or fall off, remaining Downed or Stunned at the bottom.

**"Dead."** A Dead result on the table means the fighter is no longer in a state to take any further part in the fight and that they are effectively Out of Action. They may be too badly wounded or deeply unconscious.

Remove the model from the tabletop.

Such fighter may die from their wounds, or may recover to fight another day.

### Other Characteristics: Intelligence, Cool and Will Power

In WH40K:RT p.11 (First Edition) profiles had the additional characteristics of Intelligence, Cool and Willpower. Necromunda (2017) reintroduces these for Necromunda skirmish games.

Some tasks, such as operating a console are more appropriately made using the Intelligence. Resisting a [psionic power](#) is dependent on the Willpower characteristics. See the WH40K:RT rulebook for instances where the value of "Int" or "WP" are different to that for Ld. Some values for the Cool characteristic are covered in the [Psychology section](#).

In Necromunda-2017, the equivalent of the Nerve tests is made against the Cool characteristic rather than Leadership.

### Specialist Skills

You may wish to use the Gemini rules for games that have more of a role-playing element and need a system to resolve various tasks that must be accomplished.

Many problems can be resolved by rolling against Strength, Toughness, Initiative or Leadership or by making an Agility Roll. Some players may wish for more specific skills and to meet this need the following system has been adapted from GURPS Lite, which is a free download and can be found at <http://www.sjgames.com/gurps/lite/>

Each Skill a character has is defined by a level or numerical value, for example "Vehicle Mechanic 12", "Lockpicking 14", "Ancient Languages 10" etc. The value of the level also serves as a target number, although this will be subject to negative or positive modifiers depending on how difficult the particular task is. To successfully use a skill the player must roll a dice score equal to or less than the target number.

The level of a skill a character has is determined by Leadership level and how many points the character pays for the skill. GMs may specify that skills are brought with "Character points" that cannot be used to buy weapons or equipment.



Extended Wounding Table							
		1	2	3	4	5	6
1	Head	Flesh Wound	Dazed	Downed	Stunned	Dead	Dead
2	Chest	Flesh Wound	Dazed	Dazed	Downed	Stunned	Dead
3	Right Arm	Flesh Wound WS/BS at -1 to hit	Flesh Wound WS/BS at -1 to hit	Dazed	Dazed	Downed	Stunned
4	Left Arm	Flesh Wound WS/BS at -1 to hit	Flesh Wound WS/BS at -1 to hit	Dazed	Dazed	Downed	Stunned
5	Belly	Flesh Wound	Dazed	Downed	Stunned	Stunned	Dead
6	Legs	Flesh Wound Move-1"	Dazed and Flesh Wound. Move -1"	Downed	Downed	Stunned	Stunned

D6	Simple Wound Table
1-2	<b>Downed</b> The force of the blow knocks the warrior down. Place the model face up to show that he has been knocked down.
3-4	<b>Stunned</b> The target falls to the ground where he lies wounded and barely conscious. Turn the model face down to show that he has been stunned.
5-6	<b>Dead</b> The target has been badly hurt and falls to the ground unconscious. He takes no further part in the game and is immediately removed from the battle.

Skills also divide into Easy, Average and Hard Skills and this is up to the GM, since this will vary for different individuals. An Orc Mekboy or Techpriest will find most technology-associated skills either average or easy. A professor might find understanding ancient languages relatively easy but be less familiar with technology, and so on.

Skill Points costs are:

	Easy Skill	Average Skill	Hard Skill	
Leadership-1	N/A	1	2	Poor
Leadership+0	1	2	4	Mediocre
Leadership+1	2	4	8	Average
Leadership+2	4	8	12	Fair
Leadership+3	8	12	16	Good
Extra+1	+4	+4	+4	Very Good

So an average human (Ld = 7) can buy an Average skill at level 8 for 4 points. Skill rolls are made like Leadership rolls, except they are made against the Skill level and 3D6 are used. A skill level of 8 therefore has a relatively low chance of success and it may be prudent to pay more points.

Some tasks cannot be accomplished if the correct skills are not available. Translating Hieroglyphs on a temple wall cannot be done unless the reader has some training. Other tasks can be attempted by the unskilled. Attempting an easy task without the necessary skills is 3D6 rolled against Ld-2 for an easy task, against Ld-3 for an Average task and a Hard task against Ld-4, plus any other modifiers. GMs may allow characters with related skills to attempt tasks at a penalty. Bomb-disposal is a Hard task but the GM may allow an Armourer to attempt it using Armoury-1 skill rather than Ld-4.

Skill rolls are generally made only when the result is crucial to the plot line. Will the door be opened before the enemy arrives?

### **Quick Task Resolution**

GM rules if a task is Trivial, Hard, Very Difficult etc.

Roll 2D6 to score the target number or lower:

Trivial=11-, Straightforward=9-, Hard=7-, Difficult=5-, Very Difficult=3-.

### **D10 Initiative Tests**

In the main Gemini Rules Initiative Tests are made using a D6. There may be situations where the GM rolls against a model's Initiative Characteristic using a D10 **instead**. Two examples of such a situation may be for Observation Rolls and Search Rolls.

### **Observation Rolls**

Observation can be taken to mean the ability to notice things in plain sight. A successful Observation Roll won't allow a model to spot hidden ambushers but may allow them to spot poor camouflage, disturbed earth or vegetation or unusual animal behaviour. A successful Observation roll in such a situation may make the Ambushed unit -1 to hit in the first round of shooting or improve their Ld roll if they Stand and Fire. It is up to the GM.

Observation Rolls are made by the GM at anytime that they think one is warranted. Often this will be when a unit enters a new area.

### **Search Rolls**

Search Rolls are made when the player declares they are searching an area. How big an area each model can search is up to the GM though a good rule of thumb is that it is a radius around the model equal to half their basic move allowance. Searches allow the player to discover hidden things. How much information a Search or Observation roll gives a player is up to the GM, although generally the more the required figure is exceeded the better the information.



[ARAP Basic Rules](#)

[ARAP Advanced Rules](#)

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