

Bikes, Riding Animals, Beasts, Jump Packs and Flight Packs

Bikes

To speed game-play troops mounted on Bikes are in some respects treated like cavalry or infantry rather than vehicles. A bike does not have an Armour Value like other vehicles but instead has a Toughness and Save.

Like infantry, bikes get up to three actions.

A bike makes a standard move of up to 8" (Battlefield speed) per action. Some bikes are faster and may move up to 12" but battlefield conditions generally limit speed to about 8" per action, no matter how powerful the bike.

Unless otherwise stated for a terrain type, bikes use the same difficult ground and very difficult ground penalties as infantry and horses.

Bikes moving on roads, or any other flat firm terrain may increase their total move in a turn by 6".

Moving a bike up to 12" costs one Action Point.

Bikes use the vehicle turning penalties of 2" per 45° (they are not as agile as horses!). A bike can be turned 180° using 8" of move allowance.

Bikes make a charge move of standard move allowance (ie 8") + R3D6P2↑. As for other units, a charge must end with the charger locked in combat unless the enemy flees. A bike charge costs one action.

Bikes have the Jink special rule so are -1 to hit in a turn if they moved in their previous turn.

Every full 12" moved makes the bike and rider an additional-1 to-hit.

Weapons mounted on a bike fire as if the vehicle is stationary, irrespective of speed.

If a bike is not fitted with Auto-drive the rider can only fire a pistol-type weapon to the front or sides, not to the rear. He needs one hand to control the bike and to keep an eye open for dangerous ground ahead. On the open road shooting to the rear may be allowed. Auto-drive allows the rider can shoot in any direction and fire two-handed weapons. Shots with pistols or basic weapons are to short range and -1 to-hit when the bike is moving.

Protection from a military bike's armoured bodywork has the effect of increasing the rider's Toughness by 1. If the Black Shadow is ridden by a Marine or a Jet bike by an Eldar warrior this means both bike and rider have the same Toughness and Save.

Bikes fight in close combat fight like infantry. The rider can use contact weapons such as chainswords as well as pistols. The bike bodywork continues to defend the rider in close combat, so rider's Toughness is still T+1.

In Close Combat a bike rider can only fight with one hand unless his bike has Autodrive.

Bikes Rout and Pursue at a speed of R3D6P2↑.

A bike can carry one passenger and can be boarded or disembarked like any vehicle. At Battlefield Speeds carrying a passenger has no penalties.

A motorbike and sidecar "Attack bike" has a crew of two and mounts an additional pintle-mounted heavy weapon. For easy play it is treated like a normal bike and rider with 2 Close Combat attacks.

An Imperial military bike such as a Vincent Black Shadow has a Toughness of 5, and 3+ save. It is armed with a pair of forward-firing linked boltguns. An Officer's bike or one used by the Adeptus Arbites may have Autodrive.

An Eldar Jet Bike (Skimmer) has a Toughness of 4 and 3+ save. It has a pair of forward-firing linked shuriken catapults and Autodrive.

Protection from a military bike's armoured bodywork has the effect of increasing the rider's Toughness by 1. If the Black Shadow is ridden by a Marine or a Jet bike by an Eldar warrior this means both bike and rider have the same Toughness and Save.

In large battles and for bikes not ridden by characters a bike and rider can be treated as a single target. Conveniently many Bike/ Rider combinations have the same Toughness and Save. If Toughness and Save are not the same then average the values, rounding up for Toughness and down for the Save. It can be assumed that a hit to the bike causes it to crash and the rider is either killed, knocked out or otherwise out of action. Whether the bike or rider is killed may be relevant in situations such as a campaign, especially if the rider is a character. Throw a D6 to see if a successful hit was to the bike or rider. On a 4+ the rider was hit.

In other situations, it may be desirable to treat the rider and bike as separate targets. The shooter may want to kill the rider to take the bike, or disable the bike to capture the rider.

At short range the bike and rider can be separately targeted. At long range a hit is randomized between the rider and bike, with the rider being hit on 4+. Area weapons may hit both. In such an instance work out separate damage and saves for each.

When bike and rider are treated as separate targets a rider whose bike is damaged can be treated as having jumped from

a moving vehicle. If the bike was moving faster than 6" the model receives an automatic hit with no saving throw equal in strength to the **Speed minus 6, rounded up**.

The above rules are for easy battlefield play. Battlefields, even in urban areas, are hard going for bikes so they can only use a small fraction of their potential speed.

If ground conditions are better Bikes can also be played with [Street Race](#) rules.

To play high speed inner city chases etc use the following profile for the Vincent Black Shadow.

Max Speed	Acc/Dec	TRR	Toughness	W/DP	Save
32"	16"	½	5	1	3+

Twin linked bolt guns, forward firing, auto-drive, communicator. Armoured bodywork (+1 to rider's Toughness)

For a typical civilian model bike

Max Speed	Acc/Dec	TRR	Toughness	W/DP	Save
32" or 2D6 + 20"	16" or 2D4 + 4"	½	4-5 or D3+2	1	none

An ork or mercenary's bike would probably be intermediate between the two, for example having a save of 5+ or 6.

Armament would be a pair of rifle-sized weapons or a small heavy weapon such as a heavy bolter or grenade launcher.

At high speeds carrying a passenger may increase TRR to 1.

Horses and Other Riding Animals

Basic move for a horse is 8" and this is $8+R3D6P2 \uparrow$ " if Charging.

Routing, Pursuit and Breaking Off is made at $R3D6P2 \uparrow$ ".

Many Riding Animals are subject to the "Fleet of...." rule. Riding animals such as donkeys or cart horses are probably not Fleet of Hoof.

Rules for turning, difficult terrain and encumbrance penalties the same as for foot troops.

Horses carry one human-sized rider and a reasonable amount of non-heavy equipment without penalty. Penalties for difficult ground and more than one 90° turn per move are the same as for infantry.

Heavy weapons or equipment impose the usual encumbrance penalties. An additional rider will halve move rate for riding animals and deduct a quarter for draught animals. A draught animal pulling a realistic load pulls at half movement rate.

An obstacle of an inch or less in height can be jumped without decreasing the move allowance. An obstacle taller than this but still not as high as the horse (measured to the head) can be jumped but reduces the move by the height of the obstacle. Ascending or descending higher obstacles such as steep slopes is at the GM's discretion and requires D6 rolls against the Rider's Initiative. See the **General Climbing Rules** for more detail. Horses cannot perform actions such as climbing ropes or ladders.

Since a horse has "auto-drive" a rider can fire in any direction, including to the rear and can fire weapons that need two hands. Firing is at -1 to-hit and only to short range if the horse has moved that player turn.

Warhorses may have a single close combat attack at WS3. Horses without attacks defend only using a WS3 for saddle horses and WS2 for draught.

Psychological tests are made using the rider or driver's personal characteristic.

A Riding animal that is dismounted will remain in place if well trained or tied up or may follow its rider by remaining within 2" if desired. If not well trained or following an animal may wander D6" per turn. Use a Hit/Scatter die to determine if this is the case and which direction.

These general rules apply to most other types of riding animals, although characteristics such as basic move, attacks and WS may vary.

In large battles the mount and rider can be treated as a single target if the riding animal is not being ridden by a Character. If Toughness and Save are not the same then average the values, rounding up for Toughness and down for Save.

For example: The escaping slave boy is T3 with no Save but the Warbeast he stole is T6 and well armoured at 2+. They can be treated as a single target with T5 and a 5+ Save.

It can be assumed that a hit to the mount causes the rider to be thrown and either killed, knocked out or otherwise out of action. A riderless mount is assumed to have fled the battlefield. Whether the animal or rider is killed may be relevant in situations such as a campaign, especially if the rider is a character. Throw a D6 to see if a successful hit was to the animal or rider. On a 4+ the rider was hit.

In other situations, it may be desirable to treat the rider and mount as separate targets. At short range the rider or animal can be separately targeted. At long range a hit must be randomized between the two with the rider being hit on 4+. If the riding animal is very large the rider is hit on a 5+. Area weapons may hit both. In such an instance work out separate damage and saves for each.

When animal and rider are treated as separate targets a rider whose mount is killed can be treated as having jumped from a moving vehicle. If the mount was moving faster than 6" the models receive an automatic hit with no saving throw equal in strength to the speed minus 6.

Mules

Mules follow most of the rules for horses but have a basic move of 6". Mules are not "Fleet of Hoof" but being sure-footed they have the "Move through Cover" ability so may add an extra 1" of move to their modified move allowance when moving through Difficult or Very Difficult Terrain. This ability also allows them to roll an extra dice when determining their move allowance through Variable Terrain.

Mules will refuse to jump obstacles of more than 1" height.

Tethering and Wandering Mounts

A Riding animal that is dismounted near a suitable piece of scenery is assumed to be tethered and will not move. A sufficiently well trained or intelligent mount will remain in place even if not tethered. A dismounted animal can be led by its rider if they remain within 2". If riderless and not well trained or secured an animal may wander D6" per turn. Use a Hit/Scatter die to determine if this is the case and which direction.

"Fleet of..."

Units with the "Fleet of..." Special Rule that make a double or triple move may add an extra +D6" of move distance to their total move that is not subject to reduction for Difficult or Very Difficult Terrain. A double or triple move is two or three consecutive move actions in the same turn. A Fleet unit with a move of 4 would therefore move up to 8+D6" for two actions or 12+D6" for three actions.

An extra +D6" of move can be added to a Charge move if the Fleet unit does not fire when charging. A Charging Unit with "Fleet of..." therefore can move double their normal move allowance plus an additional D6", the D6" not being subject to reduction for Difficult or Very Difficult Terrain.

"Fleet of..." cannot be used by a creature that has taken a wound that has not been healed or regenerated.

Beasts

Some creatures are designated as **Beasts**. These follow the same Movement rules as Riding Animals and may be subject to the "Fleet of..." rule. Since they do normally have riders, they shoot and are targeted following the same rules as for infantry.

"Hell for Leather" Rule

Some mounted units and beasts are subject to the Hell for Leather special rule. Difficult terrain would usually half a horse's movement allowance. A player can instead elect to move through the terrain at full speed and roll a D6 for each model on entering such terrain. On a 2-6 the ground is successfully traversed. On a 1 there is an accident, and the horse and rider are automatically killed, no saving rolls. GM may rule that "Hell for Leather" riding is not possible on certain types of difficult terrain.

Jump Packs and Flight Packs

Troops with jump packs may use one of their actions per turn to make a jump of up to 12". Other actions in the turn can be used for normal foot movement.

Flight packs give a move of 8" per action and allow the wearer to ascend to Attack and possibly High Altitude levels. Unlike a jump pack the wear does not always end a move in contact with the ground. The move allowance of a flight pack cannot be doubled for a charge.

Jump Packs

In Gemini rules jump packs give the wearer a jump of 12". A jump pack can only be used once per turn but the user can combine jumping and foot movement if they use a sufficient number of actions for movement. This means that a model with a M4 can move 4" on foot and jump 12". The model may move out of cover, jump and then move into new cover. It also allows troops that have drifted in their jump to still move into close combat on foot.

A Jump Pack can be used to charge into close combat. A charge with a Jump Pack has no movement bonuses (ie it doesn't jump double distance nor is the ground movement doubled) but troops still get charge bonuses for the charge if they finish in base to base combat with a foe.

Jump troops fight in close combat as ground troops, not flyers.

When a model is positioned at the end of a jump a Hit/Scatter dice is rolled. If an arrow is rolled two D6 are rolled, and the value of the LOWER scoring dice taken and the model moved this many inches in the direction of the arrow. Any remaining actions can be used for further movement on foot. Since it is not practical to roll for deviation for each model one roll is made for each group of up to six models.

A jump that deviated would not normally deviate more than half the total distance jumped, but conditions such as high winds might change that.

Most jump packs don't allow a user to carry heavy weapons.

Jump troops are not subject to terrain modifiers during the jump and can jump over mine fields but may still be subject to dangerous ground tests where they land and terrain modifiers when moving on foot.

Most jump packs can be used like gravity chutes allowing the wearer to drop from aircraft or other great heights without injury. Models dropping from a tabletop feature scatter D6". Models arriving from off the table follow the usual Deep Strike Rules.

Jumping into woods, broken rocky ground or some other types of dense terrain is very risky. Models that land on difficult or very difficult terrain or hard objects such as rocks, walls, or vehicles (not bushes) take an S3 hit unless they roll equal or less than Initiative. A model that is landed on is assumed to have jumped out of the way, so does not take damage and neither does the jumper if the initiative test was passed but they may then fight in close combat. The impact of landing in marsh or very boggy ground may immobilize the model but not injure them.

Jump packs have a slow braking phase, so models making jumps of more than 12" are not subject to a -1 to-hit modifier when fired at. This may apply to some creatures that move like they have Jump packs.

Jump troops usually shoot after they have landed. The GM may allow troops to shoot during a jump if armed with pistols or assault weapons. The GM may rule that this cannot be done against targets at more than 12" range and impose a -1 to-hit penalty.

Due to various factors, it is near impossible to accurately throw a grenade during a jump, It is, however, possible to drop a grenade on any point the jumper passes over. Use the dropped weapons rules assuming Attack altitude. A grenade or rock dropped deviates D6-3", with 0 being a direct hit. Use Scatter Only dice for direction if it deviates.

A jump is considered to be sufficiently high to take the jumper over the heads of other troops, over low walls or on to a first story roof etc.

If the GM allows higher jumps horizontal distance might be as little as 6". Dropped items from such a high jump would deviate D6-4".

Jump troops have a Fallback rate of 3D6".

Eldar Warp Spiders are treated as Jump troops but use personal teleportation devices. They have a Jump move of 12" but do not deviate and ignore any terrain features between their start point and end point. They cannot be targeted during the jump, nor can they drop grenades.

Some troops that are treated as Jump Troops under the official rules may instead be treated as [flyers](#). Candidates for this include **Swooping Hawks**, **Scourges**, and **Gargoyles**. The following optional rules can be used for such units.

- Flying troops have a flight move allowance of 8" per action at low altitude. This may be treated as a Jump but does not deviate and is not subject to landing hazards for uneven ground etc.
- No penalty for moving over high objects
- Flyers may be subject to to-hit modifiers if moving fast enough.
- Flying troops may assault either fighting on the ground (like normal jump troops) or fighting while flying.
- If fighting a ground unit while flying the flying unit always attacks first.
- If fighting while flying a unit is not entitled to Charge bonuses against a ground unit.
- If a flying unit loses a round of combat against a ground unit it will fall back to high altitude, automatically ending the combat. If it fails a Rout test it will also be moved 3D6" horizontally. Ground troops cannot pursue - even if they can fly themselves there is insufficient time to get airborne.
- Landing, taking off or moving to High Altitude from Attack Altitude or from High Altitude to Attack Altitude costs one action. A landing action can be combined with a charge to fight a ground unit on the ground.
- Speed while flying at High Altitude with Flight Packs can be assumed to be 36".



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