

## Gemini Rules for Warhammer 40,000 Building 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".*

Most of the significant intelligent lifeforms in the galaxy are social and most of them use some form of shelter to live in. No matter what kind of planet you are fighting on, there is a good chance you will end up fighting against or within some kind of building.

The following rules for buildings may also be used to play games set inside spaceships or other large vehicles.

Buildings and other structures can be handled in two ways. If you have sufficient room to set up the interior of a building on the tabletop you can use normal tabletop rules. Different floors of the building can be set up on different parts of the table. With some buildings it will be impossible to actually fit your figures inside. These are handled in a more abstract way and this is explained in the later "Building Section" rules.

### Building Storeys

A standard level or storey of a building is taken to be 3" high in game terms. Even if the model you are using is lower than this each floor is treated as being 3". It takes 3" of movement to climb a ladder to the next floor and falling from a floor is treated as falling 3".

### Corners

A model must be within 1½" of a corner of a building to claim protection from it as cover or to claim to be hidden from by it. These distances are measured from the centre of the base. Obviously, the corner must be between model and the observer. 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.

### Reversing Scatter

Sometimes the roll of a Scatter dice may indicate that a shot or individual lands on the other side of a wall. In situations where the GM rules this would not be possible such as dropping a grenade off the edge of a roof the scatter direction can be reversed. Place the event in the opposite direction to that indicated by the arrow. If this result still does not make sense, such as taking it through another wall, the Scatter dice can be rerolled, the shot assumed to bounce off at an angle equal to that it hit at or the GM may rule the shot did not travel the full distance but was stopped by the obstacle.

## Entering Buildings

### Doors and Windows

Bolting, locking, unlocking, opening or closing a door or window: any combination of TWO of these operations reduces the move allowance in that Action by 2". Three or four such operations reduce the move that Action by 4".

Doors and windows that are 1" or lower do not count as obstacles. To move through a door or window a model must have sufficient move allowance to take it through the doorway. If a model's movement places it blocking a doorway other, models passing through the door in the same turn that travelled further are moved past it, it being assumed they entered before. A model that is halted because they used their move unlocking and opening the door can be assumed to stand aside to let the others enter.

If more than one model ends its move in the doorway one model is placed in the doorway and the others placed in a rank in front of it and touching bases. If they do not make any further movement before their next Shooting Action only one of these models can fire. Select which one randomly if they differ in armament or ability. All of these models can be targeted by an enemy, however. This represents them clustering at the bottleneck.

In Rogue Trader rules the number of models that can pass through a doorway, window or opening in each turn was limited. No more than four models could pass through a single opening even if they all have sufficient move. The number of models that could pass through each opening per turn depended on their move speed.

**Number of Models that can move through a Standard-sized door.**

This assumes a normal-sized single door and human-sized figures.

Basic Move Allowance.	Models passing through door per turn.
3½"+	4 models
2½- 3½"	3 models
1½- 2½"	2 models
less than 1½"	1 model

Bulky or very bulky models such as ogryn and terminators can be considered to be equivalent to two or three models each. At more than 3-4 metres tall a dreadnought could not pass through a normal door and would probably make its own. How large an opening a dreadnought will require and if the machine can enter the building interior at all is up to the GM. See later for rules on breaking through walls and doors.

The above rule can be considered to be optional for Gemini Rules. It is simpler to let as many models that have sufficient move to pass through an open door. Bulkier models will find it more difficult to pass through single doorways designed for normal Size Two creatures. I tend to mount bulky and very bulky Size Two figures on 40mm bases so if a Size Two model is mounted on a base wider than the opening, they wish to pass through then movement through it costs an extra 1" of movement.

A bike attempting to pass through a single width door is treated as a bulky figure entering Variable terrain. The biker rolls two D6 and can move one inch less than the higher value rolled. A cavalryman trying to pass through the same opening would be treated the same but his attempt would cost him two actions.

In some cases, it may be more convenient to use the vehicle boarding rules for entering buildings, particularly those buildings that models cannot be physically placed inside. A model that moves within 2" of an access point is considered to have entered the building, providing, of course, that the door was not locked.

### **Mind the Doors!**

When a figure ends their move in doorway of a closing door, they should take an Initiative test. If they fail, they take an S3 hit. Lighter doors may hit with a lower strength, larger or heavy-duty doors, more. The figure, (if they survive) will end up on one or the other side of the door. Throw a D2 to determine if they made it through the door or not.

### **"Mouseholes"**

"Mouseholes" refers to various openings a building may have that are smaller than conventional doors or windows but still allow the passage of combatants. There may be existing features such as ventilation intakes, damage from a previous combat or damage the combatants cause themselves. Each one point of damage is considered to create a hole big enough for the passage of one human-sized creature per turn. Bulky Size Two creatures require an opening made by at least two points of damage, very bulky require three. Mouseholes created by damage count as difficult terrain due to the debris.

For dreadnoughts and vehicles attempting to create openings use the frontal area of the machine as a guide to how many points of damage need to be inflicted to create an opening. Round up the figure you get. A vehicle two inches high and three wide would therefore need six points of damage.

When a wall can only take 1 damage point per 1" section then that section will collapse into an opening that can be used as a door, allowing the passage of more individuals per turn.

Damage to some materials will create larger holes than to others. The GM may decide that creating a mousehole large enough to be used as a passage may require more than one damage point for some walls, ceilings or floors.

## **Movement and Combat in Buildings**

When fighting inside a building on the tabletop most of the usual tabletop rules are used. A door can be moved through by any model that has sufficient movement allowance to reach it and pass through it. Ramps and stairs are treated as normal ground but will take the model to a new level.

With Tabletop rules you can place actual objects in a room to act as obstacles and cover. Alternately, if you lack scenery pieces or want a less labour intensive setup classify each room with the following rules:

- The interior of ruined buildings may be treated as variable terrain since some areas will be clear while others will be cluttered.
- Furnished or cluttered areas may be treated as variable terrain since movement in some directions will be easy and others will be obstructed.
- If you do not wish to use variable terrain rules furnished or cluttered areas may be treated as difficult ground and are moved through at half rate as the fighters pick their way through.
- Areas with collapsed ceilings, very dense rubble, wreckage or machinery may be treated as very difficult ground.
- Furniture or other such obstacles provide at least soft cover.
- The GM may rule that an area is of a certain category such as variable, difficult, very difficult

or normal. The interior of an empty warehouse or hanger would most likely be normal terrain.

The unit coherency rule that all members of a unit must be within 3" of another can be waived for combat in buildings. Members of the same unit will usually be in the same room or enclosed space, or in an adjoining one. If this is not the case the separated parts can be treated as a split unit.

### **Railings**

In certain situations, a figure must pass an Initiative test or fall from a nearby ledge or into a pitfall. The presence of a railing or low wall has the effect of increasing the figure's Initiative characteristic value by 1 for tests against falling. To provide this bonus a wall or railing must be at least ½" tall.

### **Overhangs**

When climbing up a structure or obstacle, a figure can traverse an overhang as long as it protrudes no more than 1" out from the wall. Overhangs that protrude further than this are impassable unless the figure has climbing ropes, suction pads or other special equipment.

### **Ladders**

For ladders either use the actual measured distance or assume that each level requires 3" of move allowance to move up or down. Climbing ladders does not require an Initiative test. If a ladder between two floors requires 3" of movement to climb completely a model with a 4" move 3" from a ladder is considered to use 3" of the move reaching the ladder and 1" climbing. If it is not killed or otherwise stopped while climbing on its next turn it can climb the remaining 2" of ladder and move a further 2" on the next floor. Placing a spare dice by the ladder allows you to keep track of how high the figure has climbed.

No more than four normal human-sized models may mount or leave a single-width ladder spanning one level on any turn.

Ogryn and terminators can be considered to be equivalent to two models each.

A unit that assaults via a ladder does not get any charge bonuses.

### **Falling from Ladders and Other High Places**

If while climbing a model takes damage it will fall even if the damage was saved. If a model falls they take D3 automatic hits equal in Strength to the height they fell in inches, so a fall from one storey would be a D3 S3 hits, from 6" D3 S6 etc. An Armour Save would not be allowed for most types of armour but is allowed for power armour or similar or for models with Invulnerable Saves. If a falling model falls on to another model the model fallen upon also takes D3 hits of the same strength as that taken by the falling figure.

A model that falls may not hide or move any further that turn, even if unhurt.

### **Lifts/Elevators**

Entering and using a lift uses a variant of the vehicle boarding rules. If a model can get to within 2" of the lift doors it is placed within 2" of the lift doors on a higher or lower level. The capacity of a lift is usually limited so the GM should not allow more models to travel this way in a turn than the available lifts could carry.

If the GM wishes, models using lifts must roll two D6 to call the lift. The higher face value rolled is the maximum number of levels the lift may move up or down for that use. For a high-speed lift the total of the two dice are added. For a low-speed lift, such as a large one used to move vehicles and aircraft the score of the lower dice is used.

If the dice rolls a double, then something may happen with the lift.

<b>Lift Call Consequences.</b>	
Double 1	The lift jams before it reaches its intended destination. The figures must take the lift but the occupants are stuck inside until they roll a 5+ at the start of a following player turn. The occupants exit on the floor the lift stopped at and the lift is out of action until repaired.
Double 2	The lift stops before it reaches its intended destination. The figures must take the lift but the occupants are stuck inside until they roll a 5+ at the start of a following player turn. The lift then continues to the floor the occupants originally selected
Double 3	Lift is not working. It may be broken beyond repair or may be repairable by someone with the necessary skills, materials and time.
Double 4	The figures must take the lift but lift stops at the wrong floor and the doors open. The occupants may leave on that floor or wait until their next player turn when the lift will move to its intended destination.
Double 5 or 6	Lift is busy or at another floor. Try again next player turn, take the stairs or do something else.

Lifts are not the only means of transportation inside buildings in a science fiction environment. Some lift-like devices may move horizontally instead of or as well as vertically. There are also such devices as escalators, moving walkways, powered ladders, fireman's poles, travel tubes and gravity shafts.

### **Travel Tubes, Drop Shafts and Moving Pavements**

The most basic form of gravity tube is the anti-gravity drop shaft which moves users downwards only. One drops down the tube under reduced gravity and grabs a handrail near a door to swing oneself out at the desired floor and back into normal gravity. Freefall tubes have no gravity and may allow the user to move horizontally as well as vertically. Such means of movement are relatively common on space ships and space stations since it is simply a matter of not generating gravity in certain sections. They may also be encountered in the cities of technologically sophisticated species.

Travel tubes are more sophisticated devices than the simple drop shaft but are used in much the same way. They can move a user horizontally or either up or down. Some versions have separate tubes for moving up or down or in different directions while others allow the user to move in either direction along a tube. Entrances/exits are usually every 12" or building level and once in the tube the model is instantly moved up to 16" horizontally or 4 building levels vertically. Each 6" section of Travel tube is T8 and 10 DP. Travel beyond a damaged section is not possible.

Gravity and travel tubes can use the basic lift rules. If a model can get to within 2" of the lift doors it is placed within 2" of the lift doors on a higher or lower level. There is no need to worry about the capacity of the lift car nor about problems such as the car stopping on the wrong floor or being unavailable. If the GM wishes dice can be rolled to set a maximum number of levels that can be moved but don't use the Lift Consequences table if a double is rolled. On the other hand, jumping into an empty vertical shaft does take getting used to. Troops unfamiliar with such devices may need a Leadership test. On the battlefield there is a chance a tube has malfunctioned, even if its power lights are on. The GM may secretly note or roll to see if a tube is working. A model may

choose to spend an Action Point and take an Initiative roll to test if a tube is working by throwing something down it. If the test is passed the GM tells the player if the shaft is working, if it is failed the player used the tube anyway.

Moving walkways may be treated as horizontal travel tubes that only move in one direction and can be boarded at any location. To allow users to board or leave safely the walkway speed is only +4". Sometimes several walkways are arranged together, each moving slightly faster than its neighbour so users can progressively move to higher speeds.

In game terms this means a model on a moving walkway moves +4" per turn in the direction the walkway is going. If the model runs along the walkway they will travel +4" further than they used action points to move. If they move in the other direction, they will move 4" less than they used movement for. If standing still on a moving walkway they will still move 4". Where several parallel walkways at different speeds are located each will be +4" faster than its neighbour.

### **Units Other Than Infantry in Buildings**

Provided they can find a suitable entrance and the ceiling is high enough walkers such as dreadnoughts can move around normally inside a building. Like infantry, they may need to treat the interior as variable terrain.

Vehicles such as tanks can enter buildings and often just make their own entrance. Vehicles can only move at a speed of 6" or less and must take a Dangerous Terrain test throwing two dice every time they move. If a 1 is thrown the vehicle becomes immobilized for the rest of the game unless it is recovered by another vehicle or some other means. If both dice roll a 1 the floor gives way and the vehicle is out of action for the rest of the game.

Bikes that enter a building may travel at normal speeds if the interior is relatively uncluttered. Normally they must treat the interior as variable terrain, rolling two D6 and taking the higher value. Normal penalties for turning etc are applied to this value.

Horses can enter buildings providing there is a suitable entrance and headroom for the rider. They may travel at normal speeds if the interior is relatively uncluttered or treat the interior as variable terrain, rolling two D6 and taking the higher value.

Unless there is a very high ceiling, jump troops must move as infantry.

## **Damaging Buildings**

### **Breaking Down Doors and Walls**

Doors, windows and walls can be attacked with ranged or close combat attacks. Wounds inflicted on non-living targets are referred to as Damage Points (DP).

Objects such as doors, normal-sized windows and walls are hit automatically if shot at from a distance of less than 2". If at a greater distance a door or window is a man-sized target (so no modifiers) and a wall section a Large Target (+1) if the weapon is entitled to a bonus for Large Targets. *(Large target bonus not used with 2.4 rules)*

Each hit that causes one point of damage creates a mousehole big enough for the passage of one human-sized creature per Action. Bulky/ very bulky creatures require an opening made by at least two/ three points of damage. Mouseholes created by damage are difficult terrain.

A linked double weapon might be allowed to inflict two points of damage on a hit. Creatures or weapons that do

S+2D6 damage against vehicles do D6 points of damage when attacking walls or doors. In other words troops with chainfists can go through bulkheads a lot quicker than those with powerfists.

Wattle and Daub	6
Thatch	6

### Building Composition and Damaging

<i>Composition</i>	<i>Toughness</i>	
Solid Timber wall	8	
Brick/Stone/ Concrete	8	
Plexi-Glass	8	Used in Plexi- shelters
Travel-Tube Wall.	8	
Light wood	6	including improvised barricades
Sheet steel	7	
Corrugated iron	7	
Most Flooring	7	Wood, sheet steel or synthetic
Light Flooring	6	Reeds or matting over wooden frame.

To destroy a 6" section of wall a certain number of Damage Points must be inflicted. A 6" Mud/Straw/light wooden or tin shack wall section requires 3 Damage Points. A Plexi-shelter section takes 5. Most building wall sections take 7 while a stone castle wall would take 15.

If a wall section loses all its Damage Points it may be ruled to have collapsed, depending on the material it is made from. Any models within 1½" of the collapsing section take a hit equal in strength to the wall section's Toughness. Armour saves are permitted. The collapsed wall area is treated as very difficult ground of an area 6" x 3".

**Optional:** If desired each 6" section of wall can be treated as six 1" parts. Each 1" part has one sixth of the Damage Points of a 6" section, rounding up. If a 1" section loses all its Damage Points it is treated as a 1" open door but debris makes it difficult terrain and therefore 2" of move is needed to pass through it. If two or more adjacent 1" wall sections are destroyed there is a danger of collapse. Roll a D6 and if the number rolled is less than the number of adjacent breached sections the entire 6" wall section collapses (*see above*).

### Damage to Doors

Most doors have a Toughness of 6 and take between 1 (light wood) and 10 (bank vault) Damage Points to break them down for each 1" section/single door. Breaking down, destroying or breaching a door will not cause that section to collapse.

	Toughness	Damage Points
Light Wooden door	6	1
Toughened Glass/Plastic door	6	2
Light Steel door	6	3
Solid Timber door	6	4
Hiveworld Interior Door	5	4
Heavy Steel/Airlock door	6	5
Vault door	6	10

### Hacking Locks and Forcing Doors

Rather than destroying a locked door, a model may attempt to force it open or hack/pick the mechanism.

Most doors will have a console, terminal or other locking mechanism. If not a part of the door, these are generally located close by. Hacking assumes a basic understanding of the technology. A caveman probably won't get far with a keypad. Technologically advanced creatures may be equally baffled by some more primitive mechanisms. A hacking/picking attempt takes one action point and the model must be within 1" of the console/mechanism. Roll against Ld with a -2 modifier. A very secure door such as a vault would be -4. If a character has an [Intelligence characteristic](#) or other appropriate skill, roll against this at -2 instead.

One can also attempt to smash the lock console or mechanism. Treat as T2, DP1. This will not necessarily unlock the door. Similarly, destroying a lock on one side of a door may not prevent someone on the other side opening it.

Attempting to force a door open is one action point and requires models to be within 1" of the door(s). This is a S vs T roll but uses the base muscular Strength of the model rather

than that of the weapons they are equipped with. A typical door is treated as being T5, a vault door T7. Other models close to the door may assist. Use the base strength of the strongest model and add +2 to Strength for each extra figure assisting.

### Area and Template Weapons used against Walls or Doors

How many Damage Points an area or template weapon inflicts will depend on how many 1" sections of wall the marker or template intersects. Make on S v T roll for each 1" section, each success inflicting one DP. A 3" marker can therefore inflict up to 3 DPs, a 5" marker up to 5. If there are sufficient DPs to destroy a 1" section excess DPs are applied to the adjacent 1" sections. Whether the damage is applied to a door or the wall will depend on the position of the marker centre. If in doubt draw a line between the shooter and marker centre and see if it intersects a door or wall. Of course, if the shot intersected an open door or window it would have continued into the interior.

Remember that when firing against buildings any single point of damage creates an opening that can be treated as an access point or breach.

The above rules apply to direct fire with area and template weapons. Rules for these weapons when used with high angle or indirect fire will be covered later.

### Firing at Buildings

When firing against enemies in buildings one option is to simply fire at the building. This is resolved as normal with most buildings being considered to be large targets and therefore +1 to hit with non-area and template weapons. *(This bonus is not used in 2.4)* Area weapons that deviate scatter their shots outside the building as will be described later.

- Most (but not all) buildings are Size Three targets since they have one or more sides longer than 3 metres. Template Weapons get a +1 to hit bonus for Size Three or larger targets. *(This bonus is not used in 2.4)*
- Area weapons do not get a +1 to hit bonus when firing at buildings
- All other weapons only get a +1 to hit bonus if the range is less than 12" and the target is extra-large. Extra large targets are bigger than a Land Raider so this only applies to Very Large buildings. *(This bonus is not used in 2.4)*

Barrage fire or indirect fire only strikes the highest level that is under the hole in the centre of the marker. Such fire that does hit the building will affect the roof and uppermost floors of the building first. Only models in this level and under the marker are hit.

Barrage fire or indirect fire cannot be targeted on the interior of a building unless there is an opening in the roof. The centre of the marker must be over this opening for this to occur.

Against roofs a full hit from a 3" area marker is taken to affect a 3 x 3" square and potentially can inflict 9 Damage Points. Roll S v T for each square and apply damage to the centremost first. 5" area markers are taken to affect a 4 x 4" square area and potentially can inflict 16 Damage Points.

Each square that takes its full Damage Points becomes a 1" hole. Any remaining Damage Points are applied to the next adjacent square.

Like vehicles, a building or structure is hit by an area weapon at half strength unless the centre of the marker contacts the target.

### Firing Out of Buildings

Firing from a building follows the normal rules for firing from hard cover. The shooter must have Line of Sight to the target and there be no obstructions such as closed windows or doors. For example, a mortar could not be fired from within a building unless there was a section of roof missing.

Building interiors count as area terrain so a shooter needs to be within 2" of an opening to fire out from it without penalty. Troops 2-6" inside fire at -1 to-hit. Troops beyond 6" cannot fire out.

This restriction does not apply to models standing on the roof or manning castle walls. Structures such as parapets and battlements count as cover if between the shooter and target.

### Firing from High Walls

As rule of thumb the "dead zone" of a tall structure can be taken to be half the vertical height that the firer is at.

A shooter at building level 2 (3-6") or higher cannot fire at targets closer than 3" to the base of the building unless he leans over the edge of the rampart or window. A shooter leaning out cannot claim to be -2 to hit for hard cover and can be targeted normally. Instead of leaning out of a window, or over a ledge a shooter may just hold his weapon out and fire wild, needing a basic roll of 6 to hit, irrespective of his BS. *(In 2.4 rules this is treated as shooting at BS1)* Modifiers for target size, speed or cover may take this score to 7+ *(or below 7)*. This can only be done with pistols and basic weapons and cannot be done with bows, crossbows, handbows, slings,

antique pistols and muskets. This rule is also used for firing blind around corners.

Dropping grenades or rocks out of a window or over a roof edge blind is -2 to hit with any scatter results that take the shot into the wall being reversed so the grenade moves in the opposite direction to the dice arrow.

Firing at a target at a higher height level has no penalty for most weapons. Low-velocity weapons may have a reduced effective range when firing upwards. Such weapons include:

- Bows, handbows and crossbows.
- Slings.
- Antique pistols
- Muskets.
- Flamers
- All thrown weapons including hand-thrown grenades

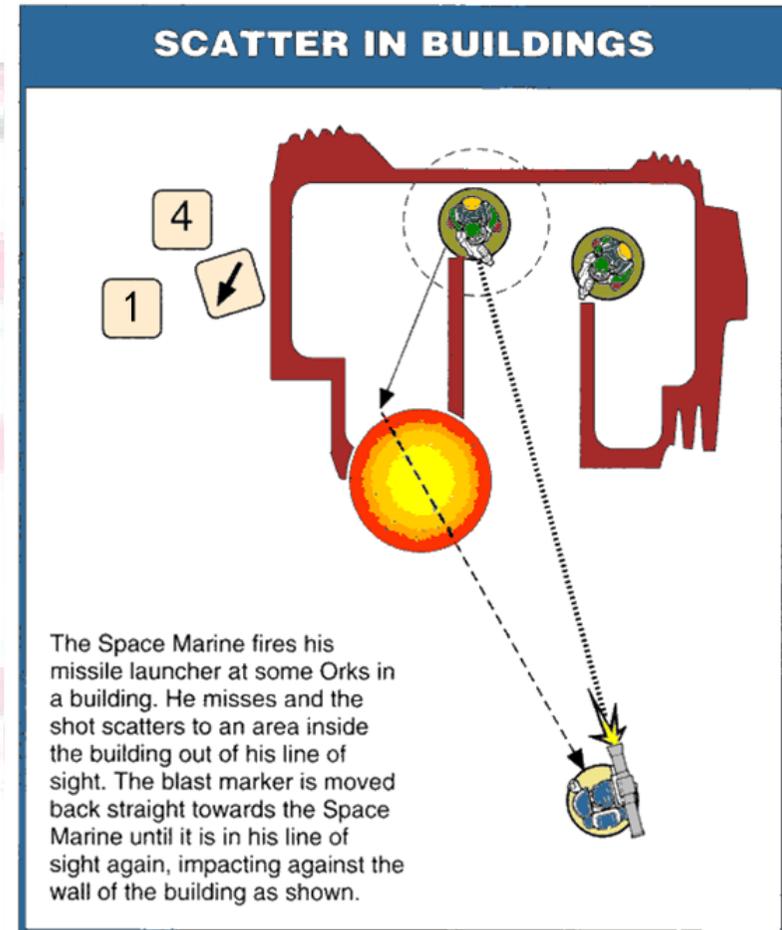
3" is added to the horizontal range for each higher level (or 3" vertical distance) that the target is at.

### Firing Into Buildings

When firing a non-area weapon at the occupant of a building open doors or windows provide no obstruction to targeting: - on the contrary they provide Line of Sight. Shooters can also fire in through the windows and doors and such openings are considered to be normal sized targets so have no modifier to hit. An enemy firing from an opening is however at -2 to hit since they are considered to be in hard cover. Targets further inside the building if visible are also usually -2 to hit since it is assumed they are using interior walls and furniture may provide cover and they also might be difficult to see clearly. When shooting in through an opening when using Building Section rules, it is assumed all targets are in hard cover. If the occupants of the building are unaware, they are

about to be fired on and/or the interior is well lit this cover modifier can be waived at the GM's discretion.

Buildings are generally treated as area terrain so figures more than 6" inside the building are considered to be not



visible to shooters outside.

Shooting through a window, door or opening you are facing is fairly easy. If you are at an angle, you effectively have a smaller target. If at an angle of 45° or less to the wall that the opening is on all shots at or through the opening are subject to a -1 modifier. This applies to direct fire weapons, grenades, template weapons and as BS-1 to the deviation roll for area weapons. This rule may also be applied vertically. If firing upwards or downwards at an opening at an angle of more than 45° a -1 to-hit modifier is applied.

A grenade or rock thrown through a normal-sized window or door from a range of 2" or less is taken to automatically succeed in passing through the opening. Place the marker in the targeted room and work out Hit/Scatter as normal for hand grenades. If the door, window or opening is smaller than 1" size or the angle between the thrower and opening was more than 45° from perpendicular then the grenade still passes through the opening but the to-hit test is at an additional -1 at least. Remember that thrown rocks and grenades already have a -1 modifier.

If the thrower is more than 2" from the opening use the rules for area weapons and obstruction rules. Apply modifiers for opening size and angle. Determine where the marker scattered to and draw a line back to the thrower to see if the grenade or rock actually entered the opening. Modify blast effects for confined spaces or hard cover as appropriate.

When using an area weapon, grenade or other weapon that uses a blast marker against a building declare which floor you are aiming at, then proceed as normal. The marker will usually only scatter on the nominated level. There may be instances when scatter takes the centre of the marker over the edge of the level. In such a case the GM may rule that it affects the next lowest level it is over.

An area weapon fired through a normal-sized window or door from a range of 2" or less is taken to automatically succeed in passing through the opening, providing the angle between the opening and the shooter is not more than 45°. If the shot from an area weapon deviates the scattered marker is positioned inside the building. Modify blast effects for confined spaces or hard cover as appropriate. At greater ranges or angles the following rules are used.

If more than 2" from the 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"**.

The blast of an area weapon may be subject to the confined spaces rule. In a roofless or high- roofed building the targets may avoid being hit due to interior hard cover between them and the blast.

### **Confined Spaces**

Using grenades and area or template weapons inside typical buildings is subject to the confined spaces rules. A typical building in this context can be taken to mean one with a normal height (3" or less) intact ceiling. The confined space rule also applies to corridors, tunnels and most caves. A cathedral, hanger or roofless ruins would not be treated as a

confined space so would use the standard area marker or template rules.

If fighting on a tabletop you should use the usual scatter rules for area weapons to find where the shot/grenade lands. If it lands inside a confined space, you don't need the usual Area markers; everyone within that room, friend or foe is automatically hit, the blast being considered to stop at the walls. Models within 1" of a doorway, window or other opening to a room an area weapon explodes in will be hit on a 4+. This rule assumes that the room is the size of a single building section or smaller. If the area of the detonation area is larger than 25 square inches or has a side of more than 6" treat the weapon as having an effect area of **3" radius** from the point where the munition landed. The munition therefore has twice the blast radius it would have had out in the open. If the shot landed within 1" of a solid wall then the effect radius is 4" in other directions. Cover from interior features such as furniture provides no protection in a confined space blast. The GM may rule that if the interior walls are of a thin material (such as plastiboard or thatch) then the effect area does not stop at the walls and has an effect area of up to 25 square inches or 3" radius. If a thin wall was between the model and the blast centre reduce the chance of being hit to a 3+.

Use the same rules for weapons that use a 5" diameter template, but also roll for damage against the walls the blast touches.

Attacks with template weapons in confined spaces may splash back from walls so at the GM's discretion the shape of the effect area may be different. Both furniture and interior walls provide hard or soft cover and a chance of not being hit although protection from furniture may be negated by splash from nearby walls. Flamer shots can be bounced off nearby walls or ceilings for round the corner shots.

### Template Weapons

If using a template weapon the user has the options of either attacking the building or firing through any open windows or doors. If the template cannot be positioned over an open window, door or similar-sized opening then the shot can only be made against the building. The template is placed as normal but the shooter can declare that he is firing at a storey one level above or below the one he is at.

### Template Weapon Shots against Buildings

A shot declared against a building is treated as normal but models inside the building under the template cannot be hit unless they are within 1" of an open firing port or opening. Models near such openings are in hard cover. If the required roll against BS is exceeded by two or more they are hit automatically. If a partial hit is scored they are hit on a 4+ (**3 or less in 2.4 rules**). Many buildings will be large targets so are automatically hit if one less than the basic target score against BS is rolled. (**not in 2.4**) If less than this is rolled they are hit on a 4+.

### Template Weapon Shots Through Openings

If the template can be positioned over one or more standard size or larger open doors, windows etc then targets inside the building can be attacked. Use the normal Gemini template rules for "outdoor" firing but be aware that some models under the template may still benefit from hard or soft cover. If there is an unobstructed line between weapon and target it is not in cover while those with walls etc between them will be in hard cover so you need to exceed your target BS roll by 2 to hit them automatically. If the target score is not beaten by at least 2 each figure behind cover is only hit on a 4+ (**3 or less in 2.4 rules**). If the GM rules some form of soft cover is applicable target BS must be exceeded by 1. If any

part of the template is in contact with the exterior of the wall the building itself may also be hit by the shot.

To fire a template weapon through a very small opening such as a firing port the BS roll must be exceeded by 2. If this is achieved all figures under the template are hit automatically unless they have the benefit of some interior cover. Interior cover conveys an additional -1 or -2 to the needed target roll value to hit automatically.

Example: Normally the Marine would need a 3+ *(4 or less in 2.4 rules)* to hit all targets under his template, but is firing through a small loophole, so needs a 5+ *(2 or less in 2.4 rules)*. One of the rebels beyond is behind a sofa (an additional -1 for soft cover) so is only hit automatically if the Marine rolls a 6 *(1 in 2.4 rules)*. The Marine rolls a 5 so the rebel has a 50% chance of not being hit.

If the roll to fire through the small opening is not made the shot hits the outside of the building or vehicle. Flames may still enter through openings so any models within 1" of an opening may be hit on a 4+ *(3 or less in 2.4 rules)*.

## Building Section Rules

The other way to handle buildings is by charting the interior as a collection of sections. This is a more abstract method where models inside a structure or vehicle don't need to be represented by actual models on the tabletop. Building Section Rules are usually used when indoor combat is only a minor component of the battle and avoids the need to design a building interior and position every occupant. Vehicle interiors are often treated in the same way as building sections.

Each floor of a building is considered to be made up of one or more sections. Most building stories will be one section. As a general rule a section can be taken to not exceed an area of 25 square inches and not have any side exceeding 6". Each floor with a greater area is divided into two or more sections. For example, a floorspace of 36 square inches would probably be treated as two 18 square inch sections. Sometimes the shape of the building will make it obvious that more than one section should be used. Two towers connected by a low building would obviously have three ground floor sections. A single building section will also not be either longer or wider than 6" so a corridor 2" wide and 12" long will be treated as two sections each of 6"x 2".

### Movement through Building Sections

Movement under Building Section rules resembles movement on a chess board. Units move one section at a time rather than a specified number of inches.

Each section can normally hold no more than twelve normal-sized (size two) models. This may be temporarily exceeded during a Close Combat round. Models can move from one section to an adjacent one providing their route is not obstructed in some way. They can move to a section separated from theirs by a wall if there is an open door or other opening. They can move to a higher or lower section if there is a staircase, ladder or ramp. Movement is one section per MOVEMENT phase regardless of what the models' movement allowance is. Faster creatures are considered to be slowed down by the cramped conditions.

Building sections are assumed to be filled by furniture and interior walls which restrict movement and line of sight. If building sections represent a large open space such as a courtyard the GM may allow models with a move of 6 or more to move two sections per turn. This includes Assaulting Units that have a charge of 6 or more, allowing them to charge from

two building sections away rather than into just the adjacent section. Shooting range may also be increased.

### Shooting and Building Sections

Up to six models in a section may fire out of it, range being taken as being from the building edge. If enemies are visible in more than one direction this rule may be modified if the GM wishes so that up to four models may fire to any one quadrant. If a building was being attacked from all sides, it is likely most of the occupants could find a firing position.

Models firing out of a building section can be targeted at -2 (for hard cover) by shooters outside. Models inside a building section that are not shooting or looking out cannot be targeted by models outside unless the models outside are within 2" of an open door or window. If Building Section rules are being used, then models inside the building section being fired at in through windows are -2 to hit to allow for the cover given by walls and furniture.

Units in one building section firing upon those in another adjacent building section shoot at -2 to-hit. Normally shooting between building sections can only be between adjoining sections, it being assumed interior walls and furniture prevent more distant targets being hit or even seen.

An Area or Template shot or grenade that lands in a building section automatically hits every occupant of that section if the section is ruled as being a confined space. If the GM rules that the section has interior walls and furniture that would provide hard cover some or all of the occupants may have the chance of being hit reduced to a 3+ (4 or less in 2.4 rules). If the Building Section is an open interior space such as a courtyard the GM may allow a 4+ (3 or less in 2.4 rules) chance of escaping a hit.

To fire an area weapon into a building section from outside the shooter must be in range and have a clear line of sight though a window, door or opening. If using "Building Section" rules (rather than tabletop rules) the GM has the option of any miss or deviation being taken to have exploded harmlessly on the outside of the building. Work out scatter only if a unit outside the building could have been hit. It is assumed that a shot that enters an opening explodes in the building section immediately beyond.

When using a building section rules a grenade or area weapon attack from one section to another section still needs a to-hit roll to be made. If the shot fails the to-hit roll, roll another D6. On a roll of 4 or less the weapon still hits the building section aimed for. On 5+ the grenade lands in the neighbouring building section which may be thrower's/shooter's. If there is a choice of more than one, randomize with a dice roll.

If the exterior of a building is hit by an area or ordinance weapon and building section rules are being used the GM must decide how many occupants are eligible targets using the position of the marker and how much of the structure it covers as a guide. It can be assumed that all firing positions towards an enemy are manned, and the remaining occupants distributed evenly through the rest of the section.

### Close Combat and Building Sections

A unit can assault a unit in another section providing there is access between the sections. A unit that has to move from one section to another via a ladder does not get any charge bonuses.

If the architecture permits, models may jump down from a higher level into a lower level. They get a charge bonus for this but must take one Initiative test for every full 2" jumped down or take damage as described in the climbing section. If they fail

their Initiative rolls they take D3 S3 hits each if they were one section higher, D3 S6 if two sections higher and so on. The same penalties are used if models fall from a height.

Enemies fighting in the same section are assumed to mклїє. A unit can attack a unit in a connecting section. D6 members of the attacking unit fight D6 members of the attacked unit per turn (roll separately). The defending unit is treated as being in cover for the first round. A unit that routs is assumed to have been totally destroyed in large games. If the players prefer the routing unit is ejected from the building. Attackers that fail to destroy or rout the defenders do not enter the contested section, as described below. The winning side does not have to pursue unless they wish to.

A unit in a building section can be charged by a unit outside and on the tabletop. The unit inside count as being in cover. Rather than use the door rules above assume that two attacking models may move through each doorway or window and that models are be fought “one to one”, one defender fighting each attacker. Alternately have D6 attackers fight D6 defenders. The former system is better for larger buildings

while the latter is better for surprise attacks or smaller structures.

If the attacking side destroys the defenders or causes them to rout the attacking unit occupies the building section. If the defenders rout all models in the section are assumed killed, or if preferred they are ejected and rout. The defenders will flee from the side of the building or section opposite to the attackers. The winning attackers may choose to occupy the building section rather than pursue and do not have to test not to pursue unless subject to conditions such as Frenzy.

If the defenders win the combat round, draw or lose the round but do not rout the attackers fail to take the building. They are moved back 1" and are no longer considered to be engaged. The defenders are not obliged to pursue and may not if they drew or lost the round. The attackers do not have to consolidate next turn and may attempt to storm the building again next turn if they wish.

A unit in building section may charge out to attack an enemy outside the building. This combat then follows normal tabletop rules.

## Bunkers

A military bunker is treated like an immobile enclosed vehicle with an Armour value of 13 or better.

The general rule that only half the building’s capacity of models within can fire does not apply to bunkers since they will be well provided with firing ports. One model can fire from each firing port or every inch of length of a firing slot.

	<b>Armour</b>
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	<b>Value</b>
Bastion or Bunker	14
Stone-walled Palace	13
Concrete City building	12
Brick House	11
Log Cabin	10
Corrugated iron or Wooden	9

Shed/Shack	
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Troops inside will lock the bunker during a battle so if the bunker is intact only friendly models may enter it. This may not be the case for infiltration scenarios. Troops inside an intact bunker cannot be engaged in mklře although the bunker itself can be subjected to mklře attacks.

Most bunkers will constitute a single Building Section. If the bunker is larger than this treat hits and damage to each section separately.

Like a vehicle, a building with Armour Value will have Hull points (HP). How many HP depends on its size and capacity. A

small building that can hold ten models has 3 HP. A medium building that can take up to twenty models has 4 HP and a large building of up to thirty has 5 HP. Some buildings will have a different HP value given in their profile. Use the values given here if the HP of the building is not stated.

Glancing and Penetrating hits are rolled against the Bunker hits table below modified from page 133 of 3rd Ed. Penetrating hits remove a point of HP and roll on the table. Glancing hits only remove HP until the HP has dropped to zero. See the section on vehicles to see how damage using Armour Value works and for any modifiers for weapon AP etc. In Gemini-ARAP rules if a building reaches zero HP it does not automatically collapse (but is in a rather poor state!).

**Bunker Hits Table**

Glancing Hit	Penetrating Hit	
1		<b>No Effect:</b> A little dust falls from the ceiling but no real damage.
2*-3		<b>Occupants Shaken:</b> May not fire in their next turn but may move.
4	1-2*	<b>Occupants Stunned:</b> May neither fire nor move in their next turn.

5	3-4	<b>Structural Damage:</b> Subsequent rolls on this table have a +1 modifier. This is cumulative so another Structural Damage result will give a +2 modifier and so on.
6	5-6	<b>Collapse:</b> Bunker destroyed. Each occupant takes a wound on a 4+ roll but an armour save can be attempted against this. Survivors are placed up to 2" from the destroyed bunker.

\*If a bunker has any functioning built-in weapons treat a roll of **2** on the table as an “Armament Destroyed” result.

Any Structural Damage results also breach the bunker and create a 1" hole. Weapons can be fired through this opening, and enemy models may enter by this route. The interior of the bunker is no longer considered to be air-tight.

### Shooting at Firing Ports

Firing ports, loopholes or slots are found on some vehicles or bunkers. They may also be found on buildings that a unit has had time to prepare as a position or cut into the walls of an entrenchment. Buildings may all still have normal-sized windows that can be fired on so firing ports are not usually a concern unless trying to target a particular individual.

Firing ports are usually only a couple of inches across so are very small targets and subject to the following rules if fired upon.

- Firing ports, loopholes and slots are -2 to hit. The additional -1 to hit modifier for thrown weapons such as grenades applies so grenades are -3. Area weapons add +2 to their Scatter distance before the Shooter's BS is subtracted.
- For normal (non-area and non-template) weapons it is very difficult to see a shooter using a firing port so any hits scored are halved, rounding down.
- For area weapons rolled hits have only a 50% chance of passing through the opening. For an area weapon the firing port may be hit if a Hit is rolled on the Hit/Scatter dice or the scatter distance after modifiers and BS are subtracted is 0 or less. Roll a 4+ to see if the hit actually passes

through the port. On a 3 or less treat the shot as scattered in the direction of the face arrow if the Scatter distance was greater than 0. Scattered shots always scatter outside the building. Hits that fail to pass through the opening explode outside the building. Shots that manage to pass inside the building are treated as an area weapon hit to a whole building section or a confined space.

- Hand thrown grenades have a minimum -3 to-hit modifier against firing ports (-2 for the port size and -1 for being a grenade) . A roll against BS is always made to throw a grenade through a very small target opening. 50% of hits rolled will not pass through and will scatter outside the building as described for area weapons.
- Rules for template weapons firing against small openings are given in the section on template weapons.
- The interior of a bunker or vehicle usually has little in the way of interior hard cover but other buildings may be different.
- Weapon ports on vehicles and bunkers usually have armoured shutters. If this is the case the GM may rule that shots through firing ports can only be made if the occupants have used the ports to fire from in a previous turn.
- Firing through a firing slot with a template weapon is -2 or -1 to shoot through as detailed above. The firer needs to roll 2 better than their BS unless they are within 2", whereas they will need 1 better. If the shot passes through the firing port all occupants of that building section are automatically hit.

## Terrain Tiles

Another, rather fun way to generate terrain is to adapt the system used for the [Patrol: Lost! system](#). Each tile can represent a section of road or corridor or a room. The [core rules](#) for this system use hexagonal tiles which can give winding paths suitable for jungle trails or certain types of urban terrain. For building interiors or more regular city streets you may like to try square tiles. Tiles with paths resembling **I**, **L**, **T** or **+** will be needed. For variety some tiles will have the entry and exit offset. For tiles that represent a room these characters are only

intended to indicate the approximate positions of the access points and the figures can move to anywhere on the tile. Other tiles may have a path, representing a narrow corridor or alley. There should be several “dead end” tiles to represent rooms with only a single way in or out. The GM can rule some exits have closed doors or obstructions, postponing the laying of new tiles until a character opens the door or passes through. There is no reason why a combination of hexagonal and square tiles cannot be used together. Each indoor tile can be taken to represent a [building section](#), so 5" across is an appropriate size.



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