Dreadnoughts and Sentinels

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".

Dreadnoughts use a mixture of infantry and vehicle rules. As a rule of thumb, dreadnoughts move and melee as infantry and shoot and take damage as vehicles. Marine and Eldar operated machines have an Activation number of 4. Other mechanoids will probably have an Activation number of 3.

Movement

- Dreadnoughts move as infantry, with a basic move of 6".
- Turning and negotiating difficult terrain is as infantry, but since they are somewhat larger than an infantryman, they can ignore all movement penalties for terrain except for woods and deep water.
- Dreadnoughts can walk along the bottom of a river or sea bed at half-rate. Streams and shallow water can be walked through at no penalty.
- Woods and equivalent terrain types are passable at half-rate or less.

Shooting

Like vehicles, dreadnoughts get a single Shooting action but how much they can do in it is dependent on how many Action points they use.

- Fire up to two defensive weapons: 1 action
- Fire one or two main weapons or a mix of two main and defensive weapons: 2 actions.
- Fire more than two or all of the vehicle's non-ordinance weapons: 3 actions
- Fire one ordinance weapon, direct fire: 2 actions
- Fire one ordinance weapon, indirect fire: 3 actions

In Gemini Rules defensive weapons are defined as Strength 6 or less. Some weapons can take several types of ammo of varying strengths. If a weapon is capable of firing in a mode with a strength greater than 6 it is classed as a main weapon, even if the player does not use or take this ammo type. Missile launchers, Ork kannon, Chaos blastmasters, Dark Eldar disintegrators and Tau railguns are therefore main weapons. Deathwind, Whirlwind and Typhoon launchers, Tau smart missiles and inferno cannon are also classed as main weapons.

Dreadnoughts mounting ordinance weapons are virtually unknown. These options are included here for completeness. You never know what an Ork Mek might come up with!

Taking Damage

Dreadnoughts use the same damage table as other vehicles. This table is reproduced here, edited to remove non-relevant sections such as those for passengers.

D6 Result

Glancing Hit	Penetrating Hit	
1		No Effect
2		Pilot Shaken
3	1	Pilot Stunned
4*	2*	Damage: Armament Destroyed *
5*	3*	Damage: Immobilized*
6+	4	Dreadnought Wrecked
	5	Dreadnought Wrecked and Flipped
	6	Dreadnought Explodes.
	7+	Dreadnought Annihilated.

* Dreadnoughts that take an Immobilizing or Armament destroying hit from an Ordinance weapon also take a Stunned result.

Pilot Shaken. Dreadnought may move but not shoot following turn. Shaken results only last one turn, even if multiple Pilot Shaken results were rolled in a turn. "Shaken" results have no effect while the dreadnought is in close combat. Taking another Shaken result in a round the dreadnought began already Shaken becomes a Stunned result.

Pilot Stunned. "Stunned" result reduces the dreadnought attacks in мклйе by 1 for each result to a minimum of 1 while in effect. Stuns only last one turn, even if multiple stuns were scored. Dreadnought may not move or shoot next turn. Taking another Stunned result in a round the dreadnought began already Stunned becomes an Armament Destroyed result.

Armament Destroyed. Destruction of a dreadnought's close combat arm(s) also destroys any ranged weapons mounted on that arm. Once all weapons have been destroyed, further Weapon Destroyed results count as Immobilized. A dreadnought is considered to have two armament locations, the right and left arm mounts, even if other weapons are mounted on the dreadnought body. If both arm mountings take an "Armament Destroyed" result the wide scale systems failure causes any body-mounted weapons to also be automatically out of action.

Immobilized. Dreadnought can no longer move but can still shoot. An Immobilized result reduces the dreadnought attacks in close combat by 1 for each result to a minimum of 1. Further Immobilized results count as Weapon Destroyed if the dreadnought is already Immobilized. Immobilized Dreadnoughts without any weapons remaining count as Destroyed/Out of Action.

Dreadnought Wrecked. Pilot is killed. The wrecked machine remains where it expired and is highly desirable to salvage.

Dreadnought Wrecked and Flipped. As for "Dreadnought Wrecked" but dreadnought is also thrown D6" by Scatter dice. Rolling a HIT flips the Dreadnought over, so that it rests on its roof.

Dreadnought Explodes. As for "Dreadnought Wrecked". Flaming debris is thrown over a D6" radius and any model within this range takes a S4 hit (Saves allowed). Nearby vehicles and dreadnoughts are unaffected by the debris.

Dreadnought Annihilated. As for "Dreadnought Wrecked" but Dreadnought is blown to pieces. Pilot is killed. Fragments are thrown 6". Any model within this range takes an S4 hit (Saves allowed). Nearby dreadnoughts and vehicles are unaffected. Only a smoking crater which counts as difficult ground is left behind.

Mêlée

Some machines or vehicles have a WS value. This includes dreadnoughts and sentinels. These become locked in combat like infantry.

Dreadnoughts and sentinels are fought against using the machine's WS but damage is worked out as for vehicles. Machines with a WS always use their frontal armour value when determining мклйе damage. Any "Immobilization", or "Stunned" result reduces the dreadnought or robot's attacks by 1 for each result to a minimum of 1. "Shaken" results have no effect while in мклйе.

Because of their reach and dexterity dreadnoughts are considered to have a 180° "claw" attack and can fight against models in front of and beside them. Dedicated assault dreadnoughts (those with two or more Close Combat weapons)

are considered to have a Stomp attack and can attack 360°. Sentinels can only attack to the front 90°.

Dreadnoughts and sentinels are Size Three so have a Melee Radius of 3". This means that sometimes they can attack smaller targets that are not close enough to attack them.

For purposes of attempting to plant charges on dreadnoughts they are considered to be fast-moving targets. Infantry cannot plant charges unless they roll a 7+ *(1/3 in 2.4 rules)* and each can make only one attempt per model per round at Initiative 1. If the machine is stunned or immobilized charges can be planted on a 5+ *(2 or less in 2.4 rules)*. This rule also applies to most walker vehicles, robots or any other target that has a WS value.

When fighting a dreadnought each damage roll counts as a wound for purposes of working out the winner of the round. Dreadnoughts and robots don't take Morale rolls or Rout if they lose a round of combat and are not affected by the No Retreat rules for Fearless creatures.

Dreadnought Close Combat Weapons

Dreadnoughts may mount a wide variety of close combat weapons but in game terms the majority of them work in the same way:-

- Each close combat weapon gives the dreadnought one additional attack to the number given in its basic profile. Each close combat weapon lost reduces the number of attacks by 1.
- Mounting one or more dreadnought close combat weapons doubles the strength of all of the dreadnought's Attacks. Since most dreadnoughts

have a basic strength of 5 or 6 they effectively attack at strength 10. All attacks can ignore enemy Armour Saves.

- Dreadnoughts that do not mount close combat weapons or have lost all of their close combat weapons fight at their basic strength and the enemy may attempt Armour Saves.
- Dreadnoughts are considered to have a 180° "claw" attack arc and can fight against models in front of and beside them. Dreadnoughts with two or more close combat weapons are considered to have a stomp attack and can attack 360°.

Dreadnought Force Weapon

Dreadnought force weapons are mounted on some Grey Knight dreadnoughts and Librarian dreadnoughts. The dreadnought force weapon acts as a normal S10 AP2 dreadnought close combat weapon with the additional properties:

- Attacks with Dreadnought Force Weapons ignore Saves from Protective Psychic Auras. In addition any hit or touch from the Force Weapon will automatically dispel and destroy a Protective Psychic Aura so there is no Aura Save against any other attacks made in that or the following combat rounds.
- Attacks with Dreadnought Force Weapons against Daemonic Auras have a –1 Save modifier. This means a daemon with a 4+ Daemonic Aura Save

will have to roll a 5+ and a Daemon with a 5+ save can only save on a 6.

- Dreadnought Force Weapons are only mounted on machines with psyker pilots so can be used for a **Life Drain** attack. Before any rolls to hit are made the psyker makes a Psi-test to channel power into the weapon. If successful, this gives the weapon the "**Instant Death**" Special Rule for that combat round. If an unsaved wound with a Channeled Force Weapon is inflicted the target loses two of its wounds instead of taking a single one. The strength of the weapon may cause addition wounds due to the standard Instant Death rule. If a 2 or 12 is rolled the power backfires and the user takes a Psi-Swipe attack *(see "Perils of the Warp")*.

  Life Drain cannot be used against targets that do not have wounds or that are immune to "**Instant Death**".

  Only one Life Drain attack can be attempted in each Close Combat Round.

  Attempting to use a Life Drain attack costs a number of Psi-points equal to the intended target's Basic Toughness.

Seismic Hammer

A Seismic Hammer acts like a dreadnought close combat weapon but adds +1 to Vehicle Damage rolls.

Demolisher

A demolisher is a massive ball and chain mounted on a dreadnought for siege-work. It is a device much favoured by Orks, who sometime pit two demolisher-armed dreads' against each other in gladiatorial combat.

A demolisher replaces one manipulative limb, decreasing the dread's number of attacks accordingly.

A dread with a demolisher can make a single demolish attack instead of other attacks. In close combat using the demolisher gives the dread an Initiative of 1 and is a Strength 10 attack that inflicts D3 Damage Points against buildings etc and adds +1 to vehicle Damage rolls.

A dreadnought hit by a demolisher falls down on a 5+ even if does not take damage.

Imperial Guard Sentinels

Sentinels are in fact a form of driven walking vehicle but since they have a WS value they are treated as dreadnoughts in many respects. The following rules apply to sentinels in Gemini-ARAP rules.

- Scout sentinels have a move of 8. Armoured sentinels have a move of 6.
- In mклйе sentinels only have an attack arc of 90° and a mклйе radius of 3".
- Pilots of sentinels with open cockpits may use pistols or grenades instead of the sentinel's weapons. Usually. penalties for firing hand weapons from a moving vehicle apply. A sentinel that has lost its weapons to

"Armament Destroyed" results my still use the pilot's personal weapons.

- Sentinels with open cockpits cannot walk underwater unless the pilot has suitable equipment.

Eldar War Walkers

Eldar war walkers follow all the rules for dreadnoughts but have a move of 8. The Eldar pilot may use personal weapons instead of mounted weapons as is described for sentinel pilots.

Leadership for Dreadnoughts

Some psionic powers that may be used against dreadnoughts use the pilot's Leadership value. For dreadnoughts and war walkers assume this is has a value of 10. For less enclosed machines such as the scout sentinel and penitent engine use the pilot's Ld. This will usually be that of a typical troop type for that army, so for a sentinel or penitent engine will be 7.

Dreadnought-like Machines and Scenarios

To the majority of citizens of the Imperium the term "dreadnought" is synonymous with the space marines. The majority believe that dreadnoughts are exclusively used by Marines. The practice of piloting dreadnoughts with the severely wounded does seem to be unique to the Adeptus Astartes but throughout the galaxy humanoid-shaped vehicles are by no means uncommon. These may be referred to by numerous alternate names such as Battle Suits, Mech Suits or Mech Armour.

The Ecclesiarchy has its penitent engines. Ork deff dreads and killa kans are functionally identical to marine dreadnoughts and may even have had a common origin in the distant past. It is just as likely, however, that mekboyz observing marine dreadnoughts were simply inspired to make their own versions.

Eldar are best known for their use of wraithlords and war walkers, but a few craftworlds, colonies and mercenary bands are known to use dreadnoughts which in their language they call "*Iarrasurath*" ("Questing Warriors"). As one might expect, Eldar dreadnoughts are quite sophisticated, being grown from wraithbone, powered by crystal batteries and controlled by mind impulse.

On many human and alien worlds dreadnought-like machines are used in industry, riot control, firefighting or to herd large or dangerous animals. Many planetary rulers take pride in a bodyguard of tall fighting machines. There is also evidence that in the ancient past the Imperial Guard had its own units of dreadnoughts.

A marine is not considered for the honour of piloting one of the ancient machines until they have been grievously injured in battle and without the dreadnought's life support systems they often would not live much longer. Of necessity marine dreadnought pilots are hard-wired into their machines. Permanently hard-wiring the pilot into position is also the preferred Ork method of creating a dreadnought. Eldar dreadnoughts are controlled by a mind impulse system so the pilot may leave the machine whenever they wish. Mind impulse is also used with some human-built machines, although human psychic abilities and technology make these systems much less relieable than many alien equivalents. More common is for the pilot to be fitted with a surgically implanted "jack" that allows them to plug into their machine. Other machines are simply driven by the manipulation of controls or by the machine mimicking the pilot's limb movements.

One could have a scenario where a surprise attack finds the pilots some distance from their machines. The pilots must reach the machines to bring them into action. If the machines use a jack control system then only designated pilots can use them. If mind impulse or driving control systems are used it is up to the GM as to whether the machines can be manned by any troops, just pilots or pilots and characters.

Some dreadnoughts are fitted with ejector seats or capsules that allow the pilot to escape should the machine be destroyed.

If a dreadnought is destroyed the pilot is ejected on a 4+ and is placed in a random direction D6" from the dreadnought. Ejector systems can also be voluntarily triggered, for example if the dreadnought is immobilized and in jeopardy. If the pilot was hard-wired they cannot move from the ejector capsule but recovering a capsule and saving the pilot may become an objective for his comrades. A pilot that used mind impulse, a jack or driving controls can move. They are considered to be wearing the armour that gives a save of 6 and armed with a laspistol or its equivalent.

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