

## Movement Rules

*These movement rules were originally written for the earlier versions of ARAP such as 2.3. Some of these rules have been superseded or modified by the 2.4 rules. This page remains useful since it deals with some aspects of movement in greater depth than can be done on the basic rules page. Where the rules on this page conflict with those on the 2.4 basic rules page the 2.4 page has precedence.*

### Movement Allowance

In Gemini-ARAP rules each figure has a Movement Allowance. For most humanoids, including Humans, Orcs and Tau this has a value of 4. For some creatures, such as the Squats this is a lower value such as 3. Eldar are more nimble so have a value of 5. Some creatures such as Tyranids or the agile Eldar Harlequins have a value of 6.

A list of the Move Allowance for various creatures is given in the Advanced Section. When in doubt assume M=4.

Using one Action Point allows an Individual to move a distance equal to its Move Allowance in inches. Certain factors may reduce this distance that can be moved. Each inch of difficult ground that is moved through uses up 2" of movement allowance. Each inch of very difficult ground uses up 4".

**Running rules described in the main Gemini Rules no longer apply. If a unit has more than one action it can use them to move several Move Allowances. There is no restriction on doing this if an enemy is nearby. If the unit has three actions it can fire in the same turn it makes a multiple move. A unit with three actions can move three times its move allowance, or move twice its move allowance and make a firing action, or make one move and two firing actions and so on.**

### Turning (Personnel)

A figure may make a turn of up to 90° in a player turn for free. This can be taken in either a Movement Action but can also be taken in a Firing Action if the player wishes. The figure can pivot before firing, or at the end of a Firing Action. Only one 90° turn per player turn can be made for free. If the player wishes to turn more than 90° each extra 90° or part of reduces the distance the figure can move that turn by -½". If the figure is stationary but wishes to turn more than 90° it must use a Movement Action.

Turning around 180°, taking a few steps then turning back to face the original direction is ½" + ½" + ½", so if the model has a total move of 4" per turn he can only move 2½".

### Backing Up and Sidestepping

Should a model wish to walk backwards it may do so at half movement rate. This allows the model to shoot and retreat at the same time. Charging backwards is not permitted.

Moving sideways reduces Movement Allowance by  $-\frac{1}{2}$ ". One cannot Charge while Sidestepping.

### **Crawling**

A humanoid moving while crawling moves at half rate. This is not modified for difficult terrain but is still reduced to quarter rate for Very Difficult Terrain. In Variable terrain only one dice is rolled for movement.

Going prone is a free action, while getting up from prone requires one action. A figure that has fallen from a height or been knocked over by a telekinetic attack or some other means is considered to be prone so must expend an action to get up.

Going prone and crawling can only be used by creatures that can physically do so. A vehicle cannot go prone. Humanoids and some beasts can go prone and crawl. An example of the latter would be a tiger, which often crawls when stalking its prey. A horse could go prone but could not crawl. Cavalry sometimes make their horses lay down to give them cover when they are shooting. Models with Fleet of Foot ability cannot use it while prone or crawling.

See the **Advanced Section** for more details on going Prone.

### **Normal Terrain**

Normal terrain has no effect on Move Allowance. Examples include

- Brush, Scrub and other vegetation
- Open woodland or dense foliage
- Debris, ruins, wreckage, loose rocks and boulders
- Small crevasses and fissures
- Stairs, ramps or steps.

### **Difficult Ground**

Model moves at half its normal rate, rounded up if this is a fraction. Treat each 1" of difficult ground as using up 2" of Move Allowance. A model with a move of 4" that moves across  $1\frac{1}{2}$ " of difficult ground uses 3" of its movement doing so, so can only move 1" more that turn.

- Very thick forest and dense jungle
- Steep or treacherous slopes

Fords, streams or shallow water  
Soft sand or thick dust  
Brush, scrub or clinging vegetation  
Ladders and very steep ramps.  
Marsh, bog and thick mud  
Inside cluttered buildings and cramped vehicles.

### **Very Difficult Ground**

Model moves at quarter of normal rate, round up if necessary. Treat each 1" of very difficult ground as using up 4" of move allowance. Very Difficult ground is usually a combination of two kinds of difficult terrain.

Woods on treacherous slopes  
Bog and dense foliage  
Clinging vegetation and wreckage

Also includes:

Almost sheer slopes that need to be climbed on hands and knees  
Tar pits and Swamps  
Pools and fast flowing but still fordable rivers.

### **Impassable**

Impassable ground cannot be moved over by foot. Troops may be able to use machines to fly over or tunnel under.

### **Dangerous Ground**

Dangerous Ground is any terrain where the GM rules a model passing through it has a random risk of encountering a hazard. Hazards vary from minor inconveniences to lethal. Some dangerous ground may only affect certain troop types – it may be safe for infantry but dangerous to heavy vehicles or vice versa. In most cases the likelihood of falling foul of a hazard will be in the order of 1 in 6 per turn for each model. Passing through a minefield is a 4+ hazard unless the unit has an Energy Scanner or the area has been cleared with explosives. In such instances chances of detonating a mine are reduced to 1 in 6.

If a model is moving faster than 6" through Dangerous Terrain then two dice are rolled rather than one and any relevant score taken.

### **“Move Through Cover” Special Rule**

Units or Individuals with the “Move Through Cover” ability may add an extra 1" of move to their modified move allowance when moving through Difficult or Very Difficult Terrain. The model therefore moves half their move allowance + 1" in Difficult Terrain and a quarter move + 1" in Very Difficult. For a model with a Move of 4 this will mean they can move 3" or 2" in Difficult and Very Difficult Terrain. In Variable Terrain (*see below*) the Unit or Individual gets to roll an extra dice to determine Move allowance for that turn (R3DnP1 ↑). Remember that Independent Characters moving on foot automatically have the Move Through Cover ability if they are not moving with a unit.

### **Variable Terrain (Optional)**

As an optional rule some Difficult terrain can be designated as Variable terrain. This rule is optional since for most units you will need non-D6 dice. Good examples of Variable Terrain would be City rubble or Jungle Undergrowth. Some patches can be moved through quite easily while in other places progress is very slow. If the model is in Variable Terrain or attempting to move out of it the model's actual move allowance for that turn is determined by dice roll. A model that attempts to move into Variable Terrain will also have their move determined by dice roll. This may result in the model moving a distance insufficient to actually enter the terrain. It is therefore halted at the edge

A movement roll is normally made by rolling a pair of dice for the unit or individual and taking the score of the highest as the actual move. The score of the two dice are not added together. Some attributes such as the “Move through Cover” ability allow an extra dice to be rolled, so three dice are rolled and the highest score taken. Only the score of the highest scoring single dice is moved. Some special conditions may require the score of the lowest dice to be taken. Most Variable Terrain is Difficult Terrain. If the GM rules an area of Very Difficult Terrain is variable only one dice is rolled (or two if the subject has “Move through Cover” ability.)

The type of dice rolled will depend on the model's standard move allowance.

- If M is 4 a pair of D4s are rolled.
- If M is 3 then D3 dice are used.
- If M is 5 then D5 are rolled
- If the M is 6 or higher D6 are used.

If you don't own D3 or D5 dice use D6s or D10s and halve the face value, rounding up if needed.

Modifiers for turning, crawling and moving backwards are applied after the move distance is rolled. If a unit subject to the Variable Terrain rules wishes to Charge roll the relevant dice and double the score of the highest. Ignore the effects of Variable Terrain for Rout and Pursuit.

### **Tactical Movement**

While games are generally played on flat tabletops in real life most flat terrain have small undulations. In military circles such dips and rises are termed “microterrain”. When under fire infantry movement is often a mixture of hugging microterrain and sprinting across open spaces. Infantry on foot can use a mode of movement known as “Tactical movement”. Beasts with a sufficient level of intelligence may also be allowed to use Tactical movement. Sufficient level of intelligence would mean a creature that understands firearms, not a simple animal. A Hornagaunt can use tactical movement. A Zoat could not since its body is not suited to crawling. Tactical movement can only be used by infantry and intelligent beasts on foot and capable of crawling.

- Moving tactically makes a figure -1 to target until their next movement phase.
- Irrespective of normal move allowance tactical movement is D6" rolled for each unit. The rolled distance is subject to usual penalties for difficult and very difficult terrain. In Variable terrain only one D6 dice is thrown if moving tactically.
- Because the fighter has to pay more attention to where they are moving all shooting or weapon throwing made in the rest of the turn is at -1 to-hit penalty.
- A unit can begin or end a tactical move either standing or prone.
- The GM can rule that terrain such as undamaged highways or landing pads are too flat to allow tactical movement.
- Models carrying Standards, Ladders, Battering rams, other models or similar very bulky items or helping carry them cannot use tactical movement.
- Certain units who are primitive, inexperienced or poorly trained may not use Tactical Movement. Some other units may regard tactical movement as cowardice.
- Units that are “Slow and Purposeful” may not use Tactical Movement.

### **“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.

### **Doors**

Bolting, locking, unlocking, opening or closing a door:- any combination of TWO of these actions reduces move by 2". Three or four such actions reduces the move that turn by 4".

Doors and windows 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, and may be moved to the side accordingly.

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 are not moved from this position with another movement action then if shooting only one of these models can fire. Select which one fires randomly if they differ in armament or skill. All of these models can be targeted by an enemy, however. This represents them clustering at the bottleneck.

Large Size Two models will find it more difficult to pass through single doorways designed for normal Size Two creatures. Large Size Two tend to be mounted 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. This rule can be used for normal Size Two models and very narrow openings.

## **Falling**

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 S4 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 Invulnerable Saves.

If a falling model falls on another model the model fallen upon also takes a hit equal to that taken by the faller.

A model that falls may not hide or move any further that turn, even if unhurt. The model is considered to be prone and cannot take any actions in their next turn unless they spend an action getting up or gathering their wits if they wish to remain prone. The fallen can be attacked in Close Combat while down and defend at half WS, rounding down (min 1). For a fall of less than 3" the GM may allow the model to take further actions that turn if they spend an action getting up/reorienting.

Climbers that take shooting or melee damage from an S vs T roll will fall, even if this damage is Saved by Armour.

## **Jumping Horizontally**

Gaps such as ditches, trenches or narrow crevasses of an inch or less can be jumped with no penalty. If the model has insufficient move to clear the gap it must finish its move before the gap.

A model may jump longer horizontal gaps of up to 1" less than their basic Move Allowance. Horizontal Jumps are based a single move action and distance, even if the unit makes a multiple move. This means a unit that uses two 4" move actions to move 8" can still only leap a 3" gap, not a 7", since the distance that can be leaped is a single move allowance -1".

Deduct the distance jumped from the model's movement but remember that the distance is not measured before the model commits to jump. If the model does not have enough movement to jump the distance it automatically falls.

If the model is able to cover the distance, it must also pass an Initiative test first or will fall.

Falls inflict D3 hits at a Strength equal to the fall distance in inches.

These rules do not apply to creatures whose natural means of locomotion is jumping. Equipment, environment and other factors may alter the maximum distance that can be jumped.

## Leaping

Creatures subject to the Leaping Special Rule gain an extra 6" of move when charging. So a Hornagaunt with M6 moves 18" when it charges. Leaping also allows the creature to jump horizontal gaps without making an Initiative roll. The creature may still fall if it has insufficient Move to clear the gap. Creatures with Leaping may jump up or down vertical obstacles up to twice their height without any move penalty. In Close Combat a creature with Leaping becomes Associated and can take part in combat if within 4" of a Contacting friendly model of the same unit, not 3" as for most creatures.

## Climbing

### Positive Obstacles

Positive Obstacles refers to crossable linear features such as hedges, walls, ditches etc. As a general rule, moving up or down angled or vertical surfaces uses up movement allowance in the same way as horizontal movement. This assumes that the surface can be moved up or down by the model. Features such as thick undergrowth or loose rock may warrant surfaces being ruled to be Difficult or Variable Terrain.

Moving up or down surfaces with a gradient of 45° or more is considered to be climbing. Rules for climbing are:

- An obstacle no more than 1" high can be vaulted over, clambered or jumped at no penalty. In other words the horizontal move distance is not reduced. A 25mm base placed on its side can be a handy quick measure to confirm if something is low enough.
- If the obstacle is higher than an inch but less than the model's height no Initiative test need be made but the vertical distance moved up is subtracted from the total move allowance. If the model is posed kneeling or similar assume the height to be that of a model of the same type standing normally.
- Height includes the thickness of a standard base and is to the top of the head or back, whichever is the higher and not including Helmet Crests or Back Banners.
- Attempting to climb a vertical obstacle of greater than the model's height or sustained climbing costs **two actions**. Usually the figure will still need to make an Initiative roll to see if they can climb the section. Vertical surfaces higher than the model can be climbed up if the GM rules they are climbable and have suitable handholds. This

assumes the model has no special climbing equipment or attributes and is of a form suited to climbing (*so is not a Horse or Goat!*). To climb up an obstacle a model must reach the base of the obstacle they wish to climb and pass a D6 Initiative test. If reaching the base of the obstacle used all of the model's movement allowance the Initiative test is taken at the start of the model's next movement action. If the model fails the Initiative test they cannot climb up or move further that turn. If they fail the Initiative test while climbing downwards they will fall from where they started their descent that turn. Vertical distances travelled are subtracted from the Model's move allowance and may be subject to Difficult and Variable Terrain Modifiers. One or more dice placed next to a model can be used to keep track of how high it has climbed.

If you can pass entirely over a vertical obstacle in one move, just subtract the vertical height from the model's move allowance. This means that if you cross a high wall you do not have to subtract the distance you climbed up and the distance you had to climb down the other side, and only one Initiative test needs to be taken. A 1½" wall therefore reduces a model's move by 1½", not 3".

Activities such as climbing through a window would technically be crossing an obstacle but incurs no penalty in most cases since most windows are lower than 1".

## Ladders

A ladder is moved up or down using normal movement allowance and does not need an Initiative roll. Remaining move allowance not used moving up or down the ladder can be used to reach the ladder or move further after it is climbed. 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 action or turn it can climb the remaining 3" of ladder and move a further 1" on the next floor. One or more dice placed next to a model can be used to keep track of how high it has climbed.

While climbing a model that takes damage will fall, even if the damage was saved.

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

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

## Portable Ladders

To place a ladder it must be moved to within 2" of the base of the wall. Up to three ladders can be placed against each 6" wall section. Four models may climb per turn per level. A man-portable ladder that can reach higher than the top of level 2 would be unusual and may require additional encumbrance penalties.

Four normal human-sized models or equivalent can carry a standard ladder with no penalty. Two may carry it at half rate. A single individual may stagger along at quarter rate. Carrying a ladder prevents any use of two-handed weapons or equipment. Ladder carriers attacked in Close Combat will automatically drop ladders and fight as normal. Picking up a ladder again requires **one action point**. A unit forced to move by a failed Morale test will drop their ladder and it will remain at that location.

Ladders not being climbed can be cast down automatically by an enemy that comes into contact with one. Ladders that are being climbed are cast down on a D6 roll of 6, an attempt costing **one action**. A bonus of +1 is added for additional models helping but no more than three models can attempt to cast down a single ladder.

## Grapples and Rope Climbs

Climbing a rope, drainpipe or similar costs two actions. Climbing a rope or similar needs a Climbing Initiative roll but a failed attempt can be re-rolled.

In the 41st Millenium there are also higher tech versions of the rope and grapple. Models equipped with rope-launchers, power grapples, handbows or grappling hooks can make short climbs up easy surfaces such as walls so are climbed at full Movement rate or one building level per turn, one model per rope per level. Up to four grapples can be placed at a single (6") wall section.

To deploy a grappling hook or similar the thrower must be 2" or closer to the bottom of the wall. A Grapple can be thrown by hand 6" horizontally or as high as two building levels or 6" vertically. Grapples are thrown as a Shooting Action and use BS. A miss does not scatter, it is counted as a failure to hook on to anything. In most cases the grapple can be retrieved and thrown again in another action. Throwing grapples is subject to-hit modifiers. The edge of a roof is counted as a large target so is at +1. A window would be a normal target and an arrow loophole a small target at -1. Grapples can be hand-thrown to the top of level 2. Those thrown horizontally have a range of 6". Devices such as the Handbow or other launchers may project grapples higher or further.

Climbing up a rope can only be done to the height that the grapple reached. The Grapple cannot be thrown higher unless the thrower has a secure place to stand to throw it again from. Rope-climbing would normally only be possible by fit and well-practiced individuals such as Soldiers or Burglars. The GM may decide certain characters are too weak or tired to climb ropes and require a roll equal to or lower than their Strength before starting. An additional roll against Strength may be required for every two levels climbed by a weak individual. Ropes thrown or fired across horizontal gaps are crossed at "Difficult Ground" rate. The GM may impose a Strength roll for some characters attempting this.

Unattended grapples (those not being climbed) can be cast down automatically by an activated model in base contact with the hook. An attended grapple (one that is being climbed) is cast down on a 4+ and the climber(s) fall.

## Downward Movement

Vertical surfaces can be climbed down in much the same way as they can be climbed up. Attempting to climb down a vertical obstacle of greater than the model's height costs **two actions**, or **one action** if there was suitable equipment or terrain. Rappelling down a rope or creeper or sliding down a snow slope would probably be just one action.

A model can move down a distance equal to its basic move allowance and if climbing without climbing equipment or attributes must pass a D6 Initiative test before moving. If they fail the Initiative test while climbing downwards they fall from where they started their descent that turn. If a unit is climbing a fall result means D6 members fall.

Units with climbing equipment will usually rappel downwards. Sliding down a rope is at full movement rate without an Initiative test and can be done from any height providing the rope is long enough.

### **Jumping Down**

Rather than climbing down a model can jump down from a height. This is taken to be part of a forward movement action, so has no additional cost. Roll one Initiative test for every full 2" jumped down. If the Initiative rolls are all successful the model can continue his movement as normal (jumping down does not use up any of the model's Movement allowance). If any of these tests are failed the model falls from the point where they jumped and takes damage as described above in the rules for [Falling](#). If they survive this they may not take any further actions that turn unless the fall was less than 3". An action will need to be spent getting up/reorienting before any other actions can be taken.

A typical human could not usually jump down from a height of greater than 6" by choice but various conditions and devices in the WH40K universe may alter this. Gravity Chutes and Jump Packs allow the wearer to descend without making Initiative tests. Low gravity will increase the distance that requires an Initiative test.

Jumping down can be used to charge an enemy.

### **Diving Charge**

As they advanced the walls of machine wreckage seem to close in. Once again he heard the scuffling noise. Then he saw them. Up high on the rusting machines. More apes than men. There were dozens, all around. Bestial war cries rent the air and they leapt.

Fighters can jump down from a higher surface to attack an enemy below. This is treated as a normal jump but if an enemy model is within the fighter's Melee Radius of the place where the fighter lands he may make a diving charge against that model. Take an Initiative test for each full 2" dropped. If any test is failed your model has fallen and suffers damage, may not move any more during that action and cannot charge the enemy. The fallen can be attacked in Close Combat while down and defend at half WS, rounding down (min 1).

If the diving charge succeeds the model gains the usual Charge Bonuses and a +1 To Hit bonus but only during the following Close Combat phase. If using a contact weapon they also gain to +1 Strength.

Diving charges must be from a height of at least 2".

Climbing is covered in more depth in the **Advanced Section**.

### **Water and Swimming**

Most humanoids that swim move at D3+1" per action, with the D3 rolled on a D6. If a natural 1 is rolled the model drowns, is caught by an undertow or meets some other hazard that removes them from the game. Characters that roll a natural 1 may roll a D6.

On a 2+ they are saved but do not move that action. If they roll another 1 they drowned. If a squad is swimming then the player may choose to make a single D3+1" roll for the move allowance. A 1 means D6 models drown.

Models with primitive armour that gives a 5+ save or less can only swim D3". Models in 4+ or better primitive armour sink unless it can be discarded. A successful Initiative test allows a swimmer to discard any armour and then swim. Shields may be discarded without a test. Swimming models cannot usually swim with shields, spears, polearms, two-handed melee weapons or heavy weapons unless the GM rules differently. For example, a fighter might be able to swim with an eviscerator strapped across their back if they had sufficient strength and preparation time.

Climbing out of the water into a boat or onto a jetty requires a successful Initiative roll. Make a roll for each individual model attempting this. If failed the model may try again next action. Ships moving at a speed of 6" or less may pick up swimmers that pass within 2" during the vessel's movement.

The above basic rules are modified from the **Warhammer General's Companion**. Certain aspects of the WH40K universe mean that water must sometimes be treated very differently. Many units in WH40K are equipped with some form of breathing apparatus or do not need to breathe at all. The Marine's multi-lung implant allows him to breathe underwater even without his Power Armour. Hi-tech Body Armour may float. Troops or machines too heavy to float or swim may still be able to move along the bottom. Such units will undoubtedly sometimes use bodies of water for concealment and this in turn is likely to affect the tactical picture.

Treat underwater swimming or walking underwater as both swimming and hidden movement. Models that do not have to come to the surface to breathe probably can't be spotted by normal means even if within the spotting range of a model on land. A roll of a natural 1 on the dice indicates the model has become stuck or lost for the rest of the game and out of action even if they can still breathe.

## Speed

In Gemini-ARAP Rules knowing the speed of a unit is sometimes necessary. A model that moves more than 12" will be -1 to hit in the other player's following turn.

Speed is the total distance moved during a turn, so if more than one action is used on movement these must be added. A vehicle, individual or unit that moves more than 12" becomes -1 to hit in the other player's following turn. This is actual total distance moved,



so a vehicle with a move allowance of 14" that was slowed down by bad terrain and turning and ends up only 11" from where it began will not be -1 to hit.

## Charging

A Charge uses just one action and allows the Charger to move up to double their basic allowance. However, a Charge can only be made if there is sufficient move to bring the Charger in to Close Combat. If the Charger would not be Locked in Combat at the end of the Charge a Charge cannot be made and the figure must make a normal move or some other action. Generally only one Charge action can be made in a turn, therefore, but there are some exceptions. If the enemy flees from the Charge so the charger does not make contact the Charge is still permitted. If he has remaining actions the Charger may use then to make another charge move either against the unit running from him if it is still close enough or another enemy unit within reach.

If Charging a distance greater than the basic move allowance the Charger may fire while charging. This has the same action cost as a normal charge (one action) but can only be done if a Pistol or Assault Weapon is used. Only one shot per Charger can be made and shots are at BS1 with the usual modifiers for size and cover.

During Charging Fire:

- Shotguns are assumed to wait until the target is at half-range to fire so the +1 modifier applies.
- Shots from Template weapons are made at a range of 7" unless the charge started from a closer range.
- Area Weapons eligible to be used are fired assuming the start of the charge as the range or the maximum range of the weapon, whichever is the lesser.

Obviously there will be instances when both the Chargers and Charged are firing. The side with the highest Initiative fires first unless the Charged unit are in Cover. In this case the Charged unit always gets to fire first.

The Charger can only fire at the unit he is charging. You cannot Charge and Fire and also take an extra +D6" of move for being Fleet.

## Unit Coherency

The potent effects of the weapons they face means that Soldiers of the 41st Millennium usually fight in open order. Threats and tactical necessities mean that squads are often split up or reorganized in the field as the situation demands. Formation isn't as crucial as it would be in a medieval game so I think it is stupid to have unnecessary rules about unit coherency. Under Gemini Rules coherency is mainly a factor in Morale tests.

3rd and 4th Ed rules are very much geared towards big armies of 1,500-2,000 pts. To simplify handling such large numbers of troops it is convenient that everyone in the squad does the same thing –everyone in the squad assaults or the whole squad stops if the heavy weapon stops to fire. Like the original WH40K-RT rules the Gemini rules are also geared towards smaller conflicts and ones that may be between small bands of individuals rather than units. For such conflicts some coherency rules are not realistic or inappropriate.

In the official rules a squad is coherent if there is a space of no more 2" between the base edges of the models. This rule tends to favour models on large bases since they will be more spread out and less vulnerable to Area and Template weapons. Under Gemini rules distances between models are measured from head to head rather than base to base. This compensates for the fact that some models are based on different sized bases. Units are coherent if every member is within 3" of one other. Members of a Squad must keep within 3" of another squad member if they are going to be able to use the Ld value of their leader instead of their own. If models are mounted on 25mm bases then models are three inches apart if there are two base widths between base edges. If mounted on 40mm bases the models are 3" apart if there is one 40mm base-width between models. If using a force mounted on a mix of bases a length of sprue cut to 3" can prove very useful.

Difficult or variable terrain may only affect certain members of a unit. The requirement to keep the unit coherent may result in other members of the unit having to move less distance than they could.

Under Gemini rules a squad splits automatically if part of the unit moves more than 3" from another. The two parts are then treated as two smaller squads. The presence of some artefacts or individuals can increase a squad's Ld value. If the squad is split only the part that has these may claim this bonus. Likewise the two parts are treated as independent for any other Morale tests.

A unit may not split into more sub-units than the Initiative value of the basic (majority) troop type. Therefore a Marine Squad cannot divide into more than four sub-units, even if lead by a Character with an Initiative higher than 4. Unless a sub-unit is an Independent Character sub-units must be of at least two models.

Small Military units tend to use a "Copy the Leader" system. If the leader stops, so does the unit. If the leader starts to crawl or charge, so does everyone else. Combined with being able to split units under Gemini Rules this gives you a simple yet realistic way to handle squads. One part of the squad can advance while another part with a Heavy Weapon is stationary and provides cover.

A divided squad can re-merge by having the parts move within 3" of each other.

Normally a squad would be split voluntarily. Some situations such as moving into a building may cause the unit to be split since there are not enough access points for everyone to enter in a turn. An Area weapon attack may eliminate the centre of a squad and result in some members being more than 3" from others. The squad is not considered to be split if the player declares that the next movement phase will be used to restore coherency. By moving models diagonally this can be done while still gaining some forward movement. Alternately the player may choose to split the squad by having the two surviving parts head away from the blast –a not unnatural reaction.

Two military squads cannot normally be merged to form one large squad. A Platoon or Company is generally treated as several individual squads.

Independent Characters who are not already part of a unit are deemed to have joined a unit if they move within 3" of a friendly unit. If more than one friendly unit is within this distance the player must state which unit the Independent Character has joined. To leave a unit an Independent Character simply moves out of coherency distance. Independent Characters cannot leave a unit that is in

Close Combat or Routing. When an Independent Character is with a unit the Character or the unit may not be able to use certain Special Rules. On the other hand, some unit Special Rules affect a Independent Character that joins them or vice versa.

## Mobs

Mobs of civilians such as rioters can be treated as one large squad for morale purposes and can split or merge as the controlling player sees fit. Mobs are loose collections of individuals that lack the discipline and bond of a military unit. Mobs are treated like squads with the following exceptions.

- Only models within 6" of the Leader may use the Leader's Ld value for morale tests. Members outside this area make a separate Morale Check.
- If the Mob is made up of individuals with separate Ld values a Morale check is made for each value. This may result in some members of the mob routing while others stand firm.
- A Mob member who finds themselves more than 3" distant from any other mob member or friendly model takes any Morale Checks at -1.
- A Mob needs to pass a Ld test if it wishes to fire at a target other than that closest to it.
- A Mob that takes more than 25% casualties from shooting, Psionics or mines in a turn must Morale check like any other unit, and this will be at Ld-1 if more than 50% of the Original strength is lost. If the test is not passed the Mob routs rather than becoming Pinned.



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