

## Gemini-ARAP Rules for Warhammer 40,000. Flier 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. I have noted some sections where the 2.4 rules differ. The 2.4 rules have been intended to simplify shooting against and between fliers. 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".*

Early systems of WH40K treated the airspace over the battlefield as having 5 levels. These were Attack Level and +10, +20, +30 and +40. Shooting at an airborne target above Attack Level added +10" for each Altitude level. This system was quite involved and the 3<sup>rd</sup> Edition rules scrapped the whole idea and ruled that all creatures capable of flight behaved as if having jump packs. This latter approach was very simplistic and eliminated the potential to use such interesting creatures as razorwings, pterra-squirrels and flight troops.

This set of rules is intended to try and strike a happy medium between these two approaches and allow games that involve more interesting use of flying creatures and machines.

### Altitude and Movement

The system for Gemini-ARAP divides the battlefield into three Altitude levels: Ground Level, Attack Altitude Level and High Altitude. In a turn

fliers can make one move from one level to the next one above or below, using one action to do so. It would not normally be possible to move directly from High Altitude to Ground Level.

Some creatures and machines in the WH40K universe are hoverers that move close to the ground without actually making contact with it. Examples include skimmer vehicles, enslavers, zoanthropes, Tau drones and servo skulls. This is treated as normal ground movement although they can ignore penalties for difficult ground and move freely over marshland or water. Such creatures and machines may or may not be capable of true flight.

Flying skimmers are treated as ground vehicles except when assaulted or when rising up to fly over something. Some flying skimmers may be capable of operating at High Altitude although this would be unusual during a battle and is more commonly used to move between locations.

True fliers are either Small or Large and operate at either Attack Altitude or High Altitude. Most games will only involve Ground Level and Attack Altitude and some fliers may be unable to attain High Altitude.

Small flyers are creatures of about man-size or smaller (Size One or Two). They fly either by technological means or by natural abilities such as wings, gas buoyancy, levitation or other means.

Large Fliers are usually large (Size Three or larger) vehicles such as aircraft or spaceships. Some monstrous or gargantuan creatures can fly and these are treated as large vehicles for flight movement purposes.

Most flyers move in much the same way as vehicles with each 45° of turn reducing the move by 2". It would be unusual for a flyer to be capable of reversing.

Landing, taking off or moving between altitude levels costs one Action point.

Some flyers have a minimum flight speed which is usually 6". Such fliers cannot hover and need to make a forward move of at least 6" or equivalent every turn flying. A flyer at Attack Altitude that does not fly its minimum distance must use an action to land or it will crash-land taking an S7 hit. A flyer at High Altitude that does not fly its minimum distance stalls and falls to the ground taking a S10 hit. Some weapons may cause flyers at Attack Altitude to stall, even if they can hover. In such cases the impact with the ground will usually give a S7 hit.

## Attack Altitude

Fliers at Attack Altitude are flying low enough that they can engage ground troops in close combat if they wish. Attack Altitude can be taken to be anywhere below the top of Level 4 of a building. Since each Building Level is taken to be 3" high Attack Altitude is any height below 12".

Moving fliers at Attack Altitude is much the same as moving vehicles with the obvious caveat that they can move freely over other units, obstacles, difficult terrain, dangerous ground and most buildings.

Large fliers are generally aircraft or spacecraft. Most of the following rules will also apply to Large flying animals. Large fliers at Attack Altitude would be relatively rare and usually only encountered if they are landing or taking off.

Large fliers at Attack Altitude move and turn like ground vehicles and cannot move faster than 24".

Large Fliers at Attack Altitude can be fired upon like any other vehicle and follow the same rules for shooting back. They are usually too high to be assaulted unless very low or the attackers have flight capability.

### Attack Altitude Fliers Shooting

Fliers at Attack Altitude shoot as if they were at ground level against ground targets and other fliers at Attack Altitude. They may be able to claim Line of Sight over obstacles or cover or be able to spot hidden forces. On the other hand they can readily be seen themselves.

Against fliers at Higher Altitudes they fire as though they were ground units.

## Shooting at Attack Altitude Fliers

Ground troops or other fliers at Attack Altitude may fire at fliers as normal but shots may be subject to speed and size modifiers. Many Flying targets are small creatures (Size 1) and may be less than 30cm long, wide or high and therefore -1 to hit. Large flying vehicles are generally more than 3m in at least one dimension so count as Size 3. Size 3 targets are +1 to-hit for template weapons if they are in range. Fliers bigger than a Land Raider are extra large and may be subject to the +1 to-hit bonus for point weapons at less than 12" range. *(Modifiers for large targets do not normally apply in 2.4 rules)*

Fliers may also be fast and a -1 to-hit penalty is applied for each full 12" moved in the previous turn. Remember that laser weapons are never subject to modifiers for target speed.

Ground troops with low-velocity weapons may have to fire at reduced range against fliers at Attack Altitude due to the fliers being higher. Such Weapons include:

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

These add 3" to the horizontal range for each Building Level higher. Fliers at Attack Altitude can be assumed to be at 6" height and therefore +6" horizontal range if the shooter is on the ground. In some cases it will be obvious the flier is not subject to the +6" modifier. The shooter may be in an elevated position, the flyer may have just left a building window that is obviously higher or lower than 6" or they are in close combat with

ground troops. Template weapons such as flamers are taken to have a horizontal range of 3" if firing from ground to attack altitude so are obviously only of limited use against airborne targets.

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## High Altitude

High Altitude is anything above Attack Altitude. To move from ground level to High Altitude or back the flyer must spend at least a turn flying at Attack Altitude. A flier that was on the ground cannot go straight to high altitude and will spend a turn at Attack Altitude where it can be fired on normally by ground troops and Attack Altitude fliers. Changing Altitude level would usually cost one Action.

Fliers that ascend to High Altitude are normally removed from the table and their position over the battlefield marked with counters.

Fliers at High Altitude are considered to be an additional 12" further away than their horizontal distance when fired on by ground units or fliers at Attack Altitude.

### Small Fliers at High Altitude

A small flier at high altitude is a difficult target to hit, even if stationary. If fired on from the ground or Attack Altitude Small Fliers at High Altitude can only be hit on a roll of 7+, irrespective of the shooter's BS or if the target is moving or stationary. Size Two fliers are 7 to-hit, so you must roll a 6 and then a 4+ . Very small flying targets (Size One) are 8+ so you must roll a 6 and then a 5+.

In 2.4 rules shots upward at High Altitude targets are at BS1 with a -1 penalty for Size Two and -2 for Size One.

Ground or Attack Altitude Weapons in Anti-aircraft mounts can fire at small fliers at high altitude using BS as normal but range is still +12". Each hit scored needs an additional roll of 4+ (Size Two) or 5+ (Size One) to confirm the hit. *In 2.4 rules AA mounts firing to High Altitude targets use normal BS with a -1 penalty for Size Two and -2 for Size One.*

At High Altitude Small Flyers can potentially move much faster and if they can move faster than 30" they can be used to make Attack Runs against ground and attack altitude targets, although their chance of hitting anything is poor.

Firing accurately from High Altitude at targets at lower levels requires more sophisticated targeting devices than most small fliers can carry. Normal-sized Ground or Attack Altitude targets can only be hit on a roll of 7 and are also subject to the +12" range. Very small (Size One) targets need an 8 and Large (Size Three) targets are hit on a 6.

In 2.4 rules shots downward from High Altitude targets are at BS1 with a -1 penalty for Size Two and -2 for Size One.

Targets also at High Altitude can be fired upon normally (using BS) unless they are moving at Attack Run speeds (30" or faster).

### Large Fliers at High Altitude

Unless hovering or moving slow a Large Flier is assumed to moving in an Attack Run Speeds. High Altitude fliers not moving at Attack Run speeds are said to be hovering or loitering.

If hovering at High Altitude Large Fliers can be fired on with normal BS by Ground and Attack Altitude units but with a +12" range modifier. This takes place in the enemy's shooting actions, not as a reaction.

Large fliers moving at low speeds at high altitude can be fired on using BS at -1 if moving faster than 12" per turn and -2 if moving faster than 24" etc. Damage may cause Glancing or Penetrating hits.

In 2.4 rules shots Large High Altitude targets are shot at using the same rules as small fliers but without the -1 penalty for Size Two and -2 for Size One.

## Attack Runs

To convert to Attack Run status costs 2 actions and the flier must be at High Altitude. Once in Attack run mode a flier does not need to roll for activation. The flier is removed from the table and becomes a reserve. At the start of the next turn the flier may re-enter play on the roll of a 4+, on the roll of a 3+ on the turn after that, a 2+ on the third turn and

subsequent turns. The flier can re-enter the table from any table edge. Place a marker where the flier reappears and another marker between 12" and 36" away in a straight line. This distance represents the ground speed of the flier and the flier is in fact moving much faster in three dimensions, diving, climbing or making other manoeuvres. The flier may optionally make one 45° turn during its attack run and represent this with a third marker. The lines between the markers represent the flier's flight path and one attack run may take the flier off the table again.

Any enemy units within weapon range of the flight path may fire on the flier if they make a successful reaction roll. Units not at high altitude will have to apply the +12" range modifier. They roll two dice against their activation number. If they roll one success they may fire with basic and assault weapons, and pistols too if in range. On two successes they can fire with heavy and slow weapons too. On one success a vehicle may fire up to two defensive weapons (Strength 6 or less). On two successes a vehicle may fire any combination of two main or defensive weapons. The usual status restrictions to making reactions apply. A reacting unit cannot be pinned, routing, pursuing, in close combat or gone to ground.

Units that do not choose to attempt to fire may make a movement reaction if they are 6" or closer to the flight path. They may move their standard move allowance for each success rolled and will probably use this to get under cover.

When fired upon from Ground Level or Attack Altitude a Large Flier making an Attack run can only be hit on a roll of 6 (*In 2.4 rules are fired upon at BS1*). If a vehicle a hit of S+D6 equal or greater than the Armour value results on a roll on the Attack Run Damage table. The usual modifiers for Vehicle Damage tables are not used. Like all High Altitude fliers an aircraft on an Attack Run is subject to the +12" range modifier.

Attack Run Damage Table	
Dice Roll	
1	Crew Shaken: Attack Aborted
2	Crew Shaken: Attack Aborted
3	Stunned: Attack Aborted
4	Armament Destroyed
5	Aircraft Destroyed
6	Aircraft Destroyed

Damage results such *Stunned*, or *Shaken* prevent the Aircraft making its attacks as does the aircraft being shot down. On a stunned result the aircraft begins its next turn scattered 2D6" from the position of the end marker of the attack run. Randomize its new heading. If the Attack run took the model off the table it has a -2 modifier the next time it rolls to re-enter play.

If the flier avoids having its attacks aborted or being destroyed it may fire or drop up to to four weapons. These can be against targets under the flight path or within weapon range to the side or ahead of the flight path. Large flying machines usually have sophisticated targeting systems that allow them to fire on ground targets using their normal BS. Targets do not count as being an extra +12" away.

If still on the table in its next turn the flier moves from the end marker position of the last attack run and continues in the direction of the last leg, or its new facing if it was stunned. The flier makes another attack run type move with an optional turn of 45° and continues to move in this fashion until it leaves the table. Eligible enemy units may react to it and fire upon it for as long as it is over the table. Once it has left the table the flier must again make a successful roll to re-enter play again and can either return on another attack run or as a flier at "Loiter Speed".



## Anti-Aircraft Mounts

Weapons in AA mounts and/ or with the “Skyfire” rule fire at normal BS against all Airborne targets. These mounts have powered traverse so if mounting heavy weapons they can still fire if they traverse more than 90 degrees. In a single turn an AA mount cannot fire on both ground and airborne targets. It must direct all its shots to either airborne or ground targets.

When firing on Airborne targets at Attack Altitude the AA mount can ignore modifiers for the target’s speed. The -1 size modifier for small flying targets may still apply. The +1 for extra large targets applies if the flier gets within 12". *(Not in 2.4 rules)*



When firing against High Altitude targets with an AA mount fliers are fired on with normal BS and any speed modifiers ignored. High Altitude targets are still considered to be +12" further away. Targets moving at Attack Run Speeds only ever take Flier hits if a vehicle Against smaller targets each hit scored needs an additional roll of 4+ or Size Two or 5+ for Size One to confirm the hit.

## Air to Air Combat

Firing between two fliers both at Attack Altitude is treated as firing between two units at ground level.

The same rules for firing from Ground to High Altitude and from High Altitude to Ground apply for shooting between fliers at Attack Altitude and High Altitude.

Shooting between two forces both at High Altitude follows normal rules and firing is obviously not subject to the +12" range modifier. Fliers moving at Attack Run Speeds are only hit on a roll of 6 and only roll on the Attack Run Damage table.

Some extended Dogfight rules can be found on the website below:

[Dogfight 40000](#)

## Very High Terrain

The rules for targeting fliers at High Altitude can also be applied to other targets that are very high up such as climbers on a cliff or the window of a tall building (Level 4 or higher).

## Area Weapons and Aerial Targets

Area weapons that are fired by ground troops against Attack level fliers or by fliers at other fliers on the same level behave as normal if they hit, A blast that hits an Aerial unit will not normally effect a ground unit beneath unless the GM agrees the unit was flying low enough. Shots that miss only explode if the deviation took them into contact with a solid object.

Area weapons fired from the Ground or Attack Altitude to High Altitude never detonate if they deviate.

Area Weapons fired from Anti-Aircraft mounts or area weapons designed for the air to air role are assumed to include proximity or time fuses. The marker is placed as normal and deviation is rolled as for a ground target but only fliers at the selected altitude are eligible to be hit. Against fliers moving on an Attack run the marker only needs to land on the flight path but ignores the damage table modifier for not being under the centre of the marker.

## Dropping Stuff

Fliers at Attack Altitude can drop grenades and other items at any point below their path. A grenade or rock dropped deviates D6-3", with 0 being a direct hit. Use Scatter Only dice for direction if it deviates

Fliers can also throw items up to 6" ahead of them or to the sides of their path. These deviate D6" from the nominated point if the to-hit roll against BS with a -1 modifier is failed.

Grenades do normal damage for their type. Stones and other dropped items have a strength equal to that of the creature that dropped it but no effect area.

Unless dropped from aircraft with sophisticated bomb sights fliers at High Altitude cannot drop items with any chance of hitting their target. If the GM wishes to allow this items dropped from High Altitude have only 50% of a 1 in 6 chance of landing on target, irrespective of BS. Deviation is 2D6".

## Close Combat involving Fliers

Airborne fliers cannot be charged by units on the ground unless the ground unit also has flight capability.

When Fliers assault units on the ground the following rules apply

Flying troops may assault either fighting on the ground (like normal jump troops) or fighting while flying.

If fighting a ground unit while flying the flying unit always attacks first.

If fighting while flying a unit is not entitled to Charge bonuses against a ground unit.

If a flying unit loses a round of combat against a ground unit it will fall back to high altitude, automatically ending the combat. If it fails a Rout test it will also be moved 3D6" horizontally. Ground troops cannot pursue - even if they can fly themselves there is insufficient time to get airborne.

Fliers at Attack Altitude can attack ground vehicles or flying vehicles at Attack Altitude using the usual rules. Vehicles are hit automatically if stationary, on 4+ if moving and only on a 6 if moving faster than 6" per turn. Fliers can assault flying vehicles using the usual rules for close combat against vehicles. A vehicle moving at Attack Run speeds can only be hit on a 6 if assaulted and only takes damage from the glancing hits table.

Fliers at High Altitude can only be Assaulted by other fliers. These fliers may also be at High Altitude or move up from Attack Altitude. Fliers at High Altitude can drop to Attack Altitude to Assault units or vehicles flying at Attack Altitude level. To attack a ground unit they must spend a turn at Attack Altitude.

There are no charge bonuses if one flying unit attacks another flying unit or vehicle. When two or more units of fliers are in close combat the units do not become locked and no rout tests are made. After the to-hit, to-wound and saving roles are made and casualties are made any survivors are free to move away or continue the combat.



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