

RATLING FIXER



APL

▼ 2

MOVE

► 5"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR
Battle rifle	4	2+	3/4	-
Sniper rifle (mobile)	4	3+	3/4	-
Sniper rifle (stationary)	4	2+	3/3	Devastating 3, Heavy
Fists	3	5+	1/2	-

Munitorum Contacts: You can select one additional equipment option.

Target Designation: **STRATEGIC GAMBIT**. Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly **RATLING** operative is shooting that enemy operative with a rifle, that weapon has the Lethal 5+ weapon rule.

RATLING BATTLEMUTT

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
4

NAME	ATK	HIT	DMG	WR
Bite	4	3+	2/4	-

Early Warning: Once per turning point, after an enemy operative performs an action in which it moves or is set up, you can interrupt to use this rule. If you do, each friendly **RATLING** operative (excluding **OGRYN** and **BULLGRYN**) within 6" of this operative and within 2" of that enemy operative can immediately perform a free **Dash** or **Fall Back** action in an order of your choice (choose separately for each), but it cannot move more than 3" during that action. In either case, each one cannot end that move within 2" of an enemy operative unless it's not visible to every enemy operative when it ends that move (if this isn't possible for an operative, it cannot move).

Beast: This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight** and **Reposition**. It cannot use any weapons that aren't on its datacard.

BULLGRYN



APL

▼ 2

MOVE

6"

SAVE

4+

WOUNDS

16

NAME	ATK	HIT	DMG	WR
Grenadier gauntlet	4	4+	3/5	Blast 2"
Power maul	4	3+	4/6	Shock
Brute shield	4	3+	3/4	-
Slabshield	4	4+	3/4	-

Shield: If this operative has a slabshield, it has a 3+ Save stat; if it has a brute shield, whenever it's fighting or retaliating, each of your blocks can be allocated to block two unresolved successes (instead of one).

Brute: Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

Slow-witted: You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Operate Hatch**).

OGRYN

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
16

NAME	ATK	HIT	DMG	WR	
Ripper gun	4	3+	4/5	Range 8", Punishing	
Bayonet	4	3+	4/5	-	

Bayonet Charge: Whenever this operative finishes moving during the **Charge** action, you can inflict D3+1 damage on one enemy operative within its control range.

Slow-witted: You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Operate Hatch**).

Brute: Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

RATLING BIG SHOT



APL

▼ 2

MOVE

5"

SAVE

5+

WOUNDS

6

NAME	ATK	HIT	DMG	WR	
■■■ Tankstopper rifle (mobile)	4	3+	4/4	Devastating 1, Heavy (Dash only), Piercing 1	
■■■ Tankstopper rifle (stationary)	4	2+	4/2	Devastating 4, Heavy, Piercing 1, Severe	
— Fists	3	5+	1/2	-	

RATLING BOMBER



APL

▼ 2

MOVE

► 5"

SAVE

4+

WOUNDS

6

NAME	ATK	HIT	DMG	WR	
💣 Explosive arsenal	5	3+	4/5	Range 3", Blast 1", Heavy (Reposition only), Limited 1, Piercing 1, Saturate	
💣 Sniper rifle (mobile)	4	4+	3/4	-	
💣 Sniper rifle (stationary)	4	3+	3/3	Devastating 3, Heavy	
🗡 Bionic arm	3	5+	3/4	-	

Tripwire: When setting up equipment before the battle, you can set up to two of your Tripwire markers up wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an enemy operative's control range, remove that marker, subtract 1 from that operative's APL stat until the end of its next activation and end its action (if any), even if that action's effects aren't fulfilled. If it cannot be placed, move it the minimum amount to do so.

RULES CONTINUE ON OTHER SIDE ►

RATLING BOMBER



APL
▼ 2

MOVE
► 5"

SAVE
4+

WOUNDS
6

Mine: Mines you select from universal equipment inflict 2D3+3 damage instead, and friendly **RATLING** operatives (excluding **OGRYN** and **BULLGRYN**) are ignored for your mines' effects (i.e. they cannot trigger or take damage from them). This takes precedence over the normal mines rules.

RATLING HARDBIT

APL
▼ 2MOVE
► 5"SAVE
5+WOUNDS
6

NAME	ATK	HIT	DMG	WR
Battle rifle	4	3+	3/4	-
Combat knife	3	3+	3/5	Balanced

Hunter: This operative can perform the **Charge** action while it has a Conceal order. If it does so during its activation, until the end of that activation, add 1 to the Atk stat of its combat knife and that melee weapon has the Brutal weapon rule.

Lie in Wait: Whenever this operative is retaliating while Light or Heavy terrain is within its control range, you resolve the first attack dice (i.e. defender instead of attacker).

RATLING RAIDER

APL
▼ 2MOVE
► 5"SAVE
5+WOUNDS
6

NAME	ATK	HIT	DMG	WR
.Suppressed sniper rifle (mobile)	4	4+	3/4	Silent
.Suppressed sniper rifle (stationary)	4	3+	3/3	Devastating 2, Heavy, Silent
Dagger	3	4+	2/3	-

RULES CONTINUE ON OTHER SIDE ►

RATLING RAIDER



APL
▼ 2

MOVE
► 5"

SAVE
5+

WOUNDS
6

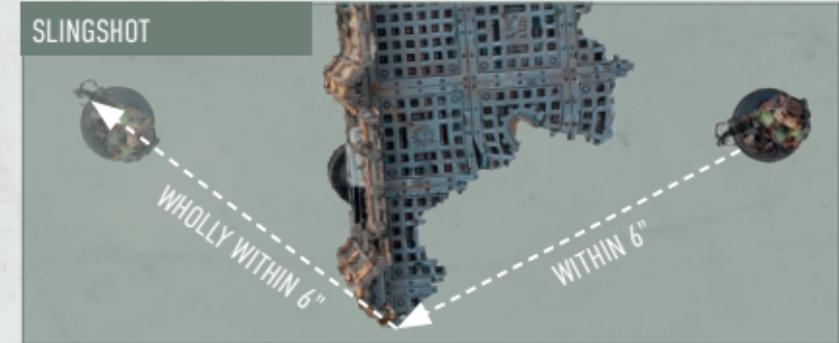
SLINGSHOT

1AP

► Select a point on a terrain feature; that point must be visible to and within 6" of this operative. Remove this operative from the killzone and set it back up in a location it can be placed wholly within 6" horizontally of that point, not within control range of enemy operatives, and with that point visible to it.

◆ This action is treated as a **Reposition** action. This operative cannot perform this action while within control range of an enemy operative, or during an activation in which it performed the **Charge**, **Fall Back** or **Shoot** action (or vice versa).

SLINGSHOT



Grappling Hook: Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically).

RATLING SNEAK

APL
▼ 2MOVE
► 5"SAVE
5+WOUNDS
6

NAME	ATK	HIT	DMG	WR
.Suppressed sniper rifle (mobile)	4	4+	3/4	Silent
.Suppressed sniper rifle (stationary)	4	3+	3/3	Devastating 2, Heavy, Silent
Fists	3	5+	1/2	-

OPTICS

1AP

▶ Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured and the stationary profile of this operative's suppressed sniper rifle has the Lethal 5+ weapon rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

Evade: Once per turning point, after an enemy operative performs an action, you can interrupt and perform a free **Dash** action with this operative. Note this operative cannot use the Scarper faction rule (it has this rule instead).

RATLING SNIPER



APL

▼ 2

MOVE

↗ 5"

SAVE

🛡 5+

WOUNDS

6

NAME	ATK	HIT	DMG	WR
.Sniper rifle (mobile)	4	3+	3/4	-
Sniper rifle (stationary)	4	2+	3/3	Devastating 3, Heavy
Fists	3	5+	1/2	-

RATLING SPOTTER



APL

▼ 2

MOVE

► 5"

SAVE

5+

WOUNDS

6

NAME	ATK	HIT	DMG	WR
.Sniper rifle (mobile)	4	4+	3/4	-
Sniper rifle (stationary)	4	3+	3/3	Devastating 3, Heavy
Fists	3	5+	1/2	-

SPOT

1AP

► **SUPPORT.** Select one enemy operative visible to this operative. Once during this turning point, when a friendly RATLING❶ operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:

- That friendly operative's ranged weapons have the Seek Light weapon rule.
 - That enemy operative cannot be obscured.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

RATLING STASHMASTER

APL
▼ 2MOVE
► 5"SAVE
5+WOUNDS
6

NAME	ATK	HIT	DMG	WR
.Sniper rifle (mobile)	4	4+	3/4	-
Sniper rifle (stationary)	4	3+	3/3	Devastating 3, Heavy
Fists	3	5+	1/2	-

Light-fingered: Once during each of this operative's activations, it can perform the **Pick Up Marker**, **Place Marker** or a mission action for 1 less AP.

Well Stocked: If you select an Ammo Cache from universal equipment, you can set up an additional Ammo Cache marker.

RATLING VOX-THIEF



APL

▼ 2

MOVE

► 5"

SAVE

5+

WOUNDS

6

NAME	ATK	HIT	DMG	WR
.Sniper rifle (mobile)	4	4+	3/4	-
Sniper rifle (stationary)	4	3+	3/3	Devastating 3, Heavy
Fists	3	5+	1/2	-

INTERCEPT COMMUNICATIONS

1AP

► SUPPORT. Select one other friendly RATLING.

operative visible to and within 6" of this operative. Until the end of its next activation, add 1 to that operative's APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.