

RATLINGSKULL FIREFIGHT PLOY

SURVIVAL INSTINCTS

Lacking physical strength and fortitude, Ratlings rely upon their reflexes and natural instincts to save themselves from harm.

Use this firefight ploy when an enemy operative is shooting against or fighting against a friendly **RATLINGSKULL** operative (excluding **OGRYN** or **BULLGRYN**) and you're allocating a dice to block. If it's a normal success, it can block one unresolved critical success; if it's a critical success, it can block two unresolved successes (normal or critical).

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SHARPSHOT

Ratlings can pick out enemies in the thick of even the most chaotic battles. Many soldiers have been saved from certain death by their precise fire.

Use this firefight ploy when a friendly RATLING® operative is performing the Shoot action with a rifle and you're selecting a valid target. Having other friendly RATLING® operatives within an enemy operative's control range doesn't prevent that enemy operative from being selected.

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LARCENOUS

Their diminutive size and gift for stealth makes Ratlings naturally skilled thieves.

Use this firefight ploy during a friendly **RATLINGSKULL** operative's activation (excluding **OGRYN** or **BULLGRYN**). Until the end of that activation, that operative doesn't have to control a marker to perform the **Pick Up Marker** or mission actions that usually require this (this takes precedence over that action's conditions – it only needs to contest the marker), and having an enemy operative within its control range doesn't prevent it from doing so.

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SHOOT AND HIDE

A sniper is vulnerable once their position has been detected, thus Ratling sharpshooters are constantly sneaking away.

Use this firefight ploy after a friendly **RATLING** operative that has an Engage order performs the **Shoot** action with a rifle. If it's more than 3" from enemy operatives, or not visible to every enemy operative, you can change its order to Conceal.