

# RATLINGSKULL STRATEGY PLOY

## SNIPER POSITIONS

Ratlings spend hours or even days selecting vantage points, ensuring that any position they take affords them effective cover and clear sight lines from which to pick off the advancing foe.

Whenever a friendly **RATLINGSKULL** operative is more than 6" from enemy operatives and within 1" of Heavy terrain, the stationary profile of its rifle (if any) has the Silent weapon rule.

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## CRACK SHOTS

It is said that a Ratling can put a bullet through an opponent's eye socket from more than a thousand yards away.

Whenever a friendly **RATLING** operative is shooting an enemy operative more than 6" from it, if that friendly operative hasn't performed the **Charge**, **Fall Back** or **Reposition** action during the activation, or if it's a counteraction, its rifle (if any) has the Balanced weapon rule. Note that operative isn't restricted from performing those actions after shooting.

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## SHIFTY

Small of stature and well used to hiding from larger foes, Ratlings use terrain and shadow to their advantage.

Whenever a friendly **RATLINGSKULL** operative (excluding **OGRYN** or **BULLGRYN**) has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".



# RATLING<sup>®</sup> STRATEGY PLOY

## FRONTLINE ASSAULT

Ogryns are brutish, muscular soldiers who are most effective when deployed as close combat troops.

Whenever a friendly RATLING<sup>®</sup> BULLGRYN or friendly RATLING<sup>®</sup> OGRYN operative within your opponent's territory or within 3" of an objective marker is shooting, fighting or retaliating, its weapons have the Balanced weapon rule.

