

RATLINGS

STRATEGY PLOYS

SNIPER POSITIONS

Whenever a friendly **RATLING** 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.

CRACK SHOTS

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 it's a counteraction, its rifle (if any) has the Balanced weapon rule.

SHIFTY

Whenever a friendly **RATLING** 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. Vantage terrain).

FRONTLINE ASSAULT

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

FIREFIGHT PLOYS

SURVIVAL INSTINCTS

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

SHARPSHOT

Use this firefight ploy when a friendly **RATLING** operative is performing the **Shoot** action with a rifle and you are 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.

LARGENOUS

Use this firefight ploy during a friendly **RATLING** 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 (taking precedence over that action's conditions - it only needs to contest the marker), and having an enemy operative within control range of it doesn't prevent it from doing so.

SHOOT AND HIDE

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.

OPERATIVES

ARCHETYPE: INFILTRATION / SECURITY

1 **RATLING FIXER** operative with one of the following options:

- Battle rifle; fists
- Sniper rifle; fists

10 **RATLING** operatives selected from the following list:

- **BATTMUTT**
- **BULLGRYN*** with one option from each of the following:
 - Grenadier gauntlet or power maul
 - Brute shield or slabshield
- **OGRYN***
- **BIG SHOT**
- **BOMBER**
- **HARDBIT**
- **RAIDER**
- **SNEAK**
- **SNIPER**
- **SPOTTER**
- **STASHMASTER**
- **VOX-THEIF**

*You cannot select more than three of these operatives combined. Up to three times, instead of selecting one of these operatives, you can select one **RATLING** ploy to cost you 0CP for the battle.

Other than **BULLGRYN**, **OGRYN** and **SNIPER** operatives, your kill team can only include each operative above once.

Some **RATLING** rules refer to a 'rifle'. This is a ranged weapon that includes 'rifle' in its name, e.g. all profiles of a sniper rifle, tankstopper rifle, etc.

FACTION RULES

SCARPER

After each enemy operative's activation, before the next operative is activated, you can perform a free **Dash** action with one friendly **RATLING** operative (excluding **BULLGRYN**, **OGRYN** and **SNEAK**), but it cannot finish that move within 3" of an enemy operative unless it's not visible to every enemy operative when it finishes that move.

Each friendly operative can only do this once per turning point, and cannot do so after the final activation of the turning point.

FACTION EQUIPMENT

IMPROVISED ARMOUR

Whenever an operative is shooting a friendly **RATLING BULLGRYN** or a friendly **RATLING OGRYN** operative, defence dice results of 5+ are critical successes.

LUCKY ROUND

Once per turning point, whenever a friendly **RATLING** operative is shooting with a rifle and you've rolled your attack dice, you can use this rule if you haven't used Purloined Rations equipment this activation. If you do, that weapon has the Severe weapon rule for that sequence.

PURLOINED RATIONS

Once per turning point, whenever a friendly **RATLING** operative is shooting with a rifle and you've rolled your attack dice, you can use this rule if you haven't used the Lucky Round equipment during this activation. If you do, improve the Hit stat of its rifle by 1 until the end of that sequence.

STOLEN GOODS

At the end of the Select Operatives step, roll one D3. If the result is:

- 1, you lose 1CP.
- 2, you gain 1CP.
- 3, your opponent loses 1CP.

OPERATIVES

FIXER	APL 2	MV 5"	SV 5+	W 7
	A	HT	D	WR
⊕ Battle rifle	4	2+	3/4	-
⊕ Sniper rifle				
- Mobile	4	3+	3/4	-
- Stationary	4	2+	3/3	Devastating 3, Heavy
X 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.

SNIPER	APL 2	MV 5"	SV 5+	W 6
	A	HT	D	WR
⊕ Sniper rifle				
- Mobile	4	3+	3/4	-
- Stationary	4	2+	3/3	Devastating 3, Heavy
X Fists	3	5+	1/2	-

RATLING

BATTLEMUTT	APL 2	MV 6"	SV 5+	W 4
A HT D WR				
X 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 perform a free **Dash** action or a free **Fall Back** action, but it cannot move more than 3". In either case, each one cannot finish that move within 2" of an enemy operative unless it's not visible to every enemy operative when it finishes 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	MV 6"	SV 4+	W 16
A HT D WR				
⊕ Grenadier gauntlet	4	4+	3/5	Blast 2"
X Power maul	4	3+	4/6	Shock
X Brute shield	4	3+	3/4	-
X 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. Whilst this can allow this operative to be targeted (if 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 2	MV 6"	SV 5+	W 16
A HT D WR				
⊕ Ripper gun	4	3+	4/5	Rng 8", Punishing
X 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.

Brute: Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. Whilst 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**).

BIG SHOT	APL 2	MV 5"	SV 5+	W 6
A HT D WR				
⊕ Tankstopper rifle				
- Mobile	4	3+	4/4	Devastating 1, Heavy (Dash only), Piercing 1
- Stationary	4	2+	4/2	Devastating 4, Heavy, Piercing 1, Severe
X Fists	3	5+	1/2	-

BOMBER	APL 2	MV 5"	SV 4+	W 6
A HT D WR				
⊕ Explosive arsenal	5	3+	4/5	Rng 3", Blast 1", Heavy (Reposition only), Limited 1, Piercing 1, Saturate
⊕ Sniper rifle				
- Mobile	4	4+	3/4	-
- Stationary	4	3+	3/3	Devastating 3, Heavy
X 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, end that operative's action (if any), remove that marker and subtract 1 from that operative's APL stat until the end of its next activation.

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

HARDBIT	APL 2	MV 5"	SV 5+	W 6
A HT D WR				
⊕ Battle rifle	4	3+	3/4	-
X 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).

RAIDER	APL 2	MV 5"	SV 5+	W 6
A HT D WR				
⊕ Suppressed sniper rifle				
- Mobile	4	4+	3/4	Silent
- Stationary	4	3+	3/3	Devastating 2, Heavy, Silent
X Dagger	3	4+	2/3	-

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).

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 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).

SNEAK	APL 2	MV 5"	SV 5+	W 6
A HT D WR				
⊕ Suppressed sniper rifle				
- Mobile	4	4+	3/4	Silent
- Stationary	4	3+	3/3	Devastating 2, Heavy, Silent
X Fists	3	5+	1/2	-

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).

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.

SPOTTER	APL 2	MV 5"	SV 5+	W 6
A HT D WR				
⊕ Sniper rifle				
- Mobile	4	4+	3/4	-
- Stationary	4	3+	3/3	Devastating 3, Heavy
X Fists	3	5+	1/2	-

SPOT 1AP

● **SUPPORT.** Select one enemy operative visible to this operative. Once during this turning point, when a friendly **RATLING** 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 is not obscured.

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

STASHMASTER	APL 2	MV 5"	SV 5+	W 6
A HT D WR				
⊕ Sniper rifle				
- Mobile	4	4+	3/4	-
- Stationary	4	3+	3/3	Devastating 3, Heavy
X Fists	3	5+	1/2	-

Light-fingered: Once during each of this operative's activations, it can perform the **Place Marker**, **Pick Up 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.

VOX-THIEF	APL 2	MV 5"	SV 5+	W 6
A HT D WR				
⊕ Sniper rifle				
- Mobile	4	4+	3/4	-
- Stationary	4	3+	3/3	Devastating 3, Heavy
X 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.