

Ratskin Renegade

v1.4 by Anthony Case, based on original material by Andy Chambers

The savage ratskin renegades are silent and deadly stalkers capable of hunting in the worst deadzone environments imaginable. They are formed from bitter survivors of the indigenous ratskin tribes who were victim to the Underhivers' greedy and brutal ways. For the lucky ratskins who escape violent encounters with uphivers there is only one honourable path left for them to follow, the renegade warpath. They don their war paint, sacred rat pelts and antiquated weapons as they whoop chants of memorial and hatred for all Underhivers and whose thirst for vengeance can only be quenched with a lake of uphiver blood and a mountain of their scalps.

Ratskins are an archaic culture whose ancestors remain a mystery, lost in the vaults of time and memory. It's not even certain whether the ratskins themselves know their origins since their history is wrapped up within a superstitious worshipping of the hive spirits. They are a shy and peaceful people who use their native skills to avoid the noisy uphivers and their settlements as they need nothing from them. If Underhivers start working near a ratskin settlement then they will pack their gear and quietly slip away deeper into the wastes as ratskins find all hivers strange and bewildering and would rather not have anything to do with them. Although outsiders puzzle and often anger them, the ratskin tribes are content to leave the foolish and clumsy intruders alone so long as they leave the ratskins in peace.

Sadly, the ratskins' peaceable ways make them vulnerable to exploitation and merciless acts of violence by unscrupulous guilders and marauding gangs. Any ratskin tribesmen caught by uphivers are either killed, sold into slavery or worse. The ratskins' ancestral homelands are turned into fungus farms and filtration plants and their prized heirlooms kept as petty trinkets or sold to foppish nobles who care not that they are buying goods stained with ratskin blood. The most sacred sites of all to the ratskins, the hive spirit infused archeotech hoards, are greedily rooted out by prospector gangs and stripped of all their hallowed artefacts.

The few embittered ratskin survivors of these attacks and the tribesmen incensed by their plight are left thirsting for vengeance on all hivers. They turn their backs on their own people and ancient way of life to become renegades, hunting and killing the hivers wherever they can to cleanse their sacred homelands from the intruders. They are a merciless and bloodthirsty foe, a wrathful reflection of the cruelty they and their people have endured for generations.

Special Rules

Outlanders: Ratskin Renegades are considered a dangerous menace by the Merchant Guild so are always classed as outlaws. Since they don't have a guild price they can never pay off their outlaw status. All of the usual outlaw rules apply to them with the exceptions noted below.

Isolationists: Renegades are bitterly distrustful of all non-ratskins so will only ever venture uphive to the outlaw trading posts when in need of weapons and supplies. Ratskin Renegades cannot use any hired guns unless specifically noted otherwise. In addition, usually gang leaders are offered D3 rare items each time they visit the trading post, however, a Ratskin Chief will not be offered any. Instead, members of the renegade must be specifically sent in search of rare items following the usual trading rules.

Foraging: Ratskins have spent their entire lives foraging in the noxious depths of the Underhive, which combined with their keen senses and intimate knowledge of the hive domes make them expert hunters. All Ratskin Renegade members generate D6+1 credits when foraging.

Leadership: Only Ratskins can challenge for leadership of the renegade or take over when the Ratskin Chief dies. If a Ratskin sparks a leadership challenge then a roll of 3-4 on the Leadership Challenge table is treated as a 1-2 result instead.



Scenario Table: Ratskins are able to rapidly move through the Underhive due to their indepth knowledge of the passageways and hidden tunnels. Ratskin Renegades can add or subtract 2 when either player rolls on the Scenario Table. If both gangs can modify the Scenario Table roll then each opposing point will nullify each other. For example, if your opponent uses a 'vague and inaccurate' Ratskin Map (+/-1) then the Ratskin Renegade can only add or subtract 1 and the opponent's modifier is nullified. Ratskin Renegades gain no additional Scenario Table modifiers from Ratskin Maps.

Archeotech Hoards: Archeotech Hoards are sacred to all ratskins as they believe that they are the resting place of hive spirits. Ratskin renegades will always try to drive plundering Underhivers away from them. If an opposing gang owns any Archeotech Hoards and must lose a territory to the Ratskin Renegade then it will always be the Archeotech Hoard. Any Hoards captured by the Renegade cannot be worked or looted, instead, they will be hidden and guarded to prevent greedy Underhivers disturbing them. Ratskin Renegades can hold any number of Archeotech Hoards in addition to their base camp by using traps and hidden tunnels to keep them safe. Captured Archeotech Hoards give the renegade the divine favour of the hive spirits which has several benefits.

Each Archeotech Hoard the Ratskin Renegade controls will give the Spirit Shaman an additional randomly generated Hive Spirit Power. If a captured Archeotech Hoard is later lost then the Shaman will lose one of his powers chosen at random. Note the Shaman's original starting power is ignored when randomly selecting this lost power.

Each Archeotech Hoard the Ratskin Renegade controls will increase the Spirit Ward's armour save by 1 point. For example, if the renegade is in control of two Hoards then the Spirit Ward will confer a 4+ armour save.

Each Archeotech Hoard the Ratskin Renegade controls will increase the Spirit Totems Strength and Save Modifier by 1 point. For example, if the renegade is in control of two Archeotech Hoards then the Spirit Totem will have a Strength of 7 with a -4 Save Modifier.

Resilient: Ratskins have the best survival instincts humanly possible so are remarkably resilient to injury. All members of a Ratskin Renegade who go out of action can choose to re-roll the Serious Injuries result. However, the second result stands even if it was worse than the first.

Native: Ratskins are completely at home within the harsh deadzone environments. So in tune are the ratskins with the ways of the hive that they feel it as a living entity in its own right and are trained from birth to survive its often savage moods. All Ratskin Renegade members are immune from the effects of Treacherous Conditions with the following exceptions. If Ratskin Renegade members are swimming in a Pit of Despair then they are always assumed to pass the required Strength test and can move 4" instead of 2". If a Charge! result is rolled then the Ratskin Renegade is always assumed to win the Leadership test. If a Long Shadows result is rolled then only Ratskin Renegade members can benefit from the special hiding rules.



Ritual Maul: The tribal warfare of the renegades have deep-rooted spiritual traditions. Their aim is not always the wholesale slaughter of uphivers but to exact revenge through humiliation, to glorify themselves with battle honours and to perform archaic rituals in honour of the hive spirits.

If the Renegade wins the game then all enemy models that went out of action must first roll a D6. If the fighter went out of action during the game and rolls a 5+ then he must make a roll on the Ritual Maul table instead of the Serious Injuries chart. If the fighter finished the game down but still suffers a serious injury then a roll of 6 will result in him having to roll on the Ritual Maul table instead. Results from the Ritual Maul table are treated exactly like regular serious injuries (e.g. the Medic and Stinger Mould Patch rules apply). Members of a Ratskin Renegade never roll on the Ritual Maul table.

Ritual Maul

1: Revenge - roll a further D6

- 1-2: Skull Trophy - treat as Dead
- 3-4: Hostage - treat as Captured
- 5: Group Maul - roll again D6 times
- 6: Spirit Trial - treat as Survives Against Odds

2: Trophy - roll a further D6

- 1-2: Finger Trophy - treat as Hand Injury
- 3-4: Scalped - treat as Old Battle Wound
- 5: Ear Trophy - treat as Partially Deafened
- 6: Eye Trophy - treat as Blinded In One Eye

3-4: Traumatized - roll a further D6

The following rules only apply when fighting against Ratskin Renegades. Duplicates are treated as Mauled.

- 1: "Ratskins are everywhere!" - If the fighter is charged by a ratskin or if at the start of the turn he doesn't have a friendly fighter that is neither down or broken within 2" then he must take a *nerve* test.
- 2: "Ratskins... no not again!" - If the fighter is in hand-to-hand combat against a ratskin then he must take a Leadership test at the start of each hand-to-hand phase. If the test is failed then he automatically suffers from the effects of *stupidity* for that phase (i.e. just as if a 1-3 is rolled).
- 3: "Ratskins are back for me!" - The fighter suffers a -1 Weapon Skill and Ballistic Skill penalty if he can draw line of sight to a ratskin within 8".
- 4: "Those **** Ratskins!" - The fighter suffers from *frenzy* which cannot be controlled (i.e. he cannot take a Leadership test to ignore its effects).
- 5: "Ratskins!? I'll be right back!" - After the scenario has been chosen, roll a D6. On a roll of 5+ the fighter cannot take part in the game.
- 6: "I see dead ratskins..." - The model cannot make a post game action (e.g. working a territory), even if he did not suffer a serious injury.

5: Mauled - treat as Full Recovery

6: Mutilated - roll a further D6

- 1-2: Body Mutilation - treat as Bitter Enmity
- 3-4: Face Mutilation - treat as Horrible Scars
- 5-6: Ritual Scars - treat as Impressive Scars

Ratskin Chief

Cost to recruit: 140 credits

A ratskin chief is not born to the position but is elected by his elders and peers. A chief is always a skilled warrior who is an expert in the ways of the Underhive and a natural leader of men. Some renegade chiefs are driven by a burning hatred of the hivers who desecrate their homeland, while others feel sympathy for the deluded intruders. The chief's words are always listened to with respect and even once he has become a renegade, braves and warriors will seek him out to gain the honour of fighting alongside him.



Recruiting Your Renegade

You have 1,000 credits to spend on recruiting and arming your renegade within the following guidelines.

Ratskin Chief: Your renegade must include one.

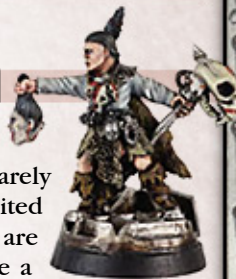
Spirit Shaman: Your renegade can include one.

Ratskin and Ratskin Brave: Any number.

Spirit Shaman

Cost to recruit: 120 credits

Spirit shamans are mysterious individuals rarely seen outside ratskin enclaves. They are credited with supernatural powers that they claim are gifts from the hive spirits, but in reality are a combination of wyrd ability and the effect of powerful technoarcana devices that have been ritualised over thousands of years. A shaman whose community has been destroyed may join a renegade chief to exact revenge on those responsible, or he might be drawn by visions of a holy place in need of saving. Shamans are also often sought after by renegade chiefs as spiritual guides and to perform the renegade's mystical ceremonies.



M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

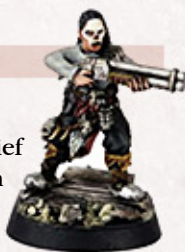
Weapons: A Ratskin Chief can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Primitive Weapons, Basic Weapons and the Extras sections of the Ratskin Renegade Weapons list.

Leadership: A Ratskin Chief commands respect from his renegade who are emboldened by his presence. Any members of the Ratskin Renegade within 6" of the Chief may use his Leadership value when taking any Leadership tests. A Chief can always attempt to recover from being pinned even if there are no friendly fighters within 2".

Ratskin

Cost to recruit: 60 credits

Many of the ratskins who follow a renegade chief are bitter, dispossessed men who have lost both friends and family to the raiding uphive gangs that steal and pillage their ancestral homeland. While others have become brutalised by working in uphiver settlements and suffering the ignorant contempt of the Underhivers for their race and culture.



M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

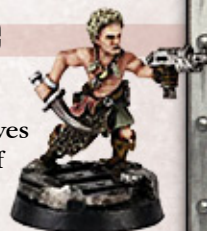
Weapons: A Ratskin can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Primitive Weapons, Basic Weapons and the Extras sections of the Ratskin Renegade Weapons list.



Ratskin Brave

Cost to recruit: 30 credits

Most ratskin tribes have a handful of young braves dissatisfied with the quiet and peaceful ways of their elders and they will quickly rally to join a powerful renegade chief in search of adventure and glory. Ratskin braves are inexperienced fighters but they are already experts at surviving and hunting in the harsh environment of the Underhive.



M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons: A Ratskin Brave can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Primitive Weapons and the Extras sections of the Ratskin Renegade Weapons list.

Experience: Upon reaching 21 Experience the Ratskin Brave becomes a Ratskin gaining all of the usual benefits a Ratskin has such as extra skills and access to Basic Weapons.

Ratskin Equipment

Due to the ratskins' culture and abilities, renegades can use unique equipment and can craft items that other gangs would find hard to find at trading posts. If you roll up Blade Venom, a Blindsnake Pouch or a Ratskin Map when searching for rare trade, re-roll the result. Renegades can buy Blade Venom and Blindsnake Pouches at a reduced cost, though the full cost is still used for gang rating, selling, etc. Only Ratskin Renegade members can use Spirit Totems and Spirit Wards. Tomahawks follow the usual pistol rules while all other primitive weapons follow the basic weapon rules.

Spirit Totem

Spirit totems are axes, clubs or maces that have been decorated with all manner of trinkets and markings to attract the spirits of the hive to the wielder. They are suffused with the fury of the spirits, enabling them to cause enormous amounts of damage in the hands of a ratskin warrior.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

Spirit Ward

Spirit wards are trinkets, markings and tattoos designed to attract the spirits of the hive to the wielder. They are suffused with the guardianship of the spirits, enabling them to deflect projectiles and other attacks harmlessly away.

Armour Save: Any model equipped with a spirit ward receives a 6+ armour save. Spirit wards cannot be worn if the model is already wearing flak, mesh or carapace armour.

Scattergun

Scatterguns are made out of several tubular barrels strapped onto a crude stock. An explosive charge is loaded into each of the barrels before metal fragments and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out a mass of shards over a significant range.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Dam.	Mod. Roll
0-12	12-18	+2	-1	3	1	- 6+

Blunderbuss

Blunderbusses are made out of a short tubular barrel with a flaring muzzle. An explosive charge is loaded before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out a mass of shards, hopefully in the general vicinity of the target.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Dam.	Mod. Roll
0-8	8-12	+3	-1	3	1	- 6+

Ratskin Renegade Weapons

Weapon Type	Cost
Leader Only	
Hotshot Shells	5
Laspistol	15
Lasgun	25
Hand-to-Hand Weapons	
Knife (first Knife free)	5
Club, Maul or Bludgeon	10
Chain or Flail	10
Sword	10
Massive Axe, Sword or Club	15
Spirit Totem	30
Pistols	
Stub Gun	10
Autopistol	15
Basic Weapons	
Autogun	20
Shotgun (+ Solid and Scatter Shells)	20
Primitive Weapons	
Tomahawks	5
Blunderbuss	10
Bowgun	10
Musket	10
Scattergun	10
Extras	
Blade Venom	5/10
Dum-dum Bullets	5
Manstopper Shells	5
Blindsnake Pouch	20/30
Spirit Ward	15



Tomahawk

Tomahawks are short hafted, heavy bladed axes used by ratskins as general purpose tools and as throwing weapons. Among primitive ratskin tribes they are often used as ceremonial weapons to be given to young braves signifying their rite of passage into accomplished ratskin hunters.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
Str x2	Str x3	-	-1	User	1	-	Auto

Special Rules: This weapon uses the fighter's Strength characteristic to determine its Short Range, Long Range, Strength and Save Modifier.

Silent: This weapon emits no noise when fired, which may be useful in certain scenarios, such as The Raid.

Envenom: Tomahawks can be coated with Blade Venom.

Bowgun

Bowguns come in a variety of shapes and sizes, though all are designed to fire a short, barbed and heavy arrow. The arrow is commonly fired by using scavenged springs and elastic, though more extravagant tribes use compressed gas released from dying fungi. Bowguns are particularly favoured by ratskins due to their silence when fired.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12	12-18	-	-1	3	1	-	6+

Silent: This weapon emits no noise when fired, which may be useful in certain scenarios, such as The Raid.

Envenom: Bowguns can be coated with Blade Venom.

Musket

Muskets comprise of a long, narrow barrel strapped to a stock and are usually designed to fire any number of common bullets, though more primitive tribes simply pack the barrel with explosive and fire a projectile made from scrap. Due to their elongated barrel, muskets are often employed by skilled ratskin hunters who use them for targeting prey over long distances.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-10	10-30	-1	-	3	1	-	6+

Experience

Ratskin Renegade members follow all of the usual advances and experience rules.

Fighter Type	Starting Experience
Ratskin Chief	60 + D6
Spirit Shaman	60 + D6
Ratskin	20 + D6
Ratskin Brave	0

Experience Advances

Experience	Title
0-5	Green Brave
6-10	Brave
11-15	Brave
16-20	Top Brave
21-30	New Ratskin
31-40	Ratskin
41-50	Ratskin
51-60	Mighty Ratskin
61-80	Senior Ratskin
81-100	Senior Ratskin
101-120	Senior Ratskin
121-140	Senior Ratskin
141-160	Mighty Senior Ratskin
161-180	Legendary Senior Ratskin
181-200	Spirit Ratskin
201-240	Spirit Ratskin
241-280	Mighty Spirit Ratskin
281-320	Legendary Spirit Ratskin
321-360	Exalted Spirit
361-401	Mighty Exalted Spirit
401+	Legendary Exalted Spirit



Ratskin Renegade Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth
Ratskin Chief	x	x	x	-	x	x
Spirit Shaman	x	x	x	-	-	x
Ratskin	x	x	-	-	-	x
Ratskin Brave	x	-	-	-	-	x

Hive Spirit Power

1. Spirit Provocation

The spirit shaman is able to call upon the hive spirits to summon the beasts of the Underhive to attack and distract enemies of the renegade. This power can be used instead of attacking normally during the shooting phase, but only if the Spirit Shaman didn't move as he needs to dance and chant for the whole of the turn for the ritual to work. If during your opponent's turn the Spirit Shaman is pinned, broken or involved in hand-to-hand combat whilst performing the ritual then the power will not work, even if the Spirit Shaman passed the Leadership test. If at the start of your following turn the ritual was successful then make a roll on the Swarms sub-table of the Treacherous Conditions rules which will immediately take effect and last for the duration of the game. Once you have rolled on the Swarms sub-table the power cannot be used again for the duration of the game.

2. Spirit Visions

The spirit shaman is able to call upon the hive spirits to force ghastly visions into the minds of the opposing gang. This power can be used instead of attacking normally during the shooting phase and can be targeted at an enemy fighter within 24". If the power is successful then the enemy fighter is cursed with horrific spirit visions. Make a roll on the Hallucinogen Grenade table and apply the results immediately.

3. Spirit Guardianship

The spirit shaman is able to call upon the hive spirits to infuse their divine power into the renegade's holiest warriors. This power can be used any time during your own turn, though the Spirit Shaman cannot make a shooting attack as well, and can be targeted at a friendly fighter within 24" or at the Spirit Shaman. If the power is successful then the target model and any friendly fighters within a gas cloud template radius count just as if the Ratskin Renegade had captured an extra Archeotech Hoard (i.e. Spirit Totems and Spirit Wards receive a +1 bonus). In addition, if the target model is equipped with a Spirit Totem then it will inflict D3 Damage, while the Spirit Ward's Armour Save will become a Special Save instead. Note this secondary bonus only applies to the model targeted by the power (i.e. not all models within the template radius). This power lasts until the start of your following turn.

4. Spirit Healer

The spirit shaman is able to call upon the hive spirits to heal the wounds of the ratskin renegade. This power can be used instead of attacking normally during the shooting phase and can be targeted at a friendly fighter within 24" or at the Spirit Shaman. If the power is successful then the target model can either restore 1 lost wound, remove all flesh wounds or if he is down can automatically get back up without suffering a flesh wound.

5. Spirit Spectre

The spirit shaman is able to project a shadow spectre of himself to attack the enemies of the ratskin renegade. This power can be used instead of attacking normally during the shooting phase and can be targeted at an enemy fighter within 12". If the power is successful then the model is attacked by the Spirit Shaman's shadow spectre. The amount of hits the enemy fighter suffers is equal to the number of Attack dice the Spirit Shaman would roll if he was involved in hand-to-hand combat, while the Strength of the hits are again treated just as if the Spirit Shaman struck them during hand-to-hand combat. However, only hand-to-hand weapons and Tomahawks can be used, not pistols. For example, if a newly recruited Spirit Shaman was equipped with a Spirit Totem and a Knife and was not carrying any primitive weapons or basic weapons then he would inflict 2 hits (1 for his Attacks characteristic and +1 for only being equipped with close combat weapons), the first hit would be at a Strength of 5 (Spirit Totem) and the second at a Strength of 3 (Knife). Any hits inflicted count as hand-to-hand attacks, not ranged attacks (i.e. the Step Aside skill can be used and the enemy fighter will be taken out of action if he suffers a down result).

6. Spirit Drain

The spirit shaman is able to call upon the hive spirits to drain the essence from an unfortunate captive and transfer it to the renegade chief. As long as the Spirit Shaman didn't go out of action in the last game (i.e. didn't make a roll on the Serious Injuries chart), and your opponent fails or doesn't attempt to rescue a fighter captured by the Ratskin Renegade, then the Spirit Shaman can cast the Spirit Drain power upon a captive. If the power is successful then a single randomly determined Skill is transferred from the enemy fighter into the Ratskin Chief. The Ratskin Chief can even obtain skills that he could not normally gain or use (e.g. Fixer). The captive is killed during the ritual, even if it was unsuccessful, though you get to keep any equipment. The Spirit Drain power can only be used once per Post Game Sequence. If the Spirit Shaman rolls an Attacked result then it is ignored. If the Spirit Shaman rolls a Drawn into the Warp result then the Ratskin Chief and the captive count as being within 2". If the Spirit Shaman rolls a Possessed result then he kills the Ratskin Chief and the captive before burning up!

Credits: Thanks to fen, Gav Thorpe and Jake Thornton for additional ideas and/or feedback. All images in this article are copyright of Games Workshop. Note this revision article is completely unofficial from Games Workshop.