

# Thick as thieves

Ratlings gang by Jacob Bolton

Ratlings make the best candidates for long ranged light-weight or mobile fire support. For some the military is not for them, for others they manage to make themselves a new home amongst other established communities of others of their kind.

Despite the harsh environments of the hive ratlings are a species that can truly excel despite their high standard of living.

## Outlaws

While ratlings are not outlaws an heir of mistrust tends to linger around them, and rightly deserved. Before you learn their name, they have already appraised all your valuables and what order they are going to knick them. Ratlings have a -1 to the outlaw table.

If they are outlawed ratlings may only work one territory randomised from the outlaw territories.

If they are outlaws, Halfling gangers require 4 credits each to feed their gluttony and stave off the effects of starvation. Although ratlings are incredible foragers and know very well how to make the best meals despite having only bare ingredients. Ratlings receive +1 while foraging for credits.

## Territories

Ratlings don't own territories. Territories are hard work to run! Doing hard work is just not in the nature of ratlings, it's this trait of ratlings that is often the result of their bad reputation amongst the houses. Not for them being lazy but for how they earn their keep.

Ratlings work other surrounding territories, often by stealing goods, taking part in rigged drinking contests, cheating their way through gambling dens and if they are lucky making away with the loot of a, believed to have been well hidden, archeotech hoard.

When it comes to the time to work territories in the post battle sequence, roll a D3+1. Roll this many territories on the house gang territories list. These are the territories they have for this post battle sequence only; all special rules for these territories also apply, for generating income but also for the next game only. Ratlings may not loot territories (unless they are outlaws), though they may use any existing special rules attached to these territories, including those which may change the type of territory it is after using such rules (such as the archeotech hoard being reduced to an old ruins if the special rules are used and a duplicate dice is rolled).

When these territories are rolled if any of them match any of the territories their opponent has, their opponent will not be able to work this territory as it is assumed the ratlings got there first. After the ratlings have generated income from the territory, the territory is returned to the owning gang though it may not be return in the same way that the ratlings found it!

If the ratlings gang has to lose a territories as the result of a scenario condition, one of their random territories is forfeited instead (randomly determine which one).

Additionally anytime ratlings work a house territory, in a post battle sequence, once per post battle sequence they may roll a dice, if a 6 is rolled a new runt joins the gang for free, he comes with knife.

## Capture

Ratlings are cowards at heart, they will prefer to tuck tail and run the moment they get a whiff of the enemy. If any ratlings are captured, they will prefer to bargain with the opposed gang or trade fighters off than conduct a rescue mission.

If no agreement can be reached with the opposed gang the leader (or model with the highest LD if the leader has been captured) must make an LD test, add 1 to the models LD for each other after the beyond the first one captured. If the test fails the ratlings refuse to take part in a rescue attempt. If the test succeeds the gang has summoned the courage to take the fight to the opposed gang and may conduct a rescue mission as normal.

## Not For The Penny, But In For A Pound

Ratlings rarely do anything unless there's a potential lucrative outcome for them. In scenarios where a variable amount of loot counters are placed there will always is the maximum amount possible.

## Natural Hagglers

Anytime ratlings roll to see how much loot is worth they always add 5 credits to the result. Additionally when they roll for rare trade add 1 to the total amount of items offered.

## Weak Anatomy

Ratlings don't have a sturdy structure to their anatomy, they are often fat, don't live to very long ages and lack the muscle tone that other humans have.

As a result of the weakness in their DNA, ratlings are incapable of standing up to even the most terrifying blows.

Any wounds caused by weapons of strength 6 or higher count as if they have been hit by a might blow. All the normal rules apply for such hits dealt to ratlings.

## Tinker, Tailor, Solider, Toy Maker

A ratling chef is a title that is honoured and deserved. It rarely has anything to do with the chefs' ability to make a delicious stew, but actually implies his ability to 'get' items that are useful to the gang.

In any post battle sequence of a scenario that the chef took part in and did not go out of action, roll an LD test to see if the chef has managed to exploit his networks and receives a potentially useful item. If the test succeeds roll a d6x5 you may use this amount to purchase one item at no cost from the list of common items found on the rare trade chart. The item may be sold using the normal rules.

Additionally, if a double one is rolled when making this roll the chef receives some important information. In the next scenario the Halflings may add or subtract 2 when determining what scenario is played. *Note this bonus does not stack with a Ratskin scout or Ratskin map.* Chefs will never challenge for leadership of the gang.

## Starting the gang

Ratling gangs must have one Halfling; it may have one chef, any amount of ratlings and no more runts than ratlings. There must be a minimum of 5 members in the gang.

### 1 Halfling

Halflings are ratling gang leaders. There is very little distinction between a ratling and a Halfling as their appearance is any less different to that of a ratling. All too often the term ratling is a self proclaimed status, attempted at trying to distinguish oneself apart from the company of others. Halflings often have grey side burns and grey hair on their feet, sometime this colouring is fake, it is believed to be a sign of age and leadership. But all too often it's a form of deception for him to steal your watch, because no one suspects the old dude!

Cost: 70 XP: 60 +d6

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 5  | 2 | 2 | 1 | 5 | 1 | 7  |

Equipment: Halflings may select from, hand to hand, pistol, basic, special, grenades and ammo.

The Halfling has the leader ability, allowing him to escape pinning even tho no friendly model is within 2" at the start of the turn. Additionally, friendly gangers may use his LD if within 6" of the leader.

### 0-1 Chef

Chefs are often described as the life blood of Halfling communities. They don't exactly get things done but instead give reason too. All too often their services are used to acquire items or to make a better profit. Chefs are often noted to where jewellery or items that show wealth, though many have different ideas to other as to what true wealth is, for some this can be as common as owning a pair of shoes tailored to be in the chefs size.

Cost: 50 XP: 40 +d6

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 2  | 4  | 2 | 2 | 1 | 4 | 1 | 6  |

Equipment: chefs may select from, hand to hand, pistol, basic, special, grenades and ammo.

### 1+ Ratlings

Ratlings make the majority of the gang, they are not harden fighters nor are they often reliable, they fat, obnoxious and rarely wish to stick around for a fight. Ratlings like to sport their hairy feet and often have well groomed side burns to match.

Cost: 30 XP: 20 +d6

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 2  | 4  | 2 | 2 | 1 | 4 | 1 | 6  |

Equipment: ratlings may select from, hand to hand, pistol, basic, grenades and ammo.

## Runts

(Cannot have more runts than ratlings)

Runts are young ratlings, very reserved to fight but prepared to pick up a pistol if it means a quick cred. Runts don't seem to grow hair on their feet until they have earned a place amongst their ratling brothers.

Cost: 15 XP: 0

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 1  | 3  | 2 | 2 | 1 | 4 | 1 | 5  |

Equipment: Runts may select from, hand to hand, pistol, grenades and ammo.

## Equipment

| Pistol     | Cost |
|------------|------|
| autopistol | 15   |
| laspistol  | 15   |
| stub gun   | 10   |

| Basic         | Cost |
|---------------|------|
| autogun       | 20   |
| hunting rifle | 25   |
| Lasgun        | 25   |

| Special     | Cost |
|-------------|------|
| auto-slugga | 45   |

| Close Combat | Cost   |
|--------------|--------|
| Knife        | free/5 |
| Club         | 10     |
| chain/flail  | 10     |
| Sword        | 15     |

| Grenades and Ammo | Cost |
|-------------------|------|
| Frag              | 25   |
| Krak              | 40   |
| dum-dum bullets   | 5    |

## Experience and Skills

Ratlings gangs use the same experience as other

gangs. Ratlings are incapable of have muscle skills. They simply lack the body mass to be able accomplish the same feats of humans.

| Skills   | Agility | combat | ferocity | shooting | stealth | techno |
|----------|---------|--------|----------|----------|---------|--------|
| Halfling | -       | -      | X        | X        | X       | X      |
| Chef     | -       | -      | -        | X        | X       | X      |
| Ratling  | -       | -      | -        | X        | X       | -      |
| Runt     | -       | -      | -        | X        | -       | -      |

## Stats Maximums

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 5  | 7  | 3 | 3 | 3 | 7 | 3 | 8  |