

Ratling Tribes.

(Rules by Tony Kirwan, special thanks to Jacob Bolton for advice, particularly on skills mechanics)

Ratlings are promiscuous and cunning creatures that are rarely seen in Necromunda. This is due to their semi-feral nature and a natural distrust for the humans in the Hive world, who have persecuted them and sought after their skills in equal measure over the millennia.



They smuggled themselves aboard transport ships bound for the Hive World a great many years ago and have thrived due to their tenacious nature and capacity to breed. The Necromundan branch of the Ratling genus is savage and quick witted, capable of using their numbers and innate capacity for stealth and marksmanship to surprise the unwary and steal their goods.

Their abilities as thieves make them perfect for ambushing caravans and stripping a lazy gang of their weapons and equipment to sell, or use for them-selves. They are adept at shooting but weak in combat.

Special Rules.

Outlanders: Ratlings are an outlawer gang and as such, all the outlaw rules apply to them as normal, with the exceptions noted below. As Outlanders, Ratlings do not have a guild price and cannot buy off their Outlander status.

Territory/Breed Like Ratlings: A

Ratling Tribe is allowed to maintain one territory as Outlaws; however, any territory held by a Ratling Tribe is assumed to be taken as their habitat. Regardless of the type of territory they generate on the Outlaw Territory Chart this territory also follows the rules of a regular settlement, with the addition that on the roll of a 5 or 6 they can recruit a free "Pest."

A Ratling Tribe can end up losing its one single territory to another gang as dictated in the Necromunda Rulebook and automatically generates another territory on the Outlaw Territory Chart as dictated in the Outlanders Rulebook.

Foraging: Ratling Tribes forage as normal but are better at it and get +1 credits to their dice rolls for forage. To balance this, there is a great risk of losing their young. "Pests" are the young of the Ratlings and due to their lack of experience and attention to detail, they are likely to perish to if they forage. On the Foraging roll of a "1" on a D6, the Pest rolls once on the serious injury chart. This means that the Pest has been attacked by a predator or eaten something that it shouldn't have and has fallen ill, gotten injured or died! It's a harsh ol' Underhive when you're young and dumb...

Gaining Additional Territory:

Ratlings follow normal Outlaw rules when they take over a territory, except that they move their settlement there also. As expert thieves, they always take a bonus +15 credits when they loot any territory, representing a hidden stash that only a Ratling could sniff out.

Trading: Ratlings roll on the Outlaw Territory Chart.

Hired Guns: Ratlings can only take Ratskins as hired guns but can take up to two as they share an affinity with the native human Under-Hive dwellers. They do not trust normal humans enough to let them near their young.

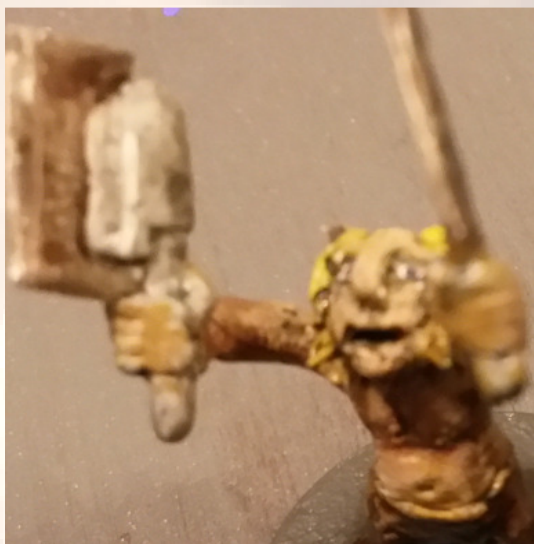
Starvation: Ratlings suffer from starvation like anybody else.

Bounty: Ratlings are outlaws and worth a bounty equal to their total cost.

Capture: Ratlings will always release a captured Ratskin or Ratling but otherwise, follow the same rules for capture or being captured.

Scenarios: Ratlings roll on the Outlaw Scenario table but can add or subtract 1 from the scenario dice roll. This +/- bonus can be upped to 2 if the Tribe has employed a Ratskin scout but cannot be raised to 3 if they have employed a second. This bonus is negated by 1 if the opposing player has employed a Ratskin.

Steal – (a): There are two ways that a Ratling can steal equipment or money from an opposing gang member.



The simplest way is to auto-remove a downed ganger, although the Ratling must spend a whole phase of movement, shooting and combat uninterrupted to succeed. In doing so, the Ratling can claim the weapon of his choice (as long as he can carry it) from the victim and D6 credits. Note that the Ratling will never take a default knife.

Any credits stolen are added to the Ratling Tribe's stash and removed from the opposing gang's stash. Ratlings can never steal massive weapons, special weapons or heavy weapons.

A Ratling does not have to attempt to steal from a downed opponent and may auto remove them as normal.

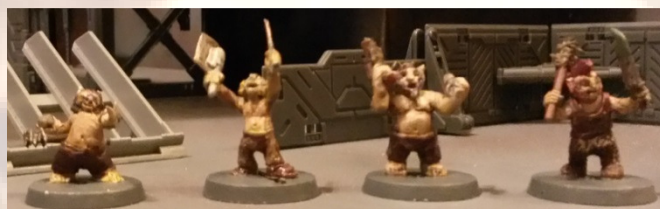
Steal – (b): The quickest way to steal from an opposing ganger is to get into multiple combat with him.



"Why You LITTLE....!!!"

To represent the tenacious and mischievous personalities of these little demons, should you ever find yourself with more than one Ratling in CC with an enemy model, you can sacrifice a single turn of combat for a single model to make a grab for some gear that the enemy model is carrying.

Take an initiative test for the model in question. No modifiers apply. If you are successful, roll a d6. If you fail, you may continue combat as normal but must strike first with the model which attempted the theft.



1-2. – The Ratling mistimes his grab and takes one hit in normal combat resolution. The Ratling may not take any further part in combat this turn.

3. – The Ratling fails to grab whatever he was going for and is shaken off. The Ratling may not take any further part in combat this turn.

4. – The Ratling grabs some extra equipment that the opposing model was carrying, grenades, filter-plugs, sights.

5. – The Ratling grabs 2d6 credits, which are removed from the stash of his opponent.

6. – The Ratling grabs a weapon that the enemy is carrying. If there are 2, roll a further d6. On a 1-3 it is the item in the left hand. On a 4-6 it is the item in the right hand. Assign which is which before rolling.

A Ratling can never steal a massive weapon, a heavy weapon, or a special weapon that is not on the Ratling special weapon list.

It is assumed that this weapon has been disarmed (stolen) for the rest of the battle and will not be returned at the end. The weapon is removed from the opposing player's roster and added to the Ratling stash until reassigned or sold. A Ratling will never steal a default knife.

If the Offending Ratling is taken down or OOA in cc by the same model that he stole the item or credits from at any stage during the game in which it is stolen, it is returned to that model and credits to the gang stash.

Pests can never attempt to steal in close combat as they are unused to fighting, are distracted too easily by loud noises and too intimidated to attempt something so bold and showy in combat.

Recruitment: Ratlings recruit like any other gang, except the cost is considered to be a retainer; paid to a member of the tribe for becoming the Pack-Leader's Bondsman. This ensures that his family will be well looked after.

Pack Leader/Alpha Male.

Cost to recruit: 100 credits.

A successful and thriving Ratling Tribe is epitomised by its collective intelligence and resources. To ensure the tribe's continued survival a Pack Leader must be swift and cunning. He must be able to take advantage of his enemies when they are weak and unable to defend themselves. He has risen to the top of a pile of his scheming brothers and cousins, who recognise him as the cleverest and most able of a group of dirty little thieves.

A tribe must include one Pack Leader.

Pack Leader Basic Profile.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	3	5	2	2	1	5	1	7

Weapons: A Ratling Pack Leader may be given equipment chosen from the Close Combat, pistol, basic and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratling lists and start with a free knife.

He may also use whatever weapons he can pick up during a fight, with the exception of heavy or massive weapons.

Equipment: At the start of a campaign, a Pack Leader can purchase up to 3 bottles of Wildsnake for the tribe's stash at a cost of 20 credits per bottle.

Leadership: A Ratling Pack Leader commands respect from his followers and they are heartened by his presence. This means that any Ratlings within 6" of the Chief may use his Leadership value when they take Leadership tests. A Ratling Pack Leader can always attempt to recover from being pinned even if he has no Ratlings within 2" of him.

Ancestral Weapon: Some of the original Necromundan Ratlings were deserters from Imperial Guard Regiments. Thus, there are a few tribes that still have functioning Needle Sniper Rifles. To embody this, at the beginning of a campaign a Pack Leader may choose to purchase a Needle Sniper Rifle at a cost of 220 credits. The cost is considered to be the price he has paid over the

years to maintain it, such is the value of the weapon to him.



Regulators/Beta Males.

Cost to recruit: 50 credits.

Ratling Regulators are the Heavies of the Ratling tribe. They act as peacekeepers and disciplinarians for the Pack Leader and are usually his more trusted brothers or cousins. In payment for their loyal service, they are given a greater retainer and access to the best gear recently nicked.

A tribe can include up to 3 Regulators

Regulator Basic Profile.

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

Weapons: Regulators may be given equipment chosen from the Close Combat, Pistol, Basic and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratling lists and start with a free knife.

He may also use whatever weapons he can pick up during a fight, with the exception of heavy or massive weapons.

Runners/Brood Males.

Cost to recruit: 35 credits.

Ratling Runners make up the greater part of the tribe and do the bidding of the pack-leader. They are wily and smart as well as industrious. They'll do anything to ensure that they keep the attention of the Pack-Leader's Regulators off of their back.

A tribe can include as many Runners as it can afford.

Runner Basic Profile.

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

Weapons: Regulators may be given equipment chosen from the Close Combat, Pistol and Basic Weapons, plus the Grenades and Shotgun Shells sections of the special Ratling lists and start with a free knife.

He may also use whatever weapons he can pick up during a fight, with the exception of heavy or massive weapons.

They may "acquire" the temporary use of basic weapons for one battle by stealing it. After which it must be given up to the gang stash. The only thing keeping the Runner in check is his access to better guns and a leader keeps the best bits for his family.

Pests/Infants.

Cost to recruit: 15 credits.

Ratling Pests are as common as rust in a tribe.

Ratling Females have a very short birth cycle and Ratlings are incredibly promiscuous, as such they will constantly produce replacements for the many lost infants that wander off, eat something poisonous or get smooshed during their bloodying battles. This is just as well as they are incredibly fragile creatures. As such they are usually not given names until they reach adulthood except by the most hopeful of mothers.

A gang can only start with as many pests as there are Runners and Regulators in the tribe.

M	WS	BS	S	T	W	I	A	Ld
4	1	3	2	2	1	3	1	5

Special: Pests are very small and as such always benefit from a -1 to hit modifier.

Maturity: If a Pest makes it to maturity (starting exp level for a Runner) he is awarded an extra initiative point automatically. This is on top of the advance he would get for becoming a New Runner.

Weapons: Pests may be given equipment chosen from the Close Combat section of the special Ratling weapon lists. They may also be equipped with a stub-gun/special stub gun ammo and grenades.

They may also use whatever weapons they can pick up during a fight, though they may only steal pistols and CC weapons. Not Basic, Special, Heavy or Massive weapons.

If a Pest fires a pistol, he has to test against his strength. If he fails the test, he gets knocked back 1”.

Starting Experience.	
Type	Starting Exp Points
Pest	0
Runner	20 + 1d6
Regulator	60 + 1d6
Pack Leader	60 + 1d6

Ratling Advance Rolls	
2d6	Result
2	New Skill (any table)
3	New Skill
4	New Skill
5	Characteristic Increase. Roll Again. 1-3 = +1 S/ 4-6 = +1 A
6	Characteristic Increase. Roll Again. 1-3 = +1 WS/ 4-6 = +1 BS
7	Characteristic Increase. Roll Again. 1-3 = +1 I/4-6 = +1 Ld
8	Characteristic Increase. Roll Again. 1-3 = +1 WS/ 4-6 = +1 BS
9	Characteristic Increase. Roll Again. 1-3 = +1 W/4-6 = +1 T
10	New Skill
11	New Skill
12	New Skill (any table)

A Note About Skill Upgrades.

Ratlings, being very small, cannot use the Muscle Skill Table. As a result, they are able to generate skills from a special “Ratling” Skill Table.

Ratling Skill List							
	Agility	Combat	Ferocity	Ratling	Shooting	Stealth	Techno
Pest	x	n/a	n/a	n/a	n/a	x	n/a
Runner	x	n/a	n/a	n/a	x	x	n/a
Regulator	x	n/a	n/a	n/a	x	x	x
Leader	x	x	n/a	x	x	x	x

Gaining Experience	
Exp Points	Title
0 ~ 5	New Pest (Starting level for Pests)
6 ~ 10	Pest
11 ~ 20	Pest
21 ~ 30	Runner (Starting level for Runners. Pests that reach this level get an automatic +1 Initiative advance, on top of their normal advance roll)
31 ~ 40	Runner
41 ~ 50	Runner
51 ~ 60	Top Runner
61 ~ 80	Ratling Champion (Starting level for Pack Leaders and Regulators)
81 ~ 100	Ratling Champion
101 ~ 120	Ratling Champion
121 ~ 140	Ratling Champion
141 ~ 160	Ratling Champion
161 ~ 180	Ratling Champion
181 ~ 200	Ratling Champion
201 ~ 240	Ratling Hero
241 ~ 280	Ratling Hero
281 ~ 320	Ratling Hero
321 ~ 360	Ratling Hero
361 ~ 400	Ratling Hero
401 +	Ratling Legend (Anyone that reaches this level may not improve further)

Maximum Stat Values.

M	WS	BS	S	T	W	I	A	Ld
4	5	7	3	3	2	7	3	8

Ratling Skills

If the Ratling is able, you may roll on the Sniper Skill Table. Roll a D6.

1 - “My Sniper Senses are Tingling!”

The Ratling’s senses are finely attuned to battle and can feel the gaze of a fellow sniper. As such, he benefits from an unmodifiable save of 5+ when targeted from long range by a basic weapon.

2 - Spit/Throw Sand

The Ratling is wily and cunning from a long campaign or a bad experience. When charged in combat, roll an initiative test. If successful, the Ratling spits or throws sand into the face of the

oncoming attacker, negating his charge bonus.

3 - Dirty Fighter/Aim Low.

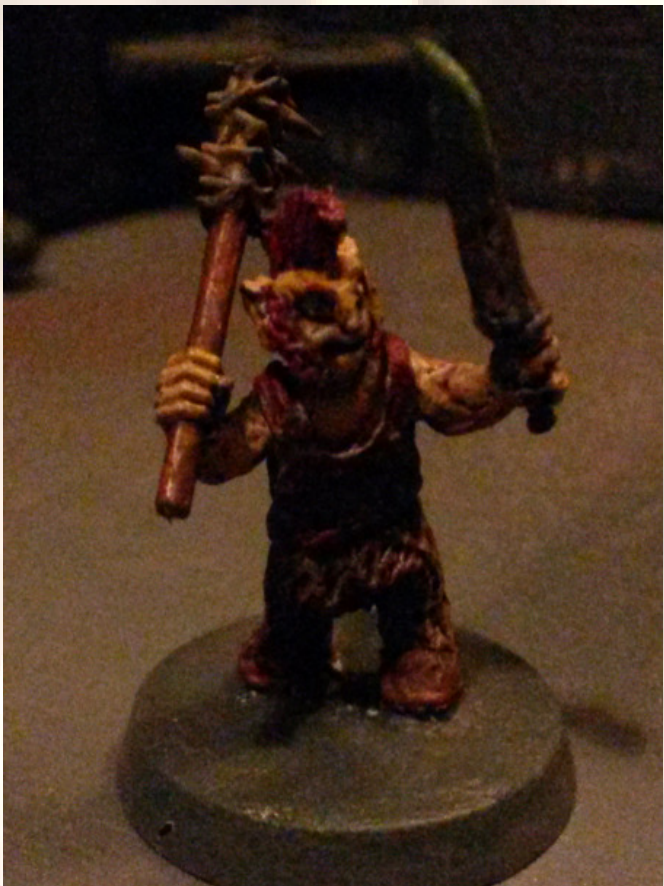
The Ratling has made up for his natural deficiencies in comparative strength to humans by wielding his weapon with deadly accuracy. If the Ratling wins in combat, one of his attacks benefits from an extra +1 Strength. This represents something hard or sharp, hitting something soft ... (ouch!)

4 - Pyromaniac.

The Ratling has developed an understanding of volatile chemicals and once per game, they may throw a fire bomb. This functions the same as a frag grenade but also has a chance that anyone covered by the blast template is set on fire, as per the normal rules for flamer templates.

5 - Hunter/Adventurer

Unlike a forager, a Hunter is daring and resourceful. There is always the chance that a Hunter may come back with something rare and *precious*. He may also find and trap animals that other Ratlings consider too wild and dangerous. Roll an extra D6 for this model when foraging.



6 - Tribal Banner Bearer.

This Ratling's family has produced a fearsome banner, worthy of inspiring the rest of the tribe beyond their normal efforts. Any Ratling within 8" of the banner may re-roll failed nerve tests on the bearer's leadership, including the bearer. The Tribe may only have one Tribal Banner Bearer. This skill can only be taken by Runners or Regulators. Leaders or Pests who roll this skill must re-roll on the Ratling Skill table.

Close Combat	
- Club/Maul/Axe.....	10c
- Sword.....	10c
- Chain/Flail.....	10c
- Knife.....	Free/5c
Pistols	
- Stubgun.....	10c
- Autopistol.....	15c
- Bolt Pistol.....	25c
Basic	
- Autogun.....	20c
- Shotgun w/sold + scatter shot.....	20c
- Hunting Rifle.....	25c
- Boltgun.....	35c
Special	
- Needle Sniper Rifle (leader only at start).....	180+4d6c
- Autoslugger.....	45c
- Grenade Launcher.....	60c
Grenades/Extra Ammo.	
-Frag/Krak.....	25c/40c
- Dumdums for Stubgun.....	5c
- Manstopper.....	5c
- Hot Shot.....	5c
- Bolt Shells.....	15c