

HIVE NATIVES: HOUSE RULES FOR RATSKIN TRIBES

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Deep in the long ago abandoned sub-sectors of the hives, where old networking tunnels between clusters had all but been collapsed and rendered completely unusable, groups of hive dwellers remained in the area for multiple generations while the otherwise entire populous of the planet moved ever upwards in the anthill-like towering mega-cities, driven in their lives by a most blatant hierarchical ladder, ever reaching for a life higher in the hive cities.

While some who remained were biologically sculpted by the toxicity of their environment, there were those who were more resilient to the mutating powers of the chemical dump that the underhive was: through a combination of their dietary strictness, genetic disposition to being unaffected by the harsh conditions, and a fervent obedience to always existing in the shadowy frays of the untamed sub-sectors, these people developed a strong spiritual connection with their environment. The teachings and practices of the elders were taken as religion, and anything that enhanced their survivalist abilities was decreed sacred, anything that inhibited them deemed unholy. Through successful navigation of the inter-hive spire networking tunnels, they had grown as a culture to be present in almost every hive cluster. Always there, but hardly a presence as recorded by explorers and settlers from uphive. Their enigma became that of legend. They were Ratskins.

Predominantly shy and peaceful, Ratskins are often nomadic in their attempts to avoid living too close from the downhive settlers and their violent ways. However, when what they consider to be rightfully theirs or sacred to the hive becomes jeopardized by hivers, Ratskins will form warband tribes and exude fierce vengeance against those who endanger what the Ratskins hold to be Sacred. Others choose, while not entirely a popular decision, to leave the Ratskin Tribes and work among the hivers as scouts or trappers. This interaction has led to a greater awareness of the Ratskin peoples and their survivalist strengths within the Underhive, to both the detriment and success of Ratskins seeking to uphold their independence.

SPECIAL RULES

Outlanders: Ratskin Tribes are an Outlander gang so all outlaw rules apply to them unless otherwise stated. As Outlanders, Tribes don't have a guild price so cannot pay off their outlaw status.

Captured Territory: If the Tribe captures territory then it must be looted. However, Archeotech sites are sacred to Ratskins and they will try to drive Underhivers away from them. If a gang owning an Archeotech Hoard loses a territory to the Ratskins then it will always be an Archeotech Hoard.

Archeotech sites captured by the Ratskins are left unmolested so they won't generate income, instead they are hidden to stop greedy hivers disturbing them. They can hold any number of Archeotech Hoards in addition to their camp, using traps and hidden tunnels to keep them safe. Captured Archeotech Hoards can give Ratskins bonuses to weapons and equipment whose powers are from harnessing the blessings of spirits.

Resilient: Ratskins are remarkably resilient to injury and have incredible survival instincts. They are less likely to get lost or captured than ordinary hivers and, if hurt, are better at hiding from danger. Ratskins can re-roll any results on the Serious Injury Table.

Isolationists: Tribes are bitterly distrustful of non-Ratskins and rarely venture into trading posts for supplies. Due to this Tribes can only use hired guns that are other Ratskins, but will never receive further bonuses to the Scenario Table roll beyond a Tribe's natural perks towards this. In addition, usually a gang leader is offered D3 rare items after each game, but a Ratskin Chief is not offered any. Ratskins must be sent in search of rare items following the usual Trading Post rules. Ratskin Shaman and Totem Warriors may not be sent to the Trading Post.

Scenario Table Ratskins can rapidly move between domes due to their intimate knowledge of hidden passageways. A Tribe can add or subtract 2 from any Scenario Table rolls. Note Tribes do not gain any benefit from Ratskin Maps.

Grenades: While not on the Ratskin Weapon List, if Grenades are acquired from the Trading Post or Rare Trade, they may only be carried by Ratskin Chiefs or Ratskins, as they have them in their respective weapons lists.

Spirit Ward: Spirit wards are trinkets, markings and tattoos designed to attract the spirits of the hive to the wielder, enabling them to deflect projectiles and other attacks harmlessly away. If Ratskins ever roll Armour from the Outlaw Rare Trade table, instead of getting Flak, Mesh, or Carapace they may take up to D3 Spirit Wards at 15 Creds each. Multiple Spirit Wards do not give individuals stacking bonuses to their Armour Save, and only one can be worn per Ratskin.

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. Spirit Wards also enable a wearer who is Down at the end of a game to recover on a D6 result of 3+ instead of 4+.

Spirit Infused: If the Tribe has any Archeotech Hoards currently captured, the Armour Save of all Spirit Wards receives a +1 bonus.

Native: Ratskins are utterly at home within the Hive Bottom's environments as they are born and bred in unimaginably harsh conditions. Ratskin Tribe members are immune to the effects of Treacherous Conditions with the following exceptions. Ratskins do still go out of action when falling into a Pit of Despair but won't suffer a serious injury unless they were reduced to zero Wounds. A Tribe is always assumed to win the Leadership test from a Charge! result and in Long Shadows, only the Tribe gains the skill.

Foraging: Ratskins are expert hunters and as such receive a +1 credit bonus when foraging

RATSKIN TRIBE EQUIPMENT

The following are the various weapons and equipment that the Tribe have available to them as Common weapons, and Leader Only Weapons follow the standard rules in the NCE. For the purpose of skills and hand-to-hand combat, Primitive Weapons count as basic weapons. Additionally, Tribes can craft certain 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. Tribes can buy Blade Venom and Blindsnake Pouches at a reduced cost, though the full cost (included in brackets) is still used for gang rating, selling, etc.

RATSKIN WEAPONS LIST

Leader Only Weapons	Cost
Hot Shot Shells	5
Man Stopper Shells	5
Hunting Rifle	25

Basic Weapons	Cost
Autogun	20
Shotgun	20

Pistols	Cost
Stub Gun	10
Autopistol	15

Spirit Weapons	Cost
Spirit Totem	20
Spirit Staff	25

Primitive Weapons	Cost
Bowgun	10
Musket	10
Scattergun	10
Tomahawk	5

Hand-to-Hand Weapons	Cost
Knives (first Knife free)	5
Clubs	10
Flails	10
Massive Weapons	15

Extras	Cost
DumDums	5
Blindsnake Pouch	20 (30)
Blade Venom	5 (10)

BOWGUN

Bowguns come in a variety of sizes, but they are all designed to fire a short, barbed heavy arrow. The arrow is commonly fired by using scavenged springs and powerful elastics. Bowguns are particularly favoured by ratskins due to their silence, and fire ammunition that can be easily collected and reused.

RANGE: Short	RANGE: Long	TO HIT: Short	TO HIT: Long	STR.	DMG.	SAVE MOD.	AMMO ROLL
0 – 12	12 – 18	-	-1	3	1	-	3+

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 metals.

RANGE: Short	RANGE: Long	TO HIT: Short	TO HIT: Long	STR.	DMG.	SAVE MOD.	AMMO ROLL
0 – 8	8 – 24	-1	-	3	1	-	3+

SCATTERGUN

A Scattergun is a simple weapon made out of one or more short tubular barrels (sometimes with flaring muzzles) strapped onto a crude stock. An explosive charge is loaded before metal fragments, stones and other pieces of shrapnel are packed down on top. When fired it belches out this mass of shards, hopefully into the general vicinity of the target.

RANGE: Short	RANGE: Long	TO HIT: Short	TO HIT: Long	STR.	DMG.	SAVE MOD.	AMMO ROLL
0 – 8	8 – 12	+3	-1	3	1	-	3+

TOMAHAWK

Tomahawks are short hafted, heavy bladed axes used by ratskins as general purpose tools and as throwing weapons.

RANGE: Short	RANGE: Long	TO HIT: Short	TO HIT: Long	STR.	DMG.	SAVE MOD.	AMMO ROLL
Str x 2	Str x 3	-	-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. While Tomahawks are Primitive Weapons, they count as Pistols for the purposes of Close Combat.

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.

SPIRIT TOTEM

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

STR.	DMG.	SAVE MOD.
5	1	-2

Spirit Infused: If the Tribe has any Archeotech Hoards currently captured, the Spirit Totem's Strength and Save Modifier receives a +1 bonus.

SPIRIT STAFF

This is basically a larger and even more ornate version of the Spirit Totem described above. It requires two hands to use in close combat.

STR.	DMG.	SAVE MOD.
6	D3	-3

Spirit Infused: If the Tribe has any Archeotech Hoards currently captured, the Spirit Staff's Strength and Save Modifier receives a +1 bonus.

RATSKIN TRIBE SKILL TABLE

Ganger Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave	X	-	-	-	-	X	N/A
Ratskin	X	X	-	-	-	X	N/A
Totem Warrior	X	X	X	-	-	X	N/A
Ratskin Shaman	X	-	-	-	-	X	N/A
Ratskin Chief	X	X	X	-	X	X	N/A

Note that members of a Ratskin Renegade cannot choose to roll on the Techno skill table.

SPIRIT POWERS TABLE (D6 RESULTS)

1: Spirit Visions, allows a Shaman to harness visions from the hive spirits to disorient and deter opponents.

Occurs in shooting phase as if it were a normal ranged attack, range 24", if a successful hit is made, the target victim must roll on the Hallucinogen Grenade Chart.

2: Spirit Healer, allows a Shaman to breath spiritual energy back into injured Tribe members. Occurs in shooting phase against a friendly character within 12" that is Down or has taken a Flesh Wound that game, on a D6 result of 5+ a wounded character may remove the taken Flesh Wound (and the -1 penalty to WS and BS) and a Down character may recover without taking a Flesh Wound.

3: Spirit Guardianship, allows a Shaman to call on the protection of nearby Tribe members from the hive spirits. Occurs before the movement phase, if a Shaman passes a Ld Test all Ratskins within 24" receive a +6 Armour Save and all Spirit Wards will receive a +1 bonus to their Armour Save until the start of their next turn.

4: Spirit Storm, allows a Shaman to ignite the harshness of the hive environment to the detriment of their opponents. Occurs in shooting phase with a range of 16", on a D6 result of a 4+ the Shaman summons a dense fog onto the battlefield to distort lines of sight and provide cover to the Tribe. If successful an Ordinance sized gaseous fog cloud is placed where the Shaman has targeted, without scattering, and the cloud follows all the normal rules for Smoke Grenades after that point.

5: Spirit Fury, allows a Shaman to antagonize fellow Tribe members' disdain towards opponents and aid them spiritually with heightened combat senses. Occurs before the movement phase, if a Shaman passes a Ld Test then D3 Ratskins within 12" of the Shaman will have Hatred towards any opponents or opposing creatures or characters and a +1 bonus to their Initiative value for the remainder of the game or until they go Down, whichever occurs first. A difficult power for a Shaman to channel, no more than 4 Tribe members can be bestowed with Spirit Fury at any point in a game.

6: Spirit Transfer, allows a Shaman to duplicate a nearby opponents prowess onto a fellow Tribe member. Occurs during the shooting phase, if a Shaman has an opponent character in their line of sight and within 18", on a D6 result of 5+ the Shaman can transfer the opponents stat line and skills onto a fellow Tribe member who is no further than 12" away. The Ratskin Tribe member will maintain the skills and stat line for the remainder of the game or until they go Down, whichever occurs first.

CREATING A TRIBE

You have 1000 credits to spend on recruiting and arming the Tribe. Just like a House gang it must have at least three models, and all fighters come with a free knife.

- **Ratskin Chief (Initial XP: 60+1D6):** A Tribe must have a Chief.
- **Ratskin Shaman (Initial XP: 60+1D6):** A Tribe can have up to one.
- **Ratskin Totem Warriors (Initial XP: 40+1D6):** A Tribe can have up to four.
- **Ratskins (Initial XP: 20+1D6):** The Tribe can have any number of Ratskins.
- **Braves (Initial XP: 0):** No more than half the Tribe can be Braves.

RATSKIN CHIEF

140 Creds

A Ratskin chief is not born to the position but is elected by his elders and his 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 passionate hatred of the hivers who desecrate their homeland; others feel sympathy for the deluded settlers and will even help them on occasion though they ultimately want them to leave. The chief's words are always listened to with respect by the Ratskins, and even once he has become a renegade, braves and warriors will seek him out to gain the honour of fighting in his warband.

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

Weapons: A Ratskin Chief may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Primitive Weapons, Spirit Weapons, Basic Weapons, Grenades and Extras sections of the Ratskin Weapon List.

Leader: A Ratskin Chief commands respect from his followers and they are heartened by his presence. The Chief counts as Gang Leader so has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.

RATSKIN SHAMAN

120 Creds

Ratskin shamans are mysterious individuals seldom seen outside Ratskin enclaves. Often living as Totem Warriors in their earlier lives, they are rumoured to dwell in hidden caves filled with Archeotech, acting as guardians of these sacred places. Shamans are credited with supernatural powers which they claim come from the hive spirits themselves, a potent form of ritual magic which defies explanation by wyrds. A shaman whose Archeotech cave has been desecrated may join a Tribe to exact revenge on those responsible, or he might be drawn by visions of another holy place in need of saving.

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

Weapons: A Ratskin Shaman may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Primitive Weapons, Spirit Weapons, Basic Weapons and Extras sections of the Ratskin Weapon List.

Spirit Lore: The Shaman is in communion with the hive spirits and may call upon them to help him. At the beginning of each game before Treacherous Conditions are rolled, a Shaman may roll up one ability from the Spirit Powers Table, re-rolling any doubles. Upon reaching 201+ Experience points, a Shaman may roll up to two abilities per game.

Protective Blessings Ritual: Provided that a Shaman did not go OOA at the end of a game and does not forage, if they roll a D6 result of 6 in the Post Battle Sequence, they may proceed to produce D3 Spirit Wards which can be added to the gangs stash.

TOTEM WARRIORS

75 Creds

Totem Warriors seek to purify themselves in the eyes of the hive spirits so that they may join with their ancestors after the death of their bodies. To this end they spend much of their time in prayer trances, fasting or undertaking insanely dangerous treks across the uncharted and labyrinthine wastes of the Underhive. They are Ratskins on the path to Spiritual enlightenment, and those who survive into their elder years may eventually become Shaman.

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

Weapons: A Totem Warrior may be given equipment chosen from the Close Combat, Spirit Weapons and Extras sections of the special Ratskin lists.

Spirit Faith: Totem Warriors believe themselves to be blessed and protected by the hive spirits. To reflect this, if the Warrior needs to take a nerve, fear or terror test, roll 3D6 and choose the two lowest rolls.

Advances: Totem Warriors must re-roll any BS advances they receive.

RATSKIN

60 Creds

Ratskins are fully fledged fighters and hunters from the Ratskin tribes. Many of those who follow a renegade chief are bitter, dispossessed men who have lost friends and family to raiding outlaws or avaricious hivers stealing their territory. Others have become brutalized by working in hiver settlements and suffering the ignorant contempt of the downhivers for their race and culture.

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

Weapons: Ratskins may be given equipment chosen from the Hand-to-Hand, Pistols, Primitive Weapons, Basic Weapons, Grenades and Extras sections of the weapon list.

BRAVES

30 Creds

Ratskin braves are young warriors who follow the renegades looking for excitement and glory. Ratskin settlements always have a few braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive. The braves' determination to prove themselves makes them fierce and bloodthirsty warriors, greatly feared by hivers and settlers alike.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Weapons: Braves may be given equipment chosen from the Hand-to-Hand, Pistols, Primitive Weapons, and Extras sections of the Ratskin Weapon List.

Experience: Once a Brave reaches 21+ Experience points he becomes a full Ratskin gaining the usual benefits a Ratskin has like better skills and weapons. Braves are considered to be identical to normal House Gang Juves for purposes of gaining experience.