RATSKIN RENEGADES

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous donwhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the Ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering and would rather not have anything to do with them.

Sadly, the Ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole Ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce Ratskins turn their backs on their own people and become renegades, hunting and killing the hivers wherever they can to cleanse the Underhive of intruders.

Other Ratskins go to the hivers' settlements out of curiosity or to look for work as trappers or guides and become corrupted by contact with the hivers. The Ratskins themselves dispossess these individuals and call them Badskins. Badskins spend all their money drinking and gambling until they finally get in trouble with the Watchmen and are driven out of the settlement for good. There can be no return home for Ratskins tainted by their contact with 'civilisation' so they drift from place to place until they can join a renegade band and be with their own people again.

SPECIAL RULES

OUTLANDERS. Ratskins are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Ratskins do not have a guild price and may never pay off their outlaw status.

TERRITORY. Ratskins start with one piece of territory generated on the Outlaw Territory Table. This is the Renegades' camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Ratskins can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Outlaw Territory Table immediately.

CAPTURED TERRITORIES. Any additional territory captured from other gangs is looted and destroyed by the Renegades as soon as it is captured (see the Outlaw rules for details of looting). However, Archeotech sites are sacred to Ratskins and they will always try to drive Underhivers away from them if they can. If a gang owning any Archeotech sites loses a territory to the Ratskins it will automatically lose one of its Archeotech sites without recourse to a random dice roll.

ARCHEOTECH SITES. Any Archeotech sites which are captured by the Ratskins must be left unmolested and will not generate any income. Instead they will be hidden and guarded by the Ratskins to prevent greedy Underhivers disturbing them. The only way in which Ratskins can hold more than one territory is by capturing Archeotech sites, but they can hold any number of sites in addition to their camp, using traps, sentries and hidden tunnels to keep them safe and move between them rapidly. Ratskins derive no direct benefit from possessing Archeotech sites, but these special places do give them the favour of the hive spirits (see below).

INCOME. Ratskins collect income from their one piece of territory, like any other Outlaw gang. Ratskins can also forage and are considerably better at it than ordinary Underhivers. Ratskin Renegades add +1 to their dice rolls for foraging.

TRADING. Ratskin Renegades roll on the Outlaw Trading Chart.

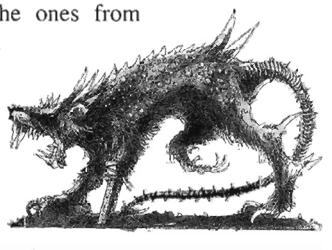
HIRED GUNS. Ratskins can make use of any Hired Guns that they can afford and who will fight for them.

STARVATION. Ratskins suffer the effects of starvation just like anybody else, it's just that they're better at finding food than anybody else.

BOUNTY. Ratskin Renegades are considered extremely troublesome by the Guilders so they are worth a bounty equal to their total cost, just like any other Outlaw.

CAPTURE. No special rules apply to captured Ratskins, or to fighters captured by Ratskins.

SCENARIOS. Ratskins roll on the Outlaw Scenario Table but they can add or subtract up to 2 from the dice roll. If the opposing gang has a Ratskin Scout in their employ this modifier is reduced to plus or minus 1 instead. If the Renegades can choose which scenario to play they can pick any of the ones from Campaigns or Outlanders.



RATSKIN CHIEF

Cost to recruit: 120 credits

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 Close Combat, Ranged and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

Equipment. A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

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

Resilient. Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table (see later). Ratskins can track their opponents unerringly in fog or darkness with their sharp hearing, they can always find their way through or round bottomless slime and bubbling tox pits, they don't get attacked by wild creatures and automatically dodge acid falls and hive quake debris and so on.

0-1 RATSKIN SHAMAN

Cost to recruit: 120 credits

Ratskin Shamans are mysterious individuals seldom seen outside Ratskin enclaves. They are rumoured to dwell in hidden caves filled with archeotech, acting as guardians of these sacred places of ancient technology.

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 or psykers. A Shaman whose archeotech cave has been desecrated may join a Renegade Chief 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 Close Combat, Ranged and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

Equipment. A Ratskin Shaman may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Spirit Lore. The Shaman is in communion with the hive spirits and may call upon them to help him. When the Shaman is recruited roll up one power for him on the Spirit Lore Table. Each Archeotech site the Ratskins control will bring the favour of the hive spirits and give the Shaman another Spirit power. If an Archeotech site is lost the Shaman will lose one of his powers chosen at random as the spirits show their disapproval.

Resilient. Ratskins are remarkably resilient to injury and have excellent survival instincts. They are less likely to be lost or captured than ordinary Underhivers and can hide from danger if hurt. To represent their resilience a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table.

Any number of
RATSKIN BRAVES

Cost to recruit: 35 credits

Ratskin Braves are young warriors who follow the Chief into the wastes 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	6

Weapons. Braves may be given any amount of equipment chosen from the Close Combat and Ranged Weapons sections of the special Ratskin lists.

Equipment. A Ratskin Brave may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Resilient. Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table.

Any number of
RATSKINS

Cost to recruit: 60 credits

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 brutalised 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. A Ratskin may be given equipment chosen from the Close Combat, Ranged and Special Weapons sections of the special Ratskin lists.

Equipment. A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Resilient. Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

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RATSKIN WEAPONS LIST

RANGED WEAPONS

Weapon	Cost in Credits
Autopistol	15
Blunderbuss/Scatter gun	8
Hand Bow	5
Musket	6
Stub gun	10

SPECIAL WEAPONS

Weapon	Cost in Credits
Shotgun (with solid shot and scatter shells)	20
Autogun	20
Lasgun	25

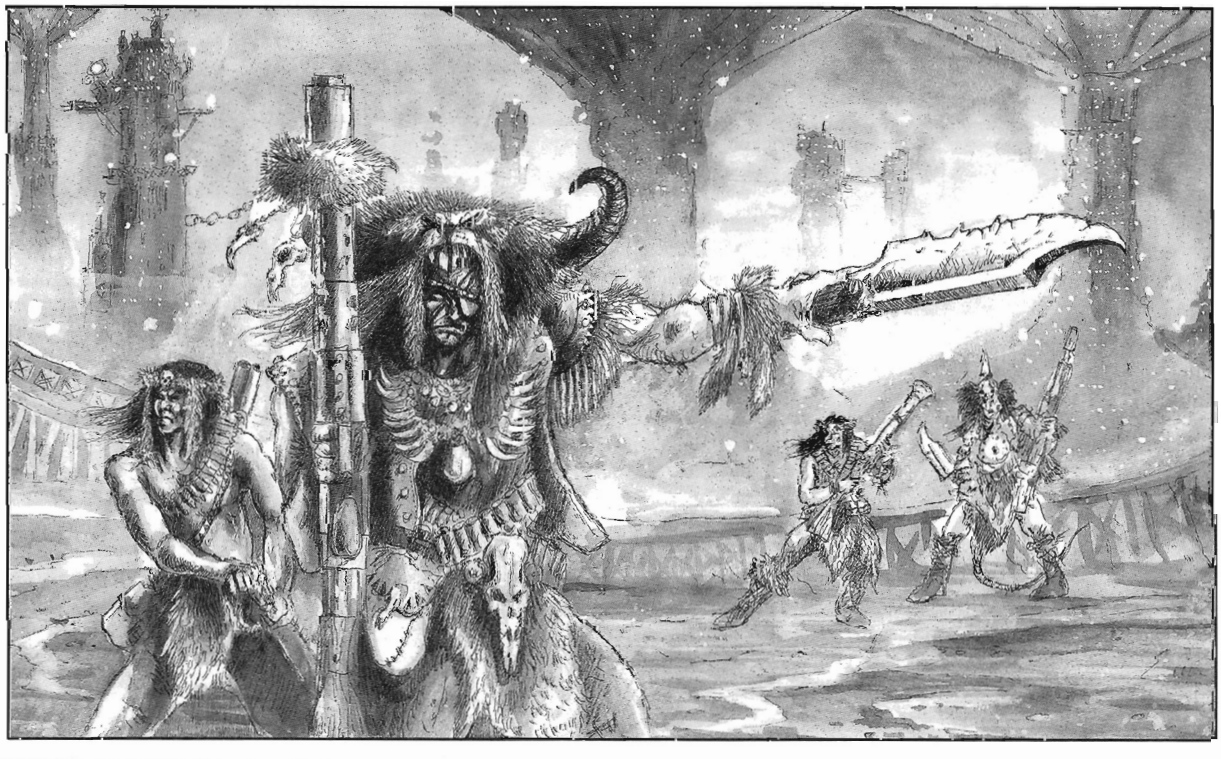
CLOSE COMBAT WEAPONS

Weapon	Cost in Credits
Clubs, Mauls and Bludgeons	free/10*
Chains and Flails	5
Massive Axe, Sword or Club	10
Knife	free
Sword	15

* The first club/maul etc a Ratskin has is free, if the Ratskin is equipped with an extra club it will cost 10 credits.

GRENADES & SHOTGUN SHELLS

Weapon	Cost in Credits
Frag grenades	30
Man-Stopper shell	5
Hot Shot shell	5
Bolt shell	15
Dum dum bullets for stub gun	15



RATSKIN EXPERIENCE SYSTEM

GAINING EXPERIENCE

Experience Points	Title
0-5	Brave (Starting level for Braves)
6-10	Brave
11-20	Brave
21-30	Ratskin (Starting level for Ratskins)
31-40	Ratskin
41-50	Ratskin
51-60	Ratskin
61-80	Ratskin Warrior (Starting level for Chiefs and Shaman)
81-100	Ratskin Warrior
101-120	Ratskin Warrior
121-140	Ratskin Warrior
141-160	Ratskin Warrior
161-180	Ratskin Warrior
181-200	Ratskin Warrior
201-240	Spirit Warrior
241-280	Spirit Warrior
281-320	Spirit Warrior
320-360	Spirit Warrior
361-400	Spirit Warrior
401+	Great Warrior (Anyone that reaches this level may not improve any further)

Once a Brave has reached Ratskin experience level he may be bought weapons from the Ratskins Special Weapons list.

STARTING EXPERIENCE

Type	Starting Experience Points
Brave	0
Ratskin	20+1D6
Shaman	60+1D6
Chief	60+1D6

ADVANCE ROLL TABLE

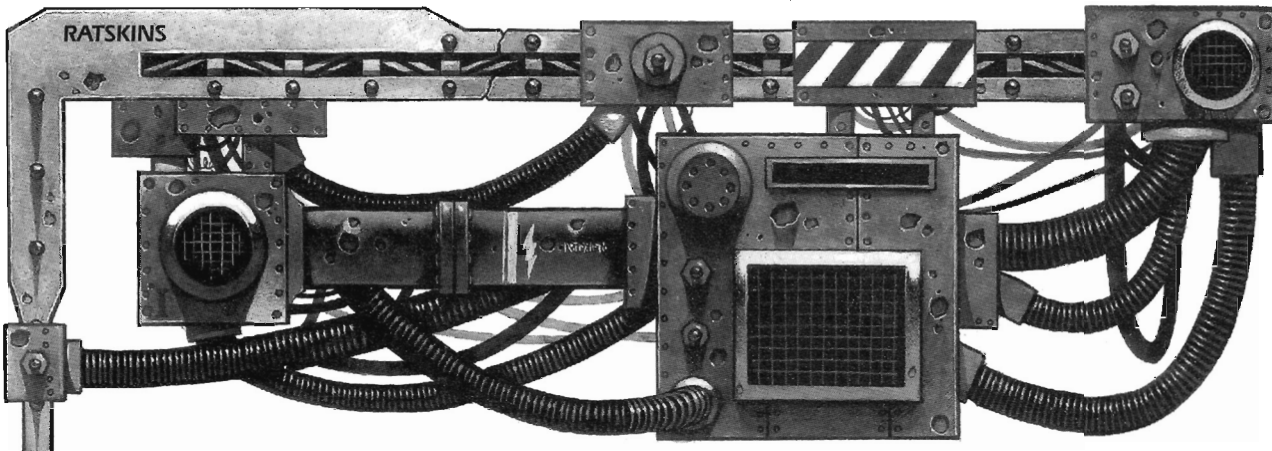
2D6	Result
2	**New Skill** (any table).
3	**New Skill.**
4	**New Skill.**
5	**Characteristic Increase.** Roll again: 1-3 = +1 Strength 4-6 = +1 Attacks
6	**Characteristic Increase.** Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
7	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative 4-6 = +1 Leadership
8	**Characteristic Increase.** Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds 4-6 = +1 Toughness
10-11	**New Skill.**
12	**New Skill** (any table).

MAXIMUM VALUE TABLE

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

RATSKIN SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave	✓	–	–	–	–	✓	–
Ratskin	✓	✓	–	–	–	✓	–
Shaman	✓	✓	✓	–	–	✓	–
Chief	✓	✓	✓	✓	✓	✓	–



SPIRIT LORE POWERS

D6 Roll	Result
1	**SLIME DANCE** The shaman is able to call on the spirits of the hive to summon up fogs, slime, creatures and suchlike... sometimes. When treacherous conditions are rolled for at the beginning of the game the Shaman can re-roll the dice if he can first pass a Leadership test on 2D6.
2	**CURSE** The shaman can call down the curse of the hive spirits on the opposing gang. If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can effect a curse which will last for all of the Ratskins' turn and their opponent's turn. The curse affects the whole enemy gang and makes them automatically fail all Initiative tests until the beginning of the next Ratskin turn. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the curse will stop having any effect immediately.
3	**GHOST DANCE** The shaman can call on the hive spirits to protect the Ratskins. If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can weave a protection which will last for all the Ratskins' turn and their opponent's turn. The protection affects all the Ratskins and gives them all a 4+ saving throw until the beginning of the next Ratskin turn. The saving throw is subject to all the normal saving throw modifiers. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the dance will stop having any effect immediately.
4	**BLINDSNAKE RITUAL** The Shaman can undertake a Blindsnake ritual after each game. If he successfully passes a Leadership test on 2D6 he creates a Blindsnake pouch for free which can either be given to a member of the Renegades or sold at an Outlaw trading post for 30 credits.
5	**SPIRIT WALK** The Shaman can project his spirit from his body by entering a trance. If the Shaman passes a Leadership test at the start of his turn he can free his spirit. The spirit moves 3D6" in the movement phase, and ignores all terrain so it can move up or down without ladders, drift through walls etc. The spirit causes *fear* and is immune to all damage from shooting (including pinning). The spirit can attack in hand-to-hand combat and has the same profile as the Shaman himself, but is only armed with a knife. Any wounds inflicted are real for the victim but if the Shaman loses in hand-to-hand combat his spirit is merely sucked back into his body and no real harm is done to him. The spirit instantly returns to the Shaman's body at the end of the Ratskins' turn.
6	**STEAL PROWESS** The Shaman can undertake a slow and painful ritual to steal a victim's prowess and bestow it on the Ratskin Chief. This ritual can only be used against defeated enemies (ie, captured fighters) and if the Shaman passes a Leadership test on 2D6 it allows him to steal a skill or characteristic advance from the victim and give it to the Ratskin Chief instead. The Chief cannot exceed the normal characteristic maximums and the victim's characteristics cannot be reduced below their starting level. The Chief can gain skills normally unavailable to Ratskins through Steal Prowess. The drained victim can be ransomed or exchanged or sold into slavery as normal after the ritual has been enacted, but the opposing gang may attempt a Rescue mission before the ritual takes place.