RATLING FIXER



APL	MOVE	SAVE	WOUNDS
2	5"	5+	7

NAME	ATK	HIT	DMG	WR
Battle rifle	4	2+	3/4	-
Sniper rifle (mobile)	4	3+	3/4	-
Sniper rifle (stationary)	4	2+	3/3	Devastating 3, Heavy
Fists	3	5+	1/2	-

Munitorum Contacts: You can select one additional equipment option.

Target Designation: STRATEGIC GAMBIT. Select one enemy operative. Until the end of the turning point, whenever a friendly **RATLING** operative is shooting that enemy operative with a rifle, that weapon has the Lethal 5+ weapon rule.

RATLING, IMPERIUM, ASTRA MILITARUM, LEADER, FIXER 25

RATLING BATTLEMUTT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	4

NAME	ATK	HIT	DMG	WR
Bite	4	3+	2/4	-

Early Warning: Once per turning point, after an enemy operative performs an action in which it moves or is set up, you can interrupt to use this rule. If you do, each friendly **RATLING** operative (excluding **OGRYN** and **BULLGRYN**) within 6" of this operative and within 2" of that enemy operative can immediately perform a free **Dash** or **Fall Back** action in an order of your choice (choose separately for each), but it cannot move more than 3" during that action. In either case, each one cannot end that move within 2" of an enemy operative unless it's not visible to every enemy operative when it ends that move (if this isn't possible for an operative, it cannot move).

Beast: This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight** and **Reposition**. It cannot use any weapons that aren't on its datacard.

RATLING, IMPERIUM, ASTRA MILITARUM, BATTLEMUTT 25

BULLGRYN



APL	MOVE	SAVE	WOUNDS
2	6"	4+	16

NAME	ATK	HIT	DMG	WR
Grenadier gauntlet	4	4+	3/5	Blast 2"
Power maul	4	3+	4/6	Shock
Brute shield	4	3+	3/4	-
Slabshield	4	4+	3/4	-

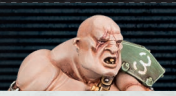
Shield: If this operative has a slabshield, it has a 3+ Save stat; if it has a brute shield, whenever it's fighting or retaliating, each of your blocks can be allocated to block two unresolved successes (instead of one).

Brute: Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

Slow-witted: You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Breach** and **Operate Hatch**).

RATLING, IMPERIUM, ASTRA MILITARUM, BULLGRYN 40

OGRYN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	16

NAME	ATK	HIT	DMG	WR
Ripper gun	4	3+	4/5	Range 8", Punishing
Bayonet	4	3+	4/5	-

Bayonet Charge: Whenever this operative finishes moving during the **Charge** action, you can inflict D3+1 damage on one enemy operative within its control range.

Brute: Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

Slow-witted: You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Breach** and **Operate Hatch**).

RATLING, IMPERIUM, ASTRA MILITARUM, OGRYN 40

RATLING BIG SHOT

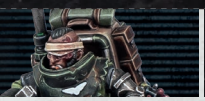


APL	MOVE	SAVE	WOUNDS
2	5"	5+	6

	NAME	ATK	HIT	DMG	WR
	Tankstopper rifle (mobile)	4	3+	4/4	Devastating 1, Heavy (Dash only), Piercing 1
	Tankstopper rifle (stationary)	4	2+	4/2	Devastating 4, Heavy, Piercing 1, Severe
	Fists	3	5+	1/2	-

RATLINGS, IMPERIUM, ASTRA MILITARUM, BIG SHOT 28

RATLING BOMBER



APL	MOVE	SAVE	WOUNDS
2	5"	4+	6

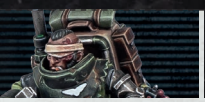
	NAME	ATK	HIT	DMG	WR
	Explosive arsenal	5	3+	4/5	Range 3", Blast 1", Heavy (Reposition only), Limited 1, Piercing 1, Saturate
	Sniper rifle (mobile)	4	3+	3/4	-
	Sniper rifle (stationary)	4	3+	3/3	Devastating 3, Heavy
	Bionic arm	3	5+	3/4	-

Tripwire: When setting up equipment before the battle, you can set up to two of your Tripwire markers up wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an enemy operative's control range, remove that marker, subtract 1 from that operative's APL stat until the end of its next activation and end its action (if any), even if that action's effects aren't fulfilled. If it cannot be placed, move it the minimum amount to do so.

RULES CONTINUE ON OTHER SIDE ▶

RATLINGS, IMPERIUM, ASTRA MILITARUM, BOMBER 25

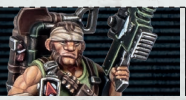
RATLING BOMBER



APL	MOVE	SAVE	WOUNDS
2	5"	4+	6

Mine: Mines you select from universal equipment inflict 2D3+3 damage instead, and friendly RATLINGS operatives (excluding **OGRYN** and **BULLGRYN**) are ignored for your mines' effects (i.e. they cannot trigger or take damage from them). This takes precedence over the normal mines rules.

RATLING HARDBIT



APL	MOVE	SAVE	WOUNDS
2	5"	5+	6

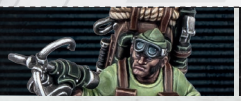
	NAME	ATK	HIT	DMG	WR
	Battle rifle	4	3+	3/4	-
	Combat knife	3	3+	3/5	Balanced

Hunter: This operative can perform the **Charge** action while it has a Conceal order. If it does so during its activation, until the end of that activation, add 1 to the Atk stat of its combat knife and that melee weapon has the Brutal weapon rule.

Lie in Wait: Whenever this operative is retaliating while Light or Heavy terrain is within its control range, you resolve the first attack dice (i.e. defender instead of attacker).

RATLINGS, IMPERIUM, ASTRA MILITARUM, HARDBIT 25

RATLING RAIDER



APL	MOVE	SAVE	WOUNDS
2	5"	5+	6

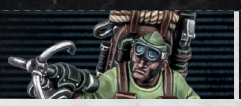
	NAME	ATK	HIT	DMG	WR
	Suppressed sniper rifle (mobile)	4	3+	3/4	Silent
	Suppressed sniper rifle (stationary)	4	3+	3/3	Devastating 2, Heavy, Silent
	Dagger	3	4+	2/3	-

RULES CONTINUE ON OTHER SIDE ▶

RATLING, IMPERIUM, ASTRA MILITARUM, RAIDER

25

RATLING RAIDER

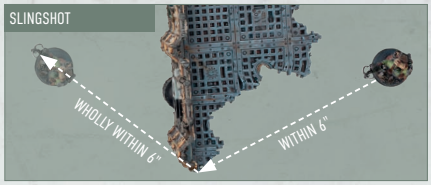


APL	MOVE	SAVE	WOUNDS
2	5"	5+	6

SLINGSHOT — 1AP

▶ Select a point on a terrain feature; that point must be visible to and within 6" of this operative. Remove this operative from the killzone and set it back up in a location it can be placed wholly within 6" horizontally of that point, not within control range of enemy operatives, and with that point visible to it.

◆ This action is treated as a **Reposition** action. This operative cannot perform this action while within control range of an enemy operative, or during an activation in which it performed the **Charge**, **Fall Back** or **Shoot** action (or vice versa).



Grappling Hook: Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically).

RATLING SNEAK



APL	MOVE	SAVE	WOUNDS
2	5"	5+	6

	NAME	ATK	HIT	DMG	WR
	Suppressed sniper rifle (mobile)	4	3+	3/4	Silent
	Suppressed sniper rifle (stationary)	4	3+	3/3	Devastating 2, Heavy, Silent
	Fists	3	5+	1/2	-

OPTICS — 1AP

▶ Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured and the stationary profile of this operative's suppressed sniper rifle has the Lethal 5+ weapon rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

Evade: Once per turning point, after an enemy operative performs an action, you can interrupt and perform a free **Dash** action with this operative. Note this operative cannot use the Scarper faction rule (it has this rule instead).

RATLING, IMPERIUM, ASTRA MILITARUM, SNEAK

25

RATLING SNIPER



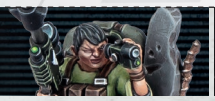
APL	MOVE	SAVE	WOUNDS
2	5"	5+	6

	NAME	ATK	HIT	DMG	WR
	Sniper rifle (mobile)	4	3+	3/4	-
	Sniper rifle (stationary)	4	2+	3/3	Devastating 3, Heavy
	Fists	3	5+	1/2	-

RATLING, IMPERIUM, ASTRA MILITARUM, SNIPER

25

RATLING SPOTTER



APL	MOVE	SAVE	WOUNDS
2	5"	5+	6

NAME	ATK	HIT	DMG	WR
Sniper rifle (mobile)	4	3+	3/4	-
Sniper rifle (stationary)	4	3+	3/3	Devastating 3, Heavy
Fists	3	5+	1/2	-

SPOT 1AP

SUPPORT. Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly RATLING operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:

- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.

This operative cannot perform this action while within control range of an enemy operative.

RATLING, IMPERIUM, ASTRA MILITARUM, SPOTTER 25

RATLING STASHMASTER



APL	MOVE	SAVE	WOUNDS
2	5"	5+	6

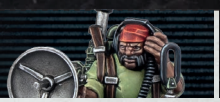
NAME	ATK	HIT	DMG	WR
Sniper rifle (mobile)	4	3+	3/4	-
Sniper rifle (stationary)	4	3+	3/3	Devastating 3, Heavy
Fists	3	5+	1/2	-

Light-fingered: Once during each of this operative's activations, it can perform the **Pick Up Marker**, **Place Marker** or a mission action for 1 less AP.

Well Stocked: If you select an Ammo Cache from universal equipment, you can set up an additional Ammo Cache marker.

RATLING, IMPERIUM, ASTRA MILITARUM, STASHMASTER 25

RATLING VOX-THIEF



APL	MOVE	SAVE	WOUNDS
2	5"	5+	6

NAME	ATK	HIT	DMG	WR
Sniper rifle (mobile)	4	3+	3/4	-
Sniper rifle (stationary)	4	3+	3/3	Devastating 3, Heavy
Fists	3	5+	1/2	-

INTERCEPT COMMUNICATIONS 1AP

SUPPORT. Select one other friendly RATLING operative visible to and within 6" of this operative. Until the end of its next activation, add 1 to that operative's APL stat.

This operative cannot perform this action while within control range of an enemy operative.

RATLING, IMPERIUM, ASTRA MILITARUM, VOX-THIEF 25

NOTES:

RATLING KILL TEAM

ARCHETYPES: SECURITY, INFILTRATION

OPERATIVES

- 1 RATLING **FIXER** operative with one of the following options:
  - Battle rifle; fists
  - Sniper rifle; fists
- 10 RATLING operatives selected from the following list:
  - **BATTLEMUTT**
  - **BULLGRYN***
    with one option from each of the following:
    - Grenadier gauntlet or power maul
    - Brute shield or slabshield
  - **OGRYN***
  - **BIG SHOT**
  - **BOMBER**
  - **HARDBIT**
  - **RAIDER**
  - **SNEAK**
  - **SNIPER**
  - **SPOTTER**
  - **STASHMASTER**
  - **VOX-THIEF**

CONTINUES ON OTHER SIDE ▶

Other than **BULLGRYN**, **OGRYN** and **SNIPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than three of these operatives combined. Up to three times, instead of selecting one of these operatives, you can select one RATLING ploy to cost you 0CP for the battle.

Some RATLING rules refer to a 'rifle'. This is a ranged weapon that includes 'rifle' in its name, e.g. tankstopper rifle, all profiles of a sniper rifle, etc.

RATLING
FACTION RULE

SCARPER

Despite their small stature, Ratlings are fleet of foot, using their speed and agility to outpace and evade their foes.

After each enemy operative's activation, before the next operative is activated, one friendly RATLING operative (excluding **BULLGRYN**, **OGRYN** and **SNEAK**) can perform a free **Dash** action, but it cannot end that move within 3" of an enemy operative unless it's not visible to every enemy operative when it ends that move.

Each friendly operative can only do this once per turning point, and cannot do so after the final activation of the turning point.

RATLING
MARKER/TOKEN GUIDE


Target Designation token


Early Warning token


Optics token


Spot token


Explosive Arsenal token


Tripwire marker


Scarper token


Evade token


Lucky Round token


Purloined Rations token

RATLING
STRATEGY PLOY

SNIPER POSITIONS

Ratlings spend hours or even days selecting vantage points, ensuring that any position they take affords them effective cover and clear sight lines from which to pick off the advancing foe.

Whenever a friendly RATLING operative is more than 6" from enemy operatives and within 1" of Heavy terrain, the stationary profile of its rifle (if any) has the Silent weapon rule.

RATLING
STRATEGY PLOY

CRACK SHOTS

It is said that a Ratling can put a bullet through an opponent's eye socket from more than a thousand yards away.

Whenever a friendly RATLING operative is shooting an enemy operative more than 6" from it, if that friendly operative hasn't performed the **Charge**, **Fall Back** or **Reposition** action during the activation, or if it's a counteraction, its rifle (if any) has the Balanced weapon rule. Note that operative isn't restricted from performing those actions after shooting.

RATLING
STRATEGY PLOY

SHIFTY

Small of stature and well used to hiding from larger foes, Ratlings use terrain and shadow to their advantage.

Whenever a friendly RATLING operative (excluding **OGRYN** or **BULLGRYN**) has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

RATLING
STRATEGY PLOY

FRONTLINE ASSAULT

Ogryns are brutish, muscular soldiers who are most effective when deployed as close combat troops.

Whenever a friendly RATLING **BULLGRYN** or friendly RATLING **OGRYN** operative within your opponent's territory or within 3" of an objective marker is shooting, fighting or retaliating, its weapons have the Balanced weapon rule.

RATLING
FIREFIGHT PLOY

SURVIVAL INSTINCTS

Lacking physical strength and fortitude, Ratlings rely upon their reflexes and natural instincts to save themselves from harm.

Use this firefight ploy when an enemy operative is shooting against or fighting against a friendly RATLING operative (excluding **OGRYN** or **BULLGRYN**) and you're allocating a dice to block. If it's a normal success, it can block one unresolved critical success; if it's a critical success, it can block two unresolved successes (normal or critical).

RATLING
FIREFIGHT PLOY

SHARPSHOT

Ratlings can pick out enemies in the thick of even the most chaotic battles. Many soldiers have been saved from certain death by their precise fire.

Use this firefight ploy when a friendly RATLING operative is performing the **Shoot** action with a rifle and you're selecting a valid target. Having other friendly RATLING operatives within an enemy operative's control range doesn't prevent that enemy operative from being selected.

RATLING
FIREFIGHT PLOY

LARCENOUS

Their diminutive size and gift for stealth makes Ratlings naturally skilled thieves.

Use this firefight ploy during a friendly RATLING operative's activation (excluding **OGRYN** or **BULLGRYN**). Until the end of that activation, that operative doesn't have to control a marker to perform the **Pick Up Marker** or mission actions that usually require this (this takes precedence over that action's conditions – it only needs to contest the marker), and having an enemy operative within its control range doesn't prevent it from doing so.

RATLING
FIREFIGHT PLOY

SHOOT AND HIDE

A sniper is vulnerable once their position has been detected, thus Ratling sharpshooters are constantly sneaking away.

Use this firefight ploy after a friendly RATLING operative that has an Engage order performs the **Shoot** action with a rifle. If it's more than 3" from enemy operatives, or not visible to every enemy operative, you can change its order to Conceal.

RATLING
FACTION EQUIPMENT

PURLOINED RATIONS

Ratlings have a well-earned reputation for greed. No field kitchen is safe from their thieving hands. It is not uncommon for a Ratling to settle a rumbling belly with a link of freshly liberated protein reconstitution prior to firing a killing shot.

Once per turning point, when a friendly **RATLING** operative is shooting with a rifle and you've rolled your attack dice, you can use this rule. If you do, improve the Hit stat of its rifle by 1 until the end of that sequence. This can allow you to apply the Hit stat change during an action (this takes precedence over the core rules).

RATLING
FACTION EQUIPMENT

LUCKY ROUND

Superstitious by nature, many Ratlings hold back a lucky round with which to target a large or powerful foe, kill an enemy that's wronged them, or make a particularly tricky shot.

Once per turning point, when a friendly **RATLING** operative is shooting with a rifle and you've rolled your attack dice, you can use this rule. If you do, that weapon has the Severe weapon rule until the end of that sequence.

RATLING
FACTION EQUIPMENT

STOLEN GOODS

Ratlings are notoriously light-fingered, capable of seizing intel and equipment from under the noses of their foes.

At the end of the Select Operatives step, roll one D3. If the result is:

- 1, you lose 1CP.
- 2, you gain 1CP.
- 3, your opponent loses 1CP.

RATLING
FACTION EQUIPMENT

IMPROVISED ARMOUR

Such is the size of Ogryns that precious little standard-issue armour fits their bulky frames. Most are outfitted instead with makeshift plates forged from thick armour and tank tracks ripped from destroyed vehicles.

Whenever an operative is shooting a friendly **RATLING BULLGRYN** or friendly **RATLING OGRYN** operative, defence dice results of 5+ are critical successes.

RATLINGS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA — OCTOBER '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

BULLGRYN & OGRYN OPERATIVES, SLOW-WITTED RULE

Changed to read:

'You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Breach** and **Operate Hatch**).'

PREVIOUS ERRATAS

BATTLEMUTT OPERATIVE, EARLY WARNING RULE

First sentence changed to read:
'Once per turning point, after an enemy operative performs an action in which it moves or is set up, you can interrupt ~~that activation/counteraction~~ to use this rule.'

Relevant part of last sentence changed to read:
'In either case, each one cannot end that move within 2" of an enemy operative [...]'

BOMBER OPERATIVE, TRIPWIRE RULE

Additional text added to end of first sentence:
'When setting up equipment before the battle, you can set up to two of your Tripwire markers up wholly within your territory and more than 2" from other markers, access points and Accessible terrain.'

BOMBER, SPOTTER, STASHMASTER & VOX-THIEF OPERATIVES, SNIPER RIFLE (MOBILE) WEAPON PROFILE

Hit stat changed to '3+'.

FIXER OPERATIVE, TARGET DESIGNATION RULE

Second sentence changed to read:
'Select one enemy operative ~~visible to this operative~~.'

RAIDER & SNEAK OPERATIVES, SUPPRESSED SNIPER RIFLE (STATIONARY) WEAPON PROFILE

'Devastating 1' weapon rule changed to 'Devastating 2'.

RAIDER OPERATIVE, GRAPPLING HOOK RULE

Changed relevant part to read:
'Whenever this operative is climbing up, you can treat the vertical distance as [...]'

RAIDER OPERATIVE, SLINGSHOT ACTION

Effect changed to read:
'Select a point on a terrain feature; that point must be visible to and within 6" of this operative. Remove this operative from the killzone and set it back up wholly within 6" horizontally of that point, not within control range of enemy operatives, and with that point visible to it. ~~X is that point's height, rounded to the nearest inch (to a maximum of 5").~~'

RAIDER & SNEAK OPERATIVES, SUPPRESSED SNIPER RIFLE (MOBILE) WEAPON PROFILE

Hit stat changed to '3+'.

SNEAK OPERATIVE, OPTICS ACTION

Relevant part of effect changed to read:
'[...] enemy operatives cannot be obscured and the stationary profile of this operative's suppressed sniper rifle has the Lethal 5+ weapon rule.'

SNEAK OPERATIVE, EVADE RULE

First and second sentences changed to read:
'Once per turning point, after an enemy operative performs an action, you can interrupt ~~that activation/ counteraction to use this rule. If you do, this operative can immediately~~ and perform a free **Dash** action with this operative.'

SPOTTER OPERATIVE, SPOT ACTION

Relevant part of third sentence of effect changed to read:
'Until the end of the turning point, whenever a friendly **RATLING** operative within 3" of this operative is shooting that enemy operative, [...]'

STRATEGY PLOYS, SNIPER POSITIONS

Changed to read:
'Whenever a friendly **RATLING** operative is more than 6" from enemy operatives and within 1" of Heavy terrain, the stationary profile of its rifle (if any) has the Silent weapon rule.'

FACTION RULES, SCARPER

Last sentence of second paragraph deleted:
'~~You cannot use this rule after consecutive enemy activations during the same turning point (in other words, after using this rule, you must skip the next opportunity during that turning point before you can use it again).~~'

FACTION EQUIPMENT, LUCKY ROUND

Relevant part of first sentence deleted:
'[...] you can use this rule ~~if you haven't used the Purloined Rations equipment during this activation~~.'

FACTION EQUIPMENT, PURLOINED RATIONS

Changed to read:
'Once per turning point, when a friendly **RATLING** operative is shooting with a rifle and you've rolled your attack dice, you can use this rule ~~if you haven't used the Lucky Round equipment during this activation~~. If you do, improve the Hit stat of its rifle by 1 until the end of that sequence.'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *If an operative performs an action in which it moves or is set up outside of the Firefight phase, can a* **RATLING** **BATTLEMUTT** *still interrupt with its Early Warning rule?*

A: Yes.

Q: *Can you clarify what the Team Selection page means when saying 'Up to three times, instead of selecting one of these operatives, you can select one* **RATLING** *ploy to cost you 0CP for the battle' in reference to* **BULLGRYN** *and* **OGRYN** *operatives?*

A: A **RATLING** kill team always consists of one **RATLING** **FIXER** and ten additional operatives. Up to three of those additional operatives can be **BULLGRYN** or **OGRYN**. For each of those three that is not, you select a different **RATLING** operative and one ploy to cost you 0CP for the battle.

RATLING OPERATIVES

FIXER



Appointed by their squadmates, Fixers are the leaders of Ratling kill teams. Whilst they are as skilled with a rifle as any fellow Ratling, they possess the raw cunning to deploy and command their diminutive troops to best effect.

BATTLEMUTT



Battlemutts are predominantly utilised as sentries, their keen senses enabling them to detect enemies and alert their Ratling masters. The harnesses worn by Battlemutts allow them to also serve a secondary role as ammunition and supply bearers.

BOMBER



Some Ratlings have been known to develop a knack for tinkering with explosives. These self-taught sappers use tripwires, mines and remote explosives to confound any enemies attempting to outflank or infiltrate the Ratlings' positions.

HARDBIT



The most grizzled and experienced Ratlings are known by their kin as Hardbits. These warriors have often survived multiple deployments and learned to handle themselves in close combat as well as at extreme range.

BIG SHOT



Some Ratlings prefer to hunt bigger prey. Big Shots utilise weapons known as tankstopper rifles. These guns are jury-rigged with an array of purloined or repurposed power packs and weapon components that enable them to pierce heavy armour.

'SETTLE YOUR SIGHTS ON THE TARGET. TAKE A BREATH. HOLD. SQUEEZE. ONE DEAD ORK.'

- Ratling Sniper Forde Klapp



OGRYN

Burly abhumans originating from high-gravity planets, Ogryns are occasionally fielded alongside Ratlings. These hulking soldiers view Ratlings as their 'little mates', and are extremely protective of them.

BULLGRYN

Particularly obstinate and resilient Ogryns are selected to serve as Bullgryns. They are outfitted with thick armour, heavy shields and brutal melee weapons, enabling them to bludgeon their foes to death in the thick of combat.

RAIDER



Raiders are equipped with grappling hook launchers and climbing gear, allowing them to swiftly ascend to locations to establish overwatch.

SNEAK



Sneaks reach concealed positions before using their night vision goggles and suppressed rifles to detect and quietly eliminate key targets.

SNIPER



Whilst Ratlings are often underestimated by ally and foe alike, these marksmen are supremely deadly at long range.

SPOTTER



Ratling Spotters use magnoculars to detect targets and assist their squadmates in adjusting their aim when engaging distant foes.

STASHMASTER



A Ratling Stashmaster is responsible for stockpiling, carrying and distributing ammunition, supplies or even contraband.

VOX-THIEF



Vox-thieves utilise listening devices to intercept enemy communications. These devices also function as midrange vox-casters.

RATLINGS KILL TEAM

Below you will find a list of the operatives that make up a RATLING kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

↘ 1 RATLING **FIXER** operative with one of the following options:
- Battle rifle; fists
- Sniper rifle; fists

↘ 10 RATLING operatives selected from the following list:
- **BATTLEMUTT**
- **BULLGRYN**✳ with one option from each of the following:
  - Grenadier gauntlet or power maul
  - Brute shield or slabshield
- **OGRYN**✳
- **BIG SHOT**
- **BOMBER**
- **HARDBIT**
- **RAIDER**
- **SNEAK**
- **SNIPER**
- **SPOTTER**
- **STASHMASTER**
- **VOX-THIEF**

Other than **BULLGRYN**, **OGRYN** and **SNIPER** operatives, your kill team can only include each operative on this list once.

✳ You cannot select more than three of these operatives combined. Up to three times, instead of selecting one of these operatives, you can select one RATLING ploy to cost you 0CP for the battle.

Some RATLING rules refer to a 'rifle'. This is a ranged weapon that includes 'rifle' in its name, e.g. tankstopper rifle, all profiles of a sniper rifle, etc.

ARCHETYPES

SECURITY

INFILTRATION

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

FIXER



BATTLEMUTT



BOMBER



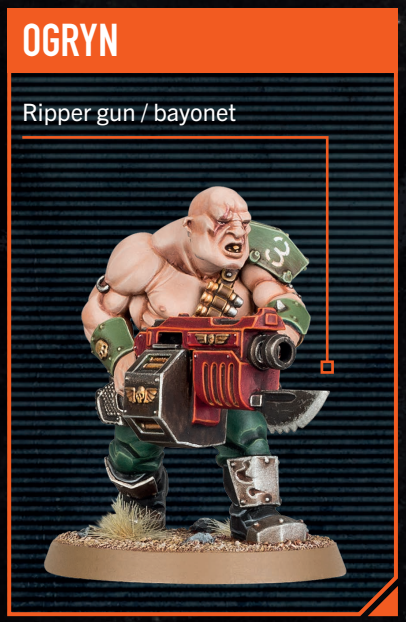
BIG SHOT



BULLGRYN



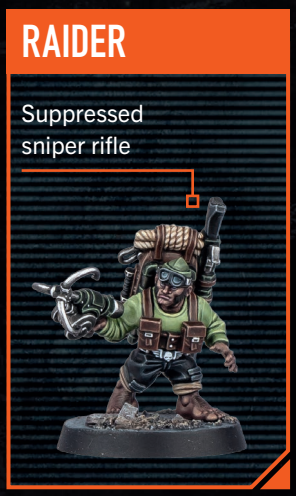
OGRYN



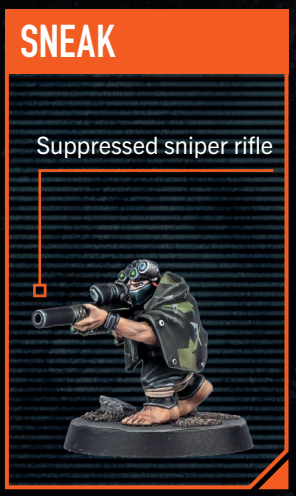
HARDBIT



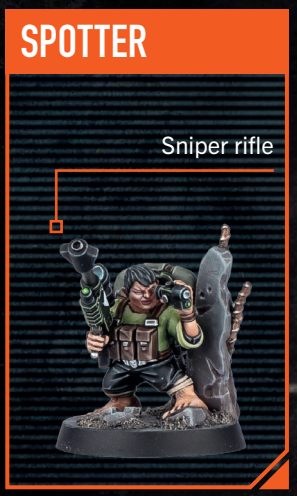
RAIDER



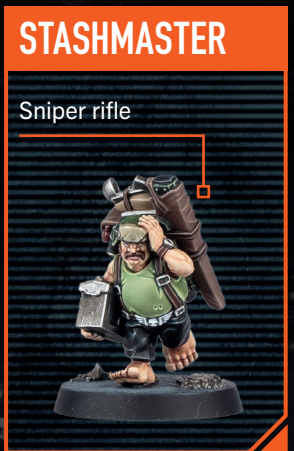
SNEAK



SPOTTER



STASHMASTER



VOX-THIEF



SNIPER



DESIGNER'S COMMENTARY

A Ratling kill team is unlike most others. Its operatives are small in stature (most of them anyway), but big in personality. In a fair fight, they'll be overpowered by those bigger than them, so they must use sneaky and cunning tricks to win.

With below average Wounds, Move and Save stats, Ratlings will struggle in a conventional game of Kill Team – likely overpowered by teams with better raw strength. To a Ratling though, this isn't a hindrance, but an opportunity. Overlooked for their small size and seemingly timid spirit, many an enemy has underestimated them, only realising their mistake when it's too late.

Ratlings are excellent snipers, as accurate as they are devastating. If the battle develops into a long-range firefight, you can be confident that having some expert sharpshooters in position – and benefiting from the Crack Shots and Sniper Positions strategy ploys – will turn things in your favour. Like all snipers though, this comes at a cost of mobility, so you'll have to plan beforehand to ensure your firing lanes are well established.

Scarper is the team's faction rule, allowing you to dash your operatives into important positions. This is a flexible rule with numerous benefits. Firstly, as the best profile of a sniper rifle has the Heavy weapon rule, it will allow you to reposition slightly if an enemy cleverly avoids being a valid target. Secondly, it will allow your operatives to dash to safety if they are out of position – what better way to mitigate their lack of durability than not being attacked at all? Thirdly, it will allow you to get board control at key moments: contesting markers, preparing a threatening operative or setting up a key play. Try to master this rule and when to use it (and when not to), as it's a key sneaky trick for your Ratlings. Just remember you can't use it consecutively in the same turning point – once you use it, you must skip the next opportunity to use it again.

This kill team has numerous synergies that make it much greater than the sum of its smaller parts. For example, a sniper rifle is fearsome enough, but giving it Lethal 5+ from the Fixer, Seek Light from the Spotter (while ignoring obscured), and re-rolls from ammo caches is a deadly combo. Once you line all these up, your opponent will be wary of allowing their operatives to be a valid target. Because of this, it can be tempting to set up a defensive gun line to shoot your



opponent off the killzone. However, canny foes will soon play defensively, safely concealing themselves in the midfield on objective markers and forcing your key shooters to waste valuable activations.

To attack such operatives, you'll need to move in close, which is a tough ask for a Ratling. The Fight action is a big weakness for them, and similarly, if they are too close to be in cover, enemy operatives' point-blank Shoot actions can be just as fatal. But if the victory points are in the midfield, how do you engage there? Fortunately, Ratlings have a few tools to help.

The Battlemutt is the ultimate escape system. If you move your operatives up early to perform important mission actions and score valuable VPs, you may find them vulnerable to counterattack. However, if a Battlemutt is nearby when an enemy operative moves in close to Shoot or Fight, you can interrupt the activation to move your operatives to safety. This can also be an excellent tactic for baiting your enemy: they move into your trap, you move everyone to safety, then follow up with a devastating Shoot action on the now out-of-position enemy operative. If you bear in mind you also have the Scarper faction rule and the Sneak's Evade rule, you have unprecedented opportunities to dodge, duck and dive your way out of trouble.

You can control enemy operatives' positions with the Bomber's mines and tripwires. In order to avoid the effects of these markers, your opponent will often manoeuvre around them, giving you some control over their movement. Carefully consider where you place these markers, as your opponent will have to steer clear of them or suffer their effects.

Once enemy operatives have control in the midfield, you'll need something to steal markers from under them. This is where key rules such as the Larcenous firefight ploy, the Stashmaster's Light-fingered rule and the Vox-thief's Intercept Communications unique action will come in handy – giving you the necessary tools to get what you need from markers, even if your opponent has them seemingly controlled. Pair any of these with the Raider's Slingshot unique action (with which it grappling hooks its way around the killzone) and you have a combo that's as effective as it is hilarious!

There is one brave Ratling who is up for a melee fight – the Hardbit. They aren't a close combat powerhouse like other kill teams can produce but, in the right situation, this plucky knife-wielder can be fantastic. It can charge on a Conceal order, keeping it safe from later counterattacks, and with improved stats when doing so, it's great for guaranteeing the necessary damage needed to finish off a stubborn operative.

What's more, whenever Light or Heavy terrain is within the Hardbit's control range, you resolve the first dice when it's retaliating. This ambushing trick is great for dealing an extra bit of damage, or making a wounded enemy operative think twice about charging in.

Despite all these tricks, there comes a time when you may need to just go on Engage orders and get stuck in up close. When this is required, call on some willing Bullgryns and Ogryns to help you out. You'll miss out on some free ploys, but you'll get raw power to bash skulls and absorb damage. These operatives aren't subtle, but they'll allow your more sneaky operatives to do their thing around them. Just remember they're slow-witted brutes, so you'll need to sufficiently support them to perform mission actions and the like.

Ratlings are a team with a learning curve. You'll need to spend some time figuring out their playstyle and synergies, as they can be unforgiving if you don't maximise their rules. A Ratling's life has always been a challenge though, and one they relish, so putting in the time to understand them will pay dividends once you turn their perceived weaknesses into strengths. If you bring it all together, you'll have a team full of uniqueness, sneakiness and charm that's rewarding to play well.

