



[RATMEN]

By Warlordqueek

Background

Ratmen are mutated relatives of the Ratskins. They, like the Ratskins, are a peaceful people, dwelling in hidden villages out in the wastes, away from the hivers and their guns. If the hivers move into an area occupied by Ratmen, they will pack their gear and slip further into the wastes. Ratmen keep well away from the hivers who would shun them as evil mutants and drive them to extinction.

Sadly the Ratmen are still persecuted, mainly for their peaceable attitude. Also, their pelts are considered worth their weight in credits by fur workers offworld. This is exploited by unscrupulous gangs and Guilders seeking some easy money. Outlaws may run riot and destroy an entire Ratmen settlement. The survivors of such massacres often become embittered and violent, thirsting for vengeance that can only be quenched by rivers of blood and a mountain of scalps. They only wish to drive the hivers from the Underhive with as much violence as possible.

Some Ratmen bear mutations such as extra arms and tentacles. These mutants often join the Renegade warbands to hunt the Underhivers through the domes. The Ratmen reserve a special hatred for the followers of the Redemption, who consider them as little more as animals to hunt down and burn at the stake, as foul deviants that must be cleansed, and so they hunt the Ratmen

through the Hive whenever they can. Naturally, the Ratmen fight back as hard as they can, but their race is slowly dying as they are hunted to extinction. It is all that their warbands can do to hold back the tide of hivers seeking their pelts and teeth.

The only friends of the Ratmen are their relations, the Ratskins who know that they are intelligent beings that also show reverence for the Hive Spirits and the places of ancient technology. The Ratmen and Ratskins have similar customs and gods. Occasionally, Ratskins will help the Ratmen in their eternal struggle for survival.



Special Rules

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

TERRITORY. Ratmen start with one piece of territory generated from 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 Ratmen can decide to move 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 can be looted and destroyed by the Renegades, or occupied by them as a new base camp. However, Archeotech sites are sacred to Ratmen and they will always try to drive Underhivers away from them. If a gang owning any Archeotech sites loses a territory to the Ratmen, 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 Ratmen must be left unmolested and will not generate 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. Ratmen derive no direct benefit from holding Archeotech sites, but these special places give them the favour of the Hive Spirits.

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

TRADING. Ratmen warbands roll on the Outlaw Trading Chart.

HIRED GUNS. All hired guns and special characters that would normally fight for Ratskins will also fight for Ratmen, as long as they will also fight for Scavvies. eg. Bounty Hunters and Wyrds will not fight for Ratmen. Brakar has a special liking for ratmen, and will fight for them, but cannot be hired.

STARVATION. Ratmen suffer the effects of starvation just like anybody else, its just that they're better at finding food than other people. A Keeper's pets are immune to starvation as they find their own food.

BOUNTY. Ratmen Warbands are considered extremely troublesome. Also as they are mutants, Imperial Law dictates that there must be a bounty on all deviants, equal to their total cost, just like other Outlaws.

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

SCENARIOS. Ratmen 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 warband gets to decide which scenario to play they can pick any from Necromunda or Outlanders. Ratmen tend not to venture into the more stable, Uphive regions, and their battles will always be fought in unstable areas where they can use the conditions to their advantages. All games in which a ratmen warband is fighting are affected by Dangerous Conditions.



RECRUITING THE WARBAND

You have 1000 Credits to spend on recruiting and arming your band within the following guidelines.

Minimum 3 fighters: a gang must have at least three models.

Chieftain: Your gang must have one leader, no more, no less!

Keeper: You may have up to one Keeper in your band.

Warriors: You may include as many warriors as you can afford.

Whelps: No more than half a warband may be made up of whelps.

Knives: All fighters are considered to have a knife even if the model doesn't have one.

Clubs/Mauls: All Ratmen come with a club, maul or bludgeon at no extra cost.

Starting Profiles & Costs

Ratman Chieftain

Cost to recruit: 130 credits

A Ratman Chieftain is not born into his position but fights his way there by defeating the Chief before him in ritual combat. A Chieftain is always a skilled warrior who is expert in the ways of the Underhive and a natural leader. Some Renegade Chieftains are driven by a burning hatred of the hivers who desecrate their homelands; Others are more peaceful and prefer to stay away from the settlers. The Chieftain's words are always listened to with respect by other Ratmen, and even once he has become a Renegade, Warriors and young Ratmen will seek him out to gain the honour of fighting in his warband.

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	7

Weapons: A starting Ratman Chieftain may be armed from the Close Combat, Ranged and Special weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

Equipment: A Ratman Chieftain may be equipped with a Blindsnake pouch for 20 credits.

Special Rules.

Leadership: The gang's leader is unlike the rest of the gang and can even fight efficiently on his own. He always counts as having a friend within 2" regardless of whether this is the case or not. This means he can always test to avoid being pinned in place.

Any fighter within 6" of the leader may use the leader's leadership value on any leadership - based test. This benefit applies so long as the leader isn't down or broken himself.



Resilient: Ratmen, like their distant relatives, the Ratskins, are very resistant to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers, and, if injured, are better at hiding from danger. To represent this resilience to injury a Ratman who goes out of action rolls twice on the Serious Injury Table and the player chooses which result will apply.

Native: Ratmen are born and bred in the darkest depths of the Underhive. They can endure conditions too much for outsiders. Because they are so at home in the Underhive Ratmen are completely immune to the effects generated on the Treacherous Conditions Table. Ratmen can track their opponents unerringly in fog or darkness with their sharp hearing. They can always find their way through or around 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.

Ratman Keeper

Cost to recruit: 150 credits

Ratmen Keepers are mysterious beings rarely seen outside Ratmen enclaves. It is rumoured that they dwell in huge caves filled with archeotech, acting as guardians of these sacred places of arcane technology.

Keepers have similar powers to Ratskin Shamans. This is probably because their power comes from the same source. They can call down curses upon their enemies, send their bodies forth in spirit to terrify and kill, but their strangest power is that they can call forth the beasts of the hive and command them with powerful psychic energies drawn from the Hive itself. A Keeper whose archeotech cave has been desecrated may join a Renegade Chieftain to extract revenge, or he might be drawn by visions to another sacred place in need of saving.

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	4	1	5	1	7



Weapons. A starting Ratman Keeper may take weapons from the Close Combat, Ranged and Special weapons, plus the Grenades and Shotgun Shells of the special Ratskin lists.

Equipment. A Ratman Keeper may have a Blindsnake Pouch for 20 credits.

Special Rules.

Spirit Lore. The Keeper is in communion with the hive spirits and may call upon them to help him. When the Keeper is recruited roll up one power for him from the Spirit Lore Table. Each Archeotech site the warband controls brings the favour of the Hive Spirits and gives the Keeper another Spirit power. If an Archeotech site is lost then the Keeper loses a power chosen at random as the Hive Spirits show their disapproval.

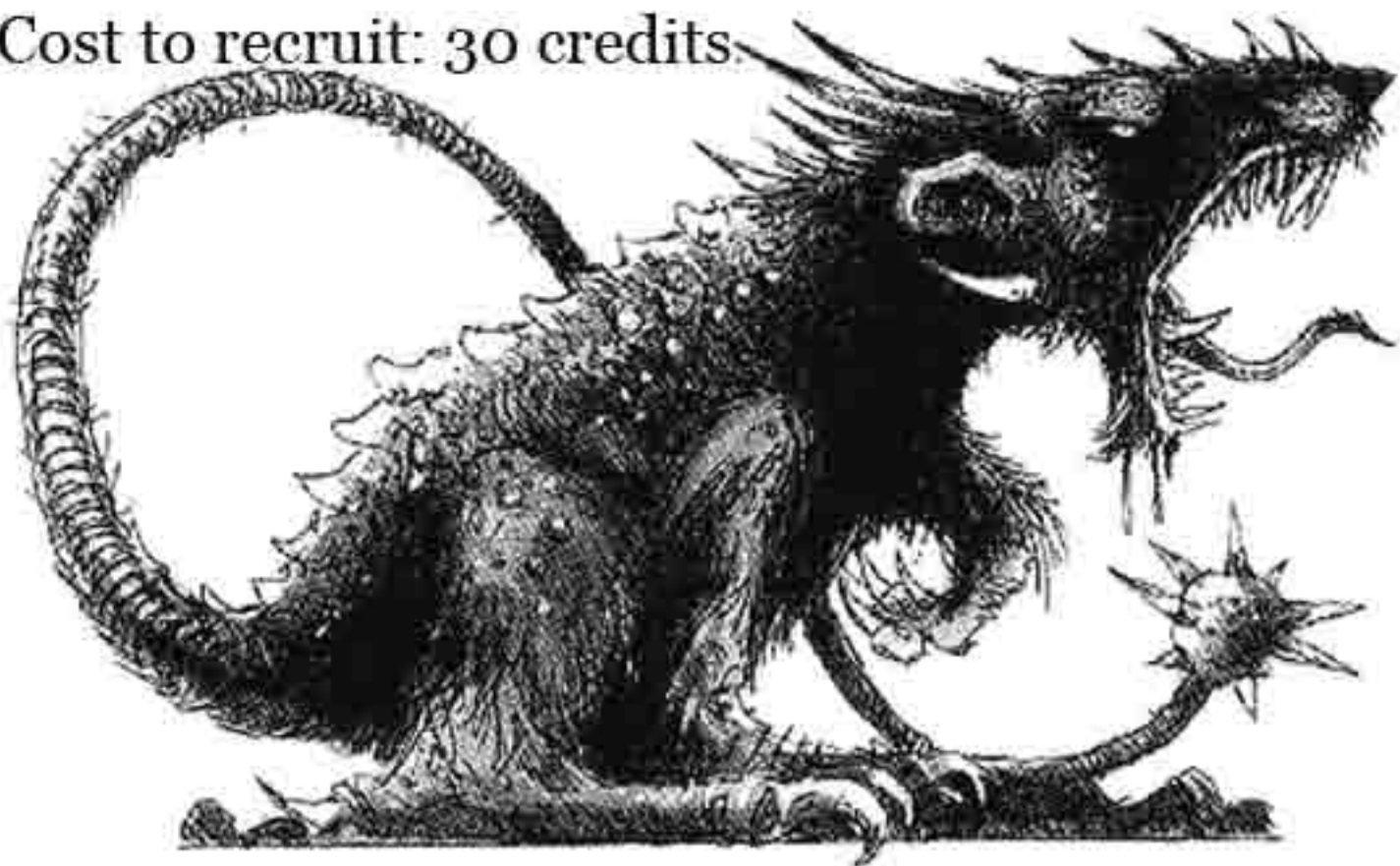
Animal Affinity. A Keeper has a very close affinity to the animals and beasts of the Hive, caring for them and feeding them as his "pets". A warband that includes a Keeper may include any of the following Hive Vermin; Giant Wolf or Orb Spiders; Milliasaurs; Carrion Bats; Ripper Jacks; and Giant Rats. Each beast costs as much to recruit as their bestiary rating-5 credits. Since the Keeper has such a close psychic relationship with his beasts, all skills and characteristic increases the Keeper gets are applied to his beasts as well. Only Agility, Combat, Ferocity and Stealth skills may be used by beasts. Beasts must remain within 10" of their Keeper if at all possible, with the exception of Orb Spiders, who may go anywhere they wish. As long as Beasts remain within 10" of their Keeper, they may use his leadership value. Beasts do not count towards a gang's total members, and do not need upkeep in the same way ordinary ratmen do. Beasts can, however, become injured, and the usual rules apply. However, like Ratmen, a beast may roll twice on the injury table and choose the result.

Resilient. Ratmen 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 Ratman who goes out of action rolls twice on the Serious Injuries Table and chooses which result to apply.

Native. Ratmen are completely at home in the environment of hive bottom, they are born and bred in conditions too hard for outsiders. Because they are so at home in the underhive Ratmen are completely immune to the effects generated on the Treacherous Conditions Table.

Necromundan Giant Rats

Cost to recruit: 30 credits.



The Underhive contains a myriad of disused and decaying tunnels and sewers that are infested with swarms of rats. There are many different mutant sub-species of rats on Necromunda and their individual physiology varies immensely. Giant rats can grow up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some of the larger creatures can reach to well over a foot. Necromundan rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	3	3	1	3	1	4

Special Rules

Dodge. Rats receive a special form of unmodified 4+ save on 1D6 against any damage they suffer to represent their ability to dodge out of the way. This save may be used against any ranged or close combat attacks, but not against special attacks that do not allow a saving throw.

Carrion Bats

Cost to recruit: 15 credits.

These large bats live in the tunnels of the Underhive, where they hang upside down in seething colonies. If disturbed they flutter down the tunnels in a huge squealing swarm. Carrion bats have ferocious piranha-like jaws but they live by scavenging meat from the kills of larger creatures. The bats are drawn by the scent of fresh blood and will flutter down to steal a few mouthfuls of flesh before the rats arrive to pick the carcass clean.

Underhivers are afraid of carrion bats because their bite carries diseases caught from their scrofulous diet, including the dreaded zombie plague.

M	WS	BS	S	T	W	I	A	Ld
8	3	0	2	2	1	3	1	4

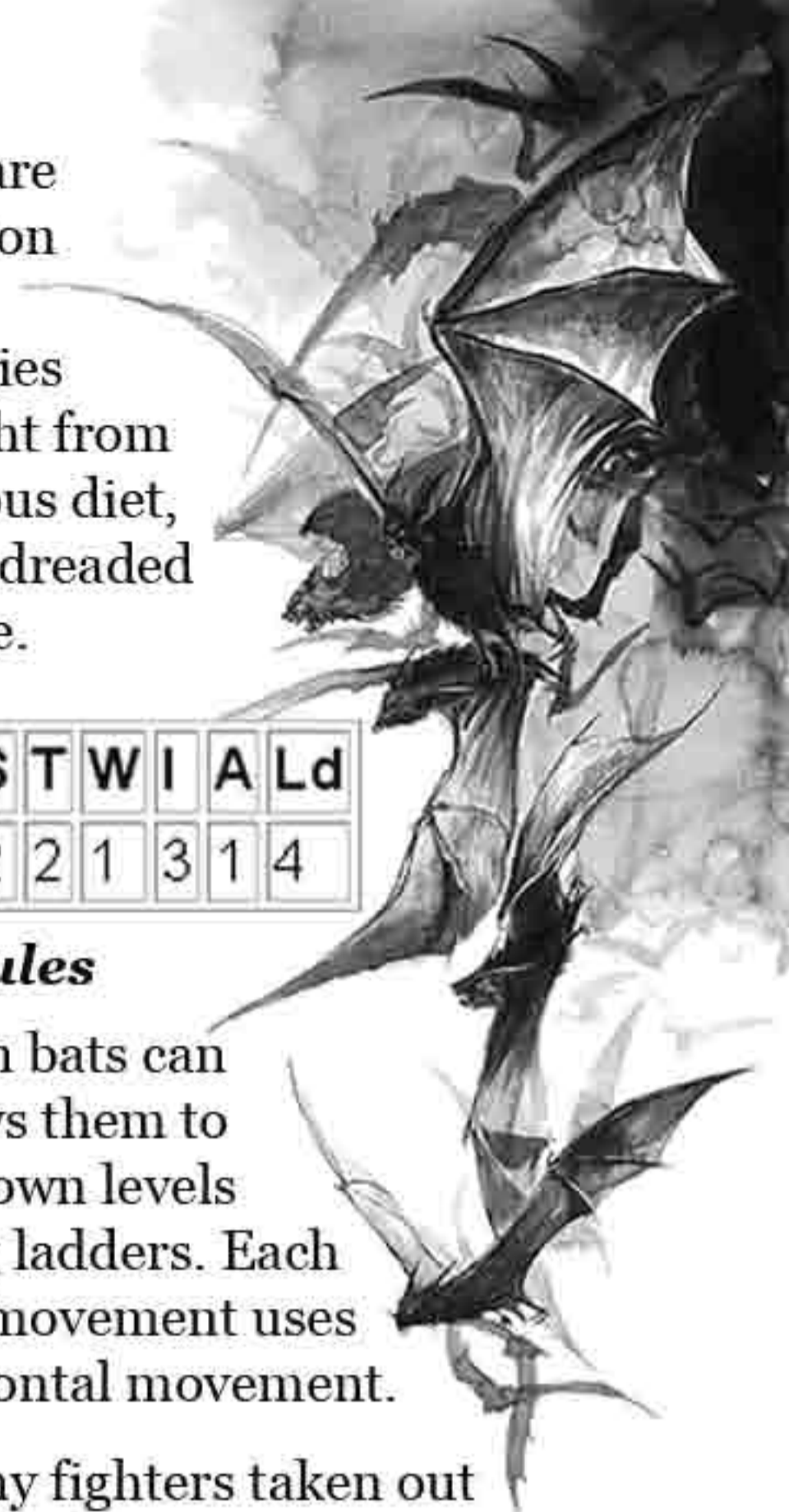
Special Rules

Fly. Carrion bats can fly. This allows them to move up or down levels without using ladders. Each 1" of vertical movement uses up 1" of horizontal movement.

Plague! Any fighters taken out of action by carrion bats must roll a D6 in addition to rolling for serious injuries at the end of the game. On a roll of 1, 2 or 3, the bats were carrying the zombie plague, make a roll for them on the Plague Zombie Infection table below just as if they had been injured by a Zombie.

D6 roll Result

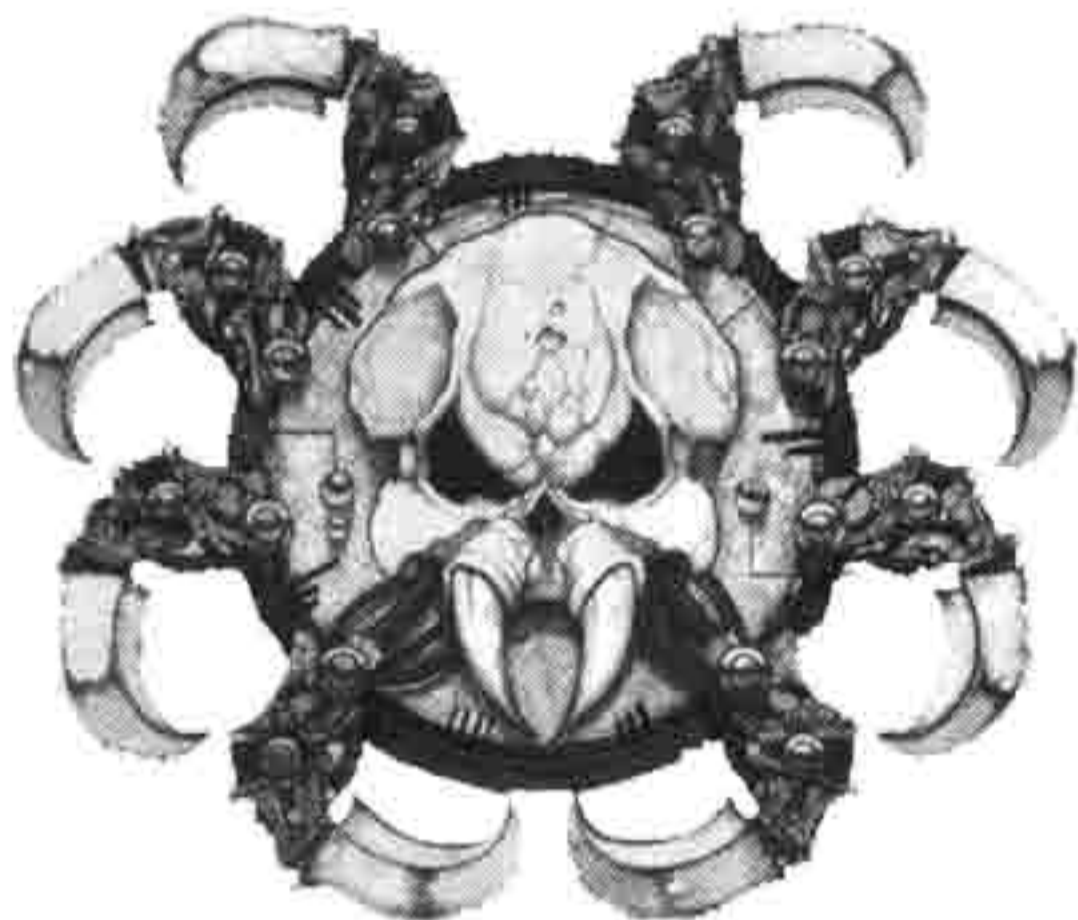
- 1 Clear. After a few tense days no symptoms of zombie plague have emerged and the model is in the clear.
- 2-3 Sickness. The victim feels weak and ill for days and must miss the gang's next fight as he recovers.
- 4-6 Zombie Time! The gang member is infected and suffers brain death within hours. Roll a D6: on a roll of 4-6 the new zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the new Zombie attacks a randomly determined gang member, fight out close combat immediately. In either event all the model's equipment is infected and counts as destroyed.



Giant Spiders

Cost to recruit: 35 credits

Many forms of mutant spider grow to a great size in the Underhive - up to several feet in span. They are so common that they have become traditionally associated with Necromunda and the most famous Imperial Guard regiment recruited on Necromunda is known as the Spiders. Giant spiders can be found throughout the Underhive from the gantries and vents of dome ceilings to the rubble-choked tunnels running beneath the floor.



Different species of giant spiders catch their prey in different ways. Wolf spiders have long legs and chase down their prey before killing it with their oversized mandibles. Orb spiders weave thick, gooey, funnel-shaped webs and hide at the end. Many unfortunate fugitives in the underhive have run into these web-funnels in the darkness thinking they were tunnels, only to be paralysed and drained dry by the spider.

Name	M	WS	BS	S	T	W	I	A	Ld
Wolf Spider	7	3	0	4	3	1	1	1	5
Orb Spider	3	3	0	3	3	1	1	1	5

Special Rules

Movement. Spiders can move up and down sloping or vertical surface as of it were open ground. In addition, Orb spiders can use their webs to drop straight down 6" per turn for free.

Armour. Giant spiders receive an armour save of 6 on a D6 against any damage they suffer to represent their thick chitin hides.

Webs. Orb spiders start with the Infiltrate ability. An Orb spider's web is equivalent to a hit from a Web pistol and is considered to cover an area within 3" from the spider's starting point. A potential victim that moves into a web must pass an initiative test on 1D6 to avoid being entangled. If the victim ran or charged into the web the test is rolled on 2D6 instead. The spider may also spin webs around nearby models from glands in its legs. Place the hand flamer template with the pointed end touching the spider and the rounded end touching the target. All models under or partly under the template are hit with the same effect as a web pistol. If a spider attacks a webbed model in close combat it will score 1 S3 hit automatically in each close combat phase.

Milliasaurs

Cost to recruit: 35 credits



Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The Milliasaur's quick-acting poison will quickly reduce all but the largest creatures to a helpless state, so the vicious predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

M	WS	BS	S	T	W	I	A	Ld
4	4	0	1	3	1	4	1	4

Special Rules

Movement. Milliasaurs can move up and down any sloping or vertical surface as if it was open ground.

Poison Bite. If the milliasaur wins a round of close combat against a foe it will bite them with its poison fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour saves protect a target as normal. If a victim suffers his final wound to a Milliasaur do not roll on the normal Injury table, instead roll on the table below.

D6 Roll Result

- 1-2 No Effect. The Milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalty to Ws\Bs.
- 3-6 Out of Action. The victim is paralysed and severely chewed up by the Milliasaur. The model may survive the experience if it's lucky, but it certainly won't be fighting any further. Remove the model as if you would any other model taken out of action.

Ripper Jacks

Cost to recruit: 30 credits.

Ripper Jacks are dangerous bat-like creatures that normally inhabit the larger abandoned domes in the Underhive. They hang upside down from the roofs in their darkened domains, swooping down on unsuspecting creatures that venture below. Ripper Jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the Ripper Jack is speedily removed its victim will quickly suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld
8	2	0	1	2	1	4	1	4



SPECIAL RULES

Fly. Ripper Jacks can fly, this enables them to move up or down levels without using ladders. Each 1" of vertical movement uses up as 1" of horizontal movement across the battlefield.

Envelop. Ripper Jacks attack in a special way. This attack is made in the close combat phase instead of fighting normally. Ripper Jacks never fight normal hand-to-hand combat, if charged by an enemy model, they just flit out of the way, although enemy models can shoot them normally. Instead, a Ripper Jack that is in base contact with an enemy model at the start of the close combat phase will attempt to envelop the enemy's head. Roll a D6 for each Ripper Jack attacking an enemy model. If the roll is higher than the victim's Initiative, or if a 6 is rolled, then the Ripper Jack has enveloped its target. Models can only be enveloped by one Ripper Jack at a time, but many Ripper Jacks may attempt to do so, the others have to go and find another victim. An enveloped model falls to the ground and may not shoot or move until the Ripper Jack is pulled off or the model dies. If attacked in hand-to-hand combat, the victim has Ws 0 and may not parry. Roll 2D6 for each model in the recovery phase. If the score is less than the model's Strength he has pulled the Ripper Jack off and put it out of action. If the score is greater than the model's strength he suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a Ripper Jack are immediately taken out of action. Friendly models may help to pull off

the Ripper Jack. To do this they must be beside the victim in the recovery phase. If this is the case, the friendly model may add its Strength to that of the victim when trying to remove the Ripper Jack.

Serious Injuries. If a model is taken out of action by a Ripper Jack do not roll on the usual Serious Injuries Table, instead roll on the Ripper Jack Injury Table below.

D66 INJURY

- 11-16 Dead
- 21-23 Head Wound
- 24-26 Blinded in one eye
- 31-36 Old battle wound
- 41-46 Full Recovery
- 51-56 Impressive scars
- 61-66 Horrible scars

Ratmen Warriors

Cost to recruit: 65 credits



Ratmen Warriors are fully fledged fighters and hunters from the Ratmen tribes. Many of those that follow a Renegade Chieftain are bitter, dispossessed Ratmen who have lost friends and family to raiding Outlaws and witch hunters. Others have joined the band for the promise of loot and honour.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	6

Weapons. Starting Warriors may be armed with weapons chosen from the Close Combat, Ranged and Special weapons sections of the special Ratmen lists.

Equipment: A Ratman Warrior may have a Blindsnake Pouch for 20 credits.

SPECIAL RULES

Resilient. Ratmen are remarkably resilient to injury and have the best survival instincts 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 Ratman who goes out of action rolls twice on the Serious Injury Table and the player chooses which result will apply.

Native. Ratmen are born and bred in the harsh conditions of Hive Bottom. Because they are so at home in the Underhive Ratmen are completely immune to the effects on the Treacherous Conditions Table.

Ratmen Whelps

Cost to recruit: 30 credits

Ratmen Whelps are young warriors who follow the Chieftain either for revenge for parents killed by Underhivers, or for excitement and glory. Ratmen settlements always have a few boisterous whelps tired of the quiet, peaceful ways of their elders. These whelps will quickly rally to join a successful Chieftain who fights the hivers. Whelps are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive. The whelp's 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
5	2	2	3	3	1	4	1	5

Equipment. A Ratman Whelp may be equipped with a Blindsnake Pouch for 20 credits.

SPECIAL RULES

Resilient. Ratmen 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 Ratman who goes out of action rolls twice on the Serious Injuries Table and chooses which result to apply.

Native. Ratmen are born and bred in the incredibly harsh conditions of Hive Bottom. Because they are so at home in the Underhive Ratmen are completely immune to all the effects of the Treacherous Conditions Table.

RATMEN EQUIPMENT 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 & 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 Ratman has is free, if the Ratman 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

MUTATIONS

Claws 5 credits : The mutant has huge claws sprouting from his fingers. This gives the mutant +1S.

Retractable Claws 15 credits : As Claws, above, but can also be used to escape from tricky situations. When the mutant is captured, he may take an Initiative test. If this succeeds, he escapes.

Two Heads 25 credits : The model has two heads (and two brains). This benefits coordination, allowing the model to fire two pistols per turn. The two heads also give the mutant a 180° fire arc.

Extra Arm 10 credits : The model has an extra arm, allowing it to carry more weapons. The mutant may carry up to three pistol or hand-to-hand weapons, or 1 basic weapon and two pistols or hand-to-hand weapons. As usual, each pistol or hand-to-hand weapon above one gives the bearer an extra attack.

Spikes 30 credits : The model is covered with spikes, giving it a 5+ save. Other armour may not be worn.

Wings 30 credits : The mutant has a large, leathery wings, enabling him to fly. The model may move up or down freely. The model may fly horizontally at normal move. It costs 2" of horizontal movement to fly 1" up, but it only costs 12" horizontal movement to move 1" down. A flying model must land at the end of its move.



RATMEN EXPERIENCE SYSTEM

RATMEN SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Whelp	Y	-	-	-	-	Y	-
Warrior	Y	Y	-	-	-	Y	-
Keeper	Y	Y	Y	-	-	Y	-
Chieftain	Y	Y	Y	Y	Y	Y	-

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	New Skill
11	New Skill
12	New Skill (any table)

MAXIMUM VALUE TABLE

M	Ws	Bs	S	T	W	I	A	Ld
5	6	6	4	4	3	7	3	9

STARTING EXPERIENCE

Type	Starting Experience Points
Whelp	0
Warrior	20+ 1D6
Keeper	60+ 1D6
Chieftain	60+ 1D6



GAINING EXPERIENCE

Experience Points	Title
0-5	New Whelp (starting level for Whelps)
6-10	Whelp
11-20	Whelp
21-30	Warrior (Starting level for Warriors)
31-40	Warrior
41-50	Warrior
51-60	Warrior
61-80	Fighter (Starting level for Chieftains and Keepers)
81-100	Fighter
101-120	Fighter
121-140	Fighter
141-160	Fighter
161-180	Fighter
181-200	Fighter
201-240	Hunter Lord
241-280	Hunter Lord
281-320	Hunter Lord
321-360	Hunter Lord
361-400	Hunter Lord
401+	Great Lord (Anyone who reaches this level may not advance any further)

Miniatures

Here are some models from my own ratman gang, the Razor Rats. They are led by the mighty Swarrt Sixclaw, a mutant with retractable claws. Though I converted most of these models from metal Warhammer skaven models, now there is a much easier way to convert a ratman gang. Just use the plastic models in the Skaven Clanrat regiment and a Necromunda weapons sprue. Simple!



Ratman Warrior with 2 swords.



Keeper with claw and powersword.



Ratman Warrior with sighted needle rifle.



Ratman Chieftain with retractable claws.



Ratman Warrior with chainsword and autopistol.



Ratman Mutant with wings



Ratman Mutant with spikes.

Writer's Comments & Tactics

The Ratmen are quite similar to Ratskins in their methods of play, and so should be used in a stealthy role. So basically, your strategy will be to creep up on the enemy and kill them all before they notice you. This may seem hard, but its easier than you think.

The best way to get rid of your opponents is in hand-to-hand. A Ratman Warband will be destroyed in a shooting match against almost every kind of gang (except scavvies and possibly redemptionists), so the key is to get your kills close up and personal. Tool up most of your warriors for close combat, and one or two with lasguns and such to keep the enemy's heads down. Close combat warriors should definitely pack a sword, or maybe two - the parry they give is invaluable.

Your close combat warriors should go for agility and combat skills - leave the stealth for a while. These skills will allow your warriors to dash towards the enemy and despatch them quickly while remaining in cover. Ratmen can charge 10 inches, so your warriors can dash easily up several ladders to strike at the foe. Try to attack gangers on their own, and then retreat before the enemy reinforces. Necromunda games generally do not have a set time frame, so you have all the time in the world to take out the opposing gang. With a Ratman Warband, you are the terror in the dark, not the enemy - strike quickly, silently, and lethally.

Ratmen are expensive, so your gang will start out smaller than most other gangs, and will probably come out badly against gangs with a strong numerical advantage. Another problem is the low leadership of Ratmen. If your opponent makes you take a bottle roll, chances are you'll fail. Again this can be overcome by hiding in the shadows and creeping up on your enemy. You can make the occasional dash from cover, and you

might get raked by supporting heavies, which is what Blindsnake Pouches are for. All your main close combat gangers should have one of these. They have to be one of the most useful things ever, in my opinion anyway, but they're useless if they catch you out in the open in their turn, so don't let them. Ratmen have a run/charge move of 10, so its not hard for them to run from cover-to cover, even in a reasonably sparse area.

If the enemy has a large gang that relies on close combat, like Goliaths, Cawdor or Escher, don't let them crowd you. Draw them out in individual models and then rip them apart in the shadows. If they manage to surround you, just try and run. And above all, remember that you have a high movement value, so USE IT! Ratmen are able to run up several ladders in a turn and still get into cover! They can get loot counters faster, can charge further, and out-maneuver their opponents easier. If you are unlucky enough to be caught in an ambush, use your high movement value and close combat gangers to smash his line of ambushers, then scatter into the shadows and start stalking. Ratmen warbands always fight in dangerous areas, but are not affected by the conditions themselves. This can be very useful, especially if you get a low light scenario, like blackness or fog, as it makes creeping up on your opponent much easier.

These rules have been somewhat playtested, but are by no means final. If you notice any problems or have any complaints, please contact me by my ICQ pager or email me at

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