



# RATLINGS: UPDATE LOG

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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

NOVEMBER '25

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**.

### BATLEMUTT 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.'

### 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.**'

## RULES COMMENTARY

NOVEMBER '25

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** **BATLEMUTT** still interrupt with its Early Warning rule?*

**A:** Yes.

## PREVIOUS ERRATAS

### BATLEMUTT OPERATIVE, EARLY WARNING RULE

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

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

'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").~~'

### 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.'

### 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.**'

### 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, 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

**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 OCP 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 OCP for the battle.

# RATLING OPERATIVES

## FIXER



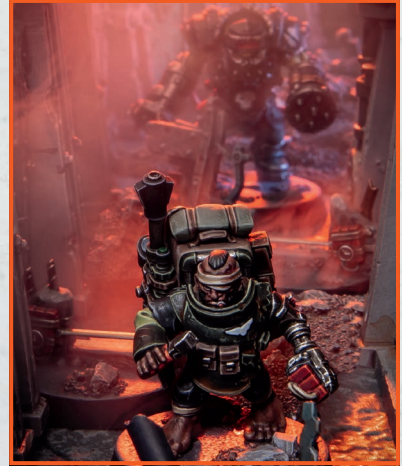
Appointed by their squadmates, Fixers are the leaders of Ratling kill teams. Whilst they are as skilled with a rifle as any fellow Ratling, they possess the raw cunning to deploy and command their diminutive troops to best effect.

## BATBLEMUTT



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.

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## RAIDER



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

## SNEAK



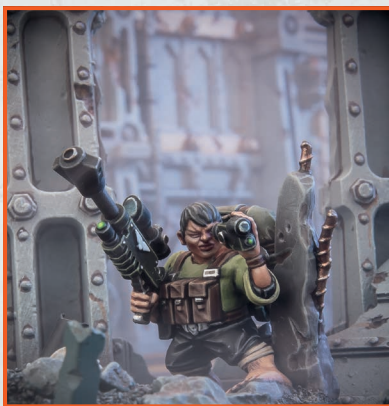
Sneaks reach concealed positions before using their night vision goggles and suppressed rifles to detect and quietly eliminate key targets.

## 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

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RATLINGS » KILL TEAM SELECTION



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:
 

<ul style="list-style-type: none"> <li>• <b>BATTLEMUTT</b></li> <li>• <b>BULLGRYN*</b> with one option from each of the following:                             <ul style="list-style-type: none"> <li>○ Grenadier gauntlet or power maul</li> <li>○ Brute shield or slabshield</li> </ul> </li> <li>• <b>OGRYN*</b></li> <li>• <b>BIG SHOT</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>BOMBER</b></li> <li>• <b>HARDBIT</b></li> <li>• <b>RAIDER</b></li> <li>• <b>SNEAK</b></li> <li>• <b>SNIPER</b></li> <li>• <b>SPOTTER</b></li> <li>• <b>STASHMASTER</b></li> <li>• <b>VOX-THIEF</b></li> </ul>
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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 OCP 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



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

## FIXER

Sniper rifle

Battle rifle



## BATTLEMUTT



## BOMBER

Sniper rifle

Bionic arm

Tripwire markers



## BIG SHOT

Tankstopper rifle



## BULLGRYN



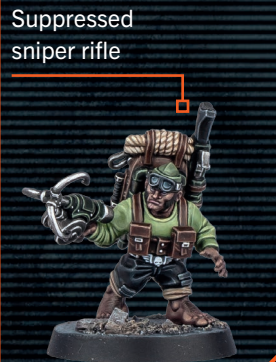
## OGRYN



## HARDBIT



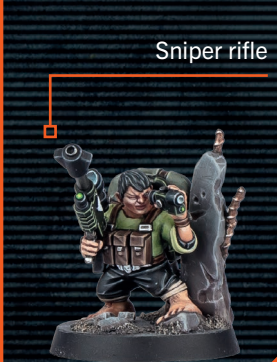
## RAIDER



## 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 plays – 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.

