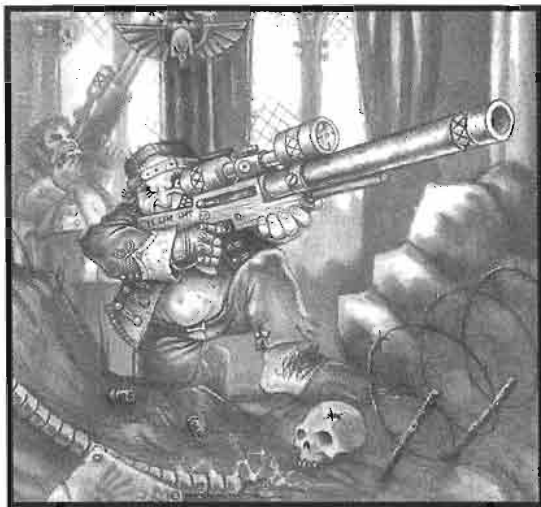


RATLING SNIPER

by Richard Irvine



Ratlings exist in small close-knit communities in the Underhive. Being rather small and puny they have to rely on their cunning and wits to survive. Ratlings would almost certainly be doomed if they could not defend themselves. Being small they have no chance in close combat, so Ratlings have to hone their shooting skills, making them excellent marksmen. Some Ratlings in the Underhive are deserters from the Imperial Guard, and so they retain their favoured weapon, the Needle Sniper Rifle. Armed with this deadly weapon a Ratling can remain submerged in the shadows to deliver swift, poison induced death to their foes...

RECRUITING A RATLING SNIPER

To hire a Ratling Sniper costs 40 creds. Ratling Snipers are recruited as a member of your gang, NOT as a normal hired gun. Therefore you only have to make one initial payment of 40 credits to add him to your gang. Each gang may only recruit 1 sniper.

RATLING SNIPER PROFILE

The basic characteristic profile of a sniper is given below, which is the base level of characteristic values.

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	1	5	1	6

EQUIPPING A RATLING SNIPER

Ratlings are equipped like normal gangers. They can be given weapons from the hand to hand, pistols or basic lists. They may be equipped with a Needle rifle for an

extra 200 creds. This is the only special weapon Ratlings can use, and it is not transferable to other gang members. A Ratling would never give up his rifle.

GAINING EXPERIENCE

Ratlings start the game with 20+D6 experience. They advance in the same way as a normal ganger, but may only reach a maximum profile of:

M	WS	BS	S	T	W	I	A	Ld
5	3	6	3	3	2	7	3	8

They can select skills from *Shooting* and *Stealth* skills, as well as their own special *Sniper* skills.

SNIPER SKILLS

If a Ratling Sniper gains a new skill then he may choose a Sniper skill. Roll a D6.

1: Shadowmaster.

The Ratling can blend well into the shadows. As long as he does not run in his turn he can blend into the shadows. If somebody attempts to shoot at him, they must first roll a 4+ on a D6. If they fail they may attempt to shoot somebody else.

2: Crouch.

The Ratling can make himself a very small target. As long as he does not run in his turn he may crouch. He counts as a small target, with -1 to be hit.

3: Alchemist.

The Ratling can increase the strength of the venom in his Needle rifle. Before a game roll a D6. On a roll of a 6, the needle counts as Strength 4 for this game.

4: Master Sniper.

The Ratling may shoot on Overwatch without the -1 to hit penalty.

5: Technician.

The Ratling is well prepared before each battle. Before every battle select 1 gun (if he has a Needle rifle it must be this). Add +1 to the ammo rolls, but a 1 is still always a failure.

6: Shadowsniper.

The Ratling can shoot with devastating accuracy once he has aimed. If he does not move he can shoot with a +1 to hit.