

# Ratters

Version 1.1

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Players have been asking for a 'Ratman' themed list ever since Warlords of Erehwon first came out. I've worked this one up in order to scratch that particular itch... rodent fashion. Just to remind players, the Erehwon game is a universal or broadly applicable game system. The rules can be adapted to suit any background, be it one inspired by the pages of fiction, movies, video games, or miniature ranges that may or may not have been designed for other game systems. We all know that a Dwarf is a Dwarf and pretty consistently represented in many role-playing games, works of fiction, tabletop and video games. Short, bearded, grumpy... you know the type. This isn't strictly true of the Ratman trope: Ratmen are not a traditional race to be found in folklore or in time-honoured fantasy fiction. Different fictional backgrounds portray them in different ways.

I've therefore written this list so that players who have already collected a typical force of models should be able to put together a warband quite easily, no matter which manufacturer's offerings they favour. I'm afraid that some of the most popular and distinctive models are impossible to represent without overtly 'copying' ideas or otherwise exploiting very specific property. If players want to closely represent an existing army they already own, then - of course - that it up to them, and I hope this list will serve to point those who want to take this approach in the right direction.

Right - that said - let's consider where our Ratmen come from and how we might interpret them in a game of Warlords of Erehwon. Firstly, I've given them a name, and as far as I know it's not one attached to any specific model range: 'Ratters'. You might equally well call them Ratmen, a suitably generic description to be sure. I've chosen 'Ratters' because many years ago I wrote a short piece of fiction where our 'hero' always referred to Ratmen in this fashion... I'll include an extract at the end to give a flavour of things (you have been warned).

Ratmen and humanoid Wererats appeared in role-playing games right from the start of things, for which we must thank the creators of D&D, as for so much else. The concept has not changed substantially, and various manufacturers have played upon the theme to produce ranges both for role-playing and tabletop gaming. Ratters are generally held to be human shaped and sized - or a little smaller - furry, long-tailed and in all respects a humanoid rat. Similarly, they are always attributed qualities that we

would naturally associate with such rodents. So, they are verminous critters, ridden with plague-carrying fleas and sundry unpleasant diseases (are there pleasant diseases?). Nocturnal by preference, they have weak eyesight but a keen sense of smell and acute hearing. Ratters might be quick on their furry feet, but they are not especially bold or tough. Scavengers par excellence, they live amongst the detritus of other races, often inhabiting abandoned dwellings, including subterranean tunnels and halls built by Goblins, Dwarfs and the like. Just as do real rats they breed prolifically and congregate together for protection, feeling secure in large-broods. Individually they are timid, hiding away in the shadows and avoiding danger where possible. These are consistent themes that can be used to construct a stat-line and list.

Taking the basic human stat-line as our starting point (555577) we begin with an Agility of 6 - more nimble than humans as we might expect. Accuracy on the other hand is low, at 4, reflecting poor eyesight and little natural ability with missiles. Strength we shall leave at the standard 5 - remember Strength dictates the chances of striking in hand-to-hand fighting, so an average value will serve us perfectly well. Res is dropped to 4 both to reflect a weedier (and possibly disease wracked) frame and an unwillingness to endure injury. Initiative has been dropped to a measly 6 and Command also falls to a 6 to reflect lack of courage and a tendency to scatter and take to their heels when threatened. However, we shall compensate for poor Command with new 'Pack' and 'Pack Master' rules as described later.

Our Warband is led by a Ratter Warlord who we call a Broodlord. The Broodlord is the meanest, most beady-eyed, bloated and snaggly-toothed of the brood. He is possessed of low animal cunning and a well-honed talent for survival. He is surrounded by his favoured brood mates: the best armed and most determined of Ratter warriors. Note that he has the best Command stat of the whole brood, as you might expect, and the Pack Master rule which allows him to exert some degree of control over his feckless minions. Unlike other Warlords he does not have the Command special rule... more of this later.

Amongst Ratters, competition for status and food is intense, and it is only natural that the strongest and meanest aspire to become Warlords and therefore first in line for all the good things in life. We call these individuals Broodmasters - but they are 'heroes' in terms of our

game no matter how conniving and back-stabbing they happen to be ('Hero' has been added to the unit description to make this especially clear). Every Broodmaster would happily see their Broodlord meet some grisly end if it would advance their own cause. Ditto other Broodmasters. The Ratter army relies upon its Broodmasters to overcome the natural timidity of Ratter-kind and hence they have especially high Command stats (for their race) and the Pack Master special rule.

For sorcerous support we have a Ratter Warlock, who we imagine to summon up spirits of filth and contagion to accomplish dark magicks. The Warlock could be accompanied by slaves, whose chief job may be to carry the cauldron, or by Spirits of Contagion, which might be imagined to be rat-like ethereal manifestations - though any suitable 'spirit' models or familiars will do the trick. The Warlock also has the Pack Master special rule, allowing him to drive other Ratters onwards. Normally a less effective leader than the Broodmaster, we allow for an upgrade to the Warlock's Command in the absence of a Broodmaster, to represent an especially ambitious and powerful Ratter Warlock.

Ratter Warriors are our core troop type. They are not the worst fighters in the Erehwon game, but nor are they the best by a long way. They can be armed with a variety of hand-to-hand weapons and can be given armour if you are feeling generous. Like all Ratters they rely upon the Pack special rule to keep them motivated, which means they should be kept under the beady eye of the Broodlord or Broodmaster.

Ratter Guard are the best of the bunch, the biggest and meanest of their kind, almost certainly the brood-mates of the Warlord, no doubt favoured with the least-rancid morsels from his table. They can be more heavily armoured than ordinary Warriors.

Rat Slaves are the lowliest of under-Rats, the runtiest, most ill-nourished and most put-upon of rat-kind. They get to do all the dirtiest, filthiest and most ghastly jobs in Ratter society - which is saying something considering the all-pervasive level of dirt, filth and ghastliness. They can be herded together and forced to fight, even if they are not all that keen. They can also be armed with missiles that they can shoot - just don't expect too much from these poor wretches. Note that their slavedriver leader has the Pack special rule, but the Rat Slaves themselves do not. This means that the unit benefits from the rule whilst the slavedriver lives, but should he be slain the unit must rely on its own Command stat... and good luck with that.

Plague Ratters display evident and advanced signs of the many diseases and vile illnesses to which ratters are prone. Their fur may be patchy and crawling with lice, their bodies are likely to be covered in sores or blighted with boils and vivid rashes. Their limbs may be weak and shrivelled,

rendering them partly crippled or unable to feed unaided. They might be clad in ragged cloaks and cowls hiding their disfigurements, or swathed in bandages to keep body and soul together. Their chief weapon is the very contagion that they carry like a cloud about them, and hence they are given a separate attack special rule rather than one based on their weaponry. We won't worry how these are equipped exactly, allowing us to mix models that may be variously armed. Maybe some plague victims brandish bells to warn others to keep away, or carry glass vials filled with pus or miasmatic pestilence drawn from their own bodies. A few might wield censers filled with burning ordure; whether intended to dispel the pestilential vapours that cling to the Plague Ratters or enhance them still further is anyone's guess.

Ratter Blunderbusters are armed with primitive firearms scavenged from the discards of the battlefield and looted from the armouries of their defeated foes. These come in all sorts of shapes and sizes, but we categorise all as handguns whether they take the form of blunderbusses, muskets, fowling pieces or whatever. For ammunition the Ratters prefer to employ buck-shot made from pellets of dried droppings, hard as iron and full of noxious poisons; also, readily available in large quantities. These are the only missile weapons considered worthy of Ratter Warriors rather than Rat Slaves, but they are only available in limited number.

Whilst the poisonous filth in which Ratters live means they are creatures cursed with all kinds of debilitating diseases, a few amongst them have developed natural resistance to the noxious substances that surround them. Poisons and contagion have seen off the weaklings: the strongest have survived, bred, and even thrived amongst the filth. They have become Super Rats. Super Rats are big, far bigger than a normal Ratter, incredibly strong and powerful. They are not all that bright - even by Ratter standards - and easily fall under the sway of more cunning and devious members of the brood. Super Rats are the Ratter equivalent of Ogres, and have been given similar stats and capabilities.

Living underground and amongst the cellars and tumbledown ruins of civilisation, Ratters have little use for siege-machines that lob missiles high into the air, but they make larger versions of their firearms: primitive cannons perhaps resembling a large blunderbuss. Such weapons are called Ratter Splatter Cannons and are very useful in enclosed tunnels. These might be gunpowder affairs, or perhaps of a type that employs methane gas brewed amongst the slurry-pits of the Ratters. Maybe flammable vapours are syphoned from flatulent nestlings, stored in barrels, and allowed to ferment until the noxious contents are highly pressurised. Whatever the type of cannon we'll treat this in the same way as a regular cannon but give it further options for the Choking and Fire special rules.

The Ratattack Cart is our Ratters' equivalent of a chariot. Perhaps it takes the form of a mine cart pushed along by industrious slave rats. Maybe it is shaped like a barrel that the ratters propel from within, running upon the treadmill interior and bowling the barrel along. It might possibly be propelled by Giant Rats or even a whole swarm of tiny rodents. It might even mount a bell to warn of its approach. Inside deep tunnels the Ratattack Cart can smash through enemies unable to get out of the way. In the open field it may have its uses too. Whether the Ratattack Cart relies upon weight alone, spikes, whirling blades fastened to it, or whatever, we'll treat it as a chariot and give its crew attacks as we would chariot crew. It has no need of specific models to pull or push it - but we'll still apply the results of the chariot damage chart in full (i.e. a 4 still means the Cart takes 1+D3 pins, goes down, and move is reduced to 1M - see p54).

Ratters live in close proximity with ordinary rats. Perhaps something of the Ratters' intelligence has rubbed off on their smaller cousins, and we may imagine the two exchanging squeaky conversation. Rat-sized rats are the eyes and ears of the Ratter community, scurrying about, shadowing strangers, warning of intruders, and ever alert to danger and opportunity. We allow for this by including rat swarms in the Warband. We might equally imagine that all Ratters are accompanied by a squeaking mass of smaller, furry critters that scurry about their feet and nestle within their clothing. We don't have to worry about rules for such things... the occasional squeak from the Ratter player will do the job perfectly well.

We shall also allow for Giant Rats - which is to say rats the size of large dogs or 'rodents of unusual size' - ferocious monsters possibly half-way to becoming Ratters in some unfathomable way. Models of these Giant Rats are a common theme in many role-playing games, so we'll take account of them too. I've reduced the Initiative and Command stats of these compared to those in the Monster list because these Giant Rats are very much under the lash of their Rat Master.

## SOME SPECIAL RULES FOR RATTERS

### Pack and Pack Master

The Pack and Pack Master special rule extends and replaces the Command and Hero special rules that other races have. It makes Ratters especially dependant upon their Broodlords and Broodmasters. Note that they are still Warlords and Heroes in terms of our game though - even though they lack the Command and Hero rule. Ratter Warlocks also have the Pack Master rule, which means they can also pass on the benefit of their Command as described below; however, they still count as Wizards and not Heroes.

Units with the Pack special rule are treated as having a Command stat equal to the Command stat of a Pack Master within 10". If you have more than one Pack Master within 10" count the highest stat value. This boost to the unit's stat is treated just as if the unit had a Command stat the same as the Pack Master. This applies to **all** rules that use the Command stat, not just to tests taken using Command. It includes the Automatic Breaks from Pins rule, for example.

Bear in mind that Rat Slaves only have the Pack rule so long as their Slavedriver is alive - as only the Slavedriver has the Pack rule and not the Rat Slaves. The same is true for the Giant Rats. This is intentional!

### Pack Master Slain/Moves and Autobreaks

It can happen that a Pack Master is slain or moves beyond 10" of a Pack unit leaving the unit with enough pins to cause an automatic break where this was not the case before the Pack Master was slain/moved.

In this situation we allow the Pack unit a chance to survive **if** it has not already taken its action that turn (or all of its actions should it somehow be endowed with more than one). If the Pack unit has no action in hand that turn it is auto-broken and removed at the end of the current action regardless of which side's action it happens to be (see p42 of the rulebook for the Autobreak rule).

If a unit has yet to make its action and suffers one or more further pins before it has a chance to do so it is auto-broken and removed.

Otherwise, the unit can be given an order and can attempt an action as normal. It is only auto-broken at the end of the action if it still has at least as many pins as its Command stat (bearing in mind this will be an enhanced stat if a Pack Master is now within range).

Note that this exception to the autobreak rule is there to allow for another Pack Master to move into range and whip the Ratters into shape, or for the unit to recover one or more pins and avoid an autobreak by taking an order test. Depending upon the unit's own Command stat it might be sufficient to issue an order (removing a pin whether you pass or fail) or it might be necessary to pass a Rally order and shed more pins. In either case, a unit carrying so many pins is extremely vulnerable and its options very limited.

Although the Pack rule supplants both the Command and Hero special rules it doesn't affect the unit's Initiative stat or tests that use Initiative. It only affects the unit's Command stat. Ratter characters have relatively low Initiatives and relatively high Command to enable them to function as Pack Masters.

The Pack rule has been added at no points cost to those units that have it, but the Pack Master rule is added at 20pts to the individual with the rule.

## Venomous

The venomous rule usually applies to individual large monsters. In this list it has been extended to cover most Ratter units. Although it's included in the stats as a special rule for individual models, remember that the single bonus hit is applied to the whole unit and not to each individual model.

So, if a unit with Venomous hand-to-hand attacks scores one or more hits it automatically inflicts **one** extra hit in total. Similarly, if a unit has Venomous ranged attacks and scores one or more hits it automatically inflicts **one** extra hit.

If the unit includes Venomous individuals with differing hit effects (for example if a Broodlord carries a magic weapon that does so) then the extra hit scored can be assumed to be made by any Venomous model that scored a hit.

In the case of Plague Ratters note that hits are both Venomous (inflicting an extra hit when any hits are scored) and Choking (ignoring Res bonuses from armour and cover). Plague Ratters are surrounded by a miasma of contagion that defeats all armour.

## Splatter Cannons

These are treated as ordinary cannons but with options to make attacks Choking and/or Fire to represent toxic or combustible ammunition distilled from rat droppings and who knows what. The points for these have been set at +10pts each. Flaming attacks normally work out as 3+SV per attack - but I've added 10 points and I think it's worth it given the cannon's range. The usual add for Choking attacks is only +1 but in this case I've added 10 points both to avoid what is otherwise a 'no brainer' and taking into account the advantages of combination. It is a judgement and I'm flagging it here to stop folks writing in to tell me I've got my sums wrong -in this case at least.



## Carry On Slaying...

*The following yarn comprises two excerpts from a piece of short fiction written in the depths of time, other bits and pieces are scattered throughout the Erewhon rulebook. At this point our heroes have penetrated deep into an ancient Dwarf stronghold only to discover that others have got there first.*

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Dalin Olagson sniffed the dank air. 'Ratters he muttered 'orrible furry beggars. Could be 'undreds of 'em in these tunnels wouldn't surprise me.' There was a glint in his eye that suggested he was quite pleased at the prospect.

'There was nothing on the map about Ratters,' exclaimed Thandir with an undisguised shudder.

'Aye well,' snorted Dalin stepping into the narrow tunnel, 'you can't disbelieve everything you don't read on treasure maps. I tell you I can smell em.'

The Dwarf advanced cautiously about twenty paces until he reached what looked like the door to a chamber. By the light of the torch it was apparent the door was made of a thick, heavy wood and had once been bound with bands of iron, now reduced to rusty stains. The door opened with a gentle groan. Dalin stepped inside taking the torch with him. His companions found themselves plunged into shadows with only the sound of the Dwarf's mithering to guide their steps.

'It's safe,' shouted Dalin a few moments later as the others groped their way onward.

'The stench it's unbearable!' exclaimed Rumpo. The Halfling's famously superior eyesight had obliged him to take the lead much to his disadvantage.

'It's getting stronger too,' said Thandir in a sleeve-muffled but distressed voice that spoke much of Elven sensibilities.

Indeed, as they approached the door the smell became even worse until they were almost overcome by it. Within a few steps, stinging tears welled up in their eyes, and a rotten taste settled in their mouths. It reminded Bran of the noisome stink that hung in the air about Slaughter Lane on market days. But this was a thousand times fouler. And it was tinged with something else that the Northman neither liked nor recognized.

The chamber was a rough-hewn square of rock a half dozen paces in each direction. Piles of filth covered the floor. Mounds of excrement were heaped high against the walls. In the centre of the room, on top of the tallest heap of all, stood Dalin. The Dwarf raised his torch aloft. Its ruddy light fell upon the decaying body of a monstrous hybrid of human and rat. A dozen actual rats squealed as the torchlight found them. The creatures quickly scurried from the corpse to hide amongst the debris.

'The stench!' exclaimed Rumpo once more as if stupefied.

'Clears the lungs doesn't it,' proclaimed Dalin taking an especially deep breath to prove the point before plunging his hands into the noisome mound.

This is the way to sneak about Ratter tunnels without 'em smelling you. Keen sense of smell your Ratter – very keen – keener even than a dog I shouldn't wonder. A Ratter could smell one of us before we'd even see it in this light.'

As he spoke, the Dwarf began to smear himself all over with the foul ordure.

'You don't mean...,' began Thandir going quite pale.

'Fraid so,' grinned Dalin, enthusiastically guiding the Elf's elegant hand into an especially ripe vein of vermin dung, 'just smear it over yourself like this.'

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*At this point the tale is yet untold, but we may imagine our heroes' misadventures up to the moment when they encounter a group of Ratters. Bran is knocked unconscious and captured along with the diminutive Halfling Rumpo. The pair are dragged before the Chief Ratter.*

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'Why are they covered in shit?' squeaked the old one. Its eyes darted suspiciously from one minion to the next like tiny barbs of light.

'We don't know, O Master Skreech,' shrilled the smallest of vermin. Its tail twitched nervously.

'They was like that when we found them,' jabbered its companion rather too quickly.

At this the old one hissed angrily, curling its upper lip to expose a pair of great yellow teeth that came to surprisingly savage points. 'Silence slave!' it shrieked.

Rumpo felt his Ratter captor quiver. The Halfling winced as the creature's grip tightened. Its filthy claws dug into his shoulder.

'Take them downstairs and throw them into a pen. You'll get your reward later,' snarled the elderly Ratter, somewhat ambiguously Rumpo thought.

'At once, O Master Skreech,' chattered the furry creature as it hefted the unconscious form of Bran towards one of the tunnels.

'Thank you, O most generous of Masters,' said the other as it roughly pushed Rumpo in the same direction.

Beneath the Halfling's feet the ground sloped unevenly downwards to he knew not where. What hope of rescue in this foul hole? Things could hardly get any worse.

'This one looks tasty!' chuntered the smaller Ratter, squeezing Rumpo judiciously about the buttocks.

## RATTER BROODLORD

*Warlord Warriors Unit*

*Points Value: 98*

**Special:** You must include one Ratter Broodlord in your warband and one only.

Unit: Ratter Broodlord	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratter Broodlord with sword or axe, light armour	6	4	5	5(6)	6	8	Tough, Pack Master, Follow, 3x HtH, Wound
2 x Ratter Bodyguard with sword or axe, light armour	6	4	5	5(6)	6	6	Pack

### Options

- Give unit huge swords or big axes @Free per model
- Give unit spears @Free per model
- Give unit halberds @1pt per model
- Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 5(7)
- Give unit Venomous rule @5pts making all HtH attacks Venomous
- Upgrade Broodlord to Wounds 2 @12pts
- Upgrade Broodlord to Tough 2 @10pts
- Add up to 2 Ratter Bodyguards @9pts each

## RATTER WARLOCK

*Warriors Unit*

*Points Value: 76*

**Special:** You can include a maximum of one Ratter Warlock in your warband.

Unit: Ratter Warlock	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratter Warlock	6	4	5	4	6	7	Tough, Pack Master, Wound, Magic Level 1, 1 x HtH SV1 Venomous
0 x Rat Slave with dagger	6	4	5	4	6	6	Pack, Venomous
0 x Spirits of Contagion	5	5	5	5	3	3	Spirit, 1x HtH SV1 Venomous, Exchange of Missiles SV1 Venomous

### Options

- Give Rat Slaves swords or axes @1pt per model
- Give Rat Slaves light armour @2pts per model increasing Res to 4(5)
- Give Warlock 2x HtH SV1 Venomous attacks @6pts
- Upgrade Warlock to Command 8 @2pts only available if there is no Broodmaster in the warband.
- Upgrade Warlock to Magic Level 2 @25pts
- Upgrade Warlock to Magic Level 3 @50pts
- Upgrade Warlock to Tough 2 @10pts
- Add up to 4 Rat Slaves @4pts each OR Add up to 4 Spirits of Contagion @18pts each

## RATTER BROODMASTER

*Hero Warriors Unit*

*Points Value: 87*

**Special:** You can include a maximum of one Ratter Broodmaster in your warband if it also contains a Warlock, or a maximum two Broodmasters if it does not include a Warlock.

Unit: Ratter Broodmaster	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratter Broodmaster with sword or axe, light armour	6	4	6	5(6)	6	8	Tough 2, Pack Master, 3x HtH, Wound, Venomous

### Options

- Give Broodmaster huge sword or big axe @Free
- Give Broodmaster halberd @1pt
- Give Broodmaster medium armour @10pts increasing Res to 5(7)
- Upgrade Broodmaster to Wounds 2 @12pts
- Upgrade Broodmaster to Wounds 3 @24pts
- Upgrade Broodmaster to Tough 3 @10pts

## RATTER GUARD

*Warriors Unit*

*Points Value: 57*

**Special:** You can include a maximum of one unit of Ratter Guards in your warband.

Unit: Ratter Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratter Guard Leader with sword or axe, light armour	6	4	5	5(6)	6	7	Tough, Pack
4 x Ratter Guard with sword or axe, light armour	6	4	5	5(6)	6	6	Pack

### Options

- Give unit spears @Free
- Give unit huge swords or big axes @Free
- Give unit halberds @1pt per model
- Give unit medium armour @2pts per model increasing Res to 5(7)
- Give unit Venomous rule @5pts making all HtH attacks Venomous
- Add up to 5 Ratter Guard @9pts each

## RATTER WARRIORS

*Warriors Unit*

*Points Value: 37*

Unit: Ratter Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratter Warrior Leader with sword or axe	6	4	5	4	6	7	Tough, Pack
4 x Ratter Warrior with sword or axe	6	4	5	4	6	6	Pack

### Options

- Give unit spears @Free
- Give unit huge swords or big axes @Free
- Give unit halberds @1pt per model
- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit medium armour @4pts per model increasing Res to 4(6)
- Give unit Venomous rule @5pts making all HtH attacks Venomous
- Add up to 5 Ratter Warriors @5pts each

## RATTER BLUNDERBUSTERS

*Warriors Unit*

*Points Value: 57*

Unit: Ratter Blunderbusters	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratter Blunderbuster Leader with sword or axe, handgun	6	4	5	4	6	7	Tough, Pack
4 x Ratter Blunderbuster with sword or axe, handgun	6	4	5	4	6	6	Pack

### Options

- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit Venomous rule @5pts making all HtH and ranged attacks Venomous
- Add up to 5 Ratter Blunderbusters @9pts each

## RAT SLAVES

*Warriors Unit (just about)*

*Points Value: 28*

Unit: Rat Slaves	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratter Slavedriver with lash	6	4	5	4	6	7	Tough, Pack
4 x Rat Slave with sword or axe	6	4	4	4	6	6	

### Options

- Give Rat Slaves spears @free per model
- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit Venomous rule @5pts making all HtH attacks Venomous
- Give Ratter Slavedriver sword or axe @+1pt
- Give Ratter Slavedriver spear @+1pt
- Add up to 5 Rat Slaves @3pts each

### RAT SLAVES WITH BOWS

Warriors Unit

Points Value: 32

Unit: Rat Slaves with Bows	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratter Slavedriver with lash	6	4	5	4	6	7	Tough, Pack
4 x Rat Slaves with dagger, bow	6	4	4	4	6	6	

#### Options

- Give Rat Slaves swords or axes @1pt per model
- Give Slavedriver sword or axe @1pt
- Give Slavedriver bow @2pts
- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit Venomous rule @5pts making all HtH and all ranged attacks Venomous
- Add up to 5 Rat Slaves with bows @4pts each

### RAT SLAVES WITH SLINGS

Warriors Unit

Points Value: 36

Unit: Rat Slaves with Slings	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratter Slavedriver with lash	6	4	5	4	6	7	Tough, Pack
4 x Rat Slaves with dagger, sling	6	4	4	4	6	6	

#### Options

- Give Rat Slaves swords or axes @1pt per model
- Give Slavedriver sword or axe @1pt
- Give Slavedriver sling @3pts
- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit Venomous rule @5pts making all HtH and all ranged attacks Venomous
- Add up to 5 Rat Slaves with slings @5pts each

### PLAGUE RATTERS

Warriors Unit

Points Value: 49

Unit: Plague Ratters	Ag	Acc	Str	Res	Init	Co	Special
1 x Plague Ratter Leader	6	4	5	4	6	7	1 x HtH SV2 Venomous and Choking, Tough, Pack
4 x Plague Ratter	6	4	4	4	6	6	1 x HtH SV2 Venomous and Choking, Pack

#### Options

- Give unit Berserk rule @5pts per model
- Give unit Dread rule @10pts
- Add up to 5 Plague Ratters @6pts each

### SUPER RATTER

Monster Unit

Points Value: 32

**Special:** You can include a maximum of one unit of Super Ratters in your warband.

Unit: Super Ratter	Ag	Acc	Str	Res	Init	Co	Special
1 x Super Ratter	6	5	5	8	6	7	Large, 2 x HtH SV2 Venomous, Frenzied Charge, Pack

#### Options

- Give unit Choking attacks rule @2pts per model
- Add up to 2 Super Ratters @32pts each



## GIANT RATS

*Warriors/Beast Unit*

*Points Value: 53*

Unit: Giant Rats	Ag	Acc	Str	Res	Init	Co	Special
1 x Rat Master with lash	6	4	5	4	6	7	Tough, Rapid Sprint, Pack
3 x Giant Rats	6	-	4	4	5	5	Rapid Sprint, 2x HtH SV1Venomous

### Options

- Give Rat Master light armour @2pts increasing Res to 4(5)
- Give Rat Master sword or axe @1pt
- Give Rat Master spear @1pt
- Add up to 2 Giant Rats @10pts each

## RAT SWARM

*Swarm Unit*

*Points Value: 75*

Unit: Rat Swarm	Ag	Acc	Str	Res	Init	Co	Special
3 x Rat Swarm	6	-	4	5	3	8	3x HtH SV1Venomous

### Options

- Add up to 2 Rat Swarms @25pts each

## RATTER SPLATTER CANNON

*Artillery Unit*

*Points Value: 62*

**Special:** You can include a maximum of one Splatter Cannon in your warband.

Unit: Ratter Splatter Cannon	Ag	Acc	Str	Res	Init	Co	Special
3 x Ratter crew with daggers, cannon	6	4	5	4	6	6	Pack, Large, Slow 3

### Equipment

1 x Small Cannon

### Options

- Give Ratter crew swords or axes @1pt per model
- Give Cannon Choking rule @10pts making hits Choking attacks
- Give unit Large Cannon instead of Small Cannon @50pts
- Give Cannon Fire rule @10pts making hits Fire attacks
- Give unit light armour @2pts per crew model increasing Res to 4(5)
- Add up to 2 Ratter crew to unit @4pts each

## RATATTACK CART

*Chariot Unit*

*Points Value: 116*

**Special:** You can include a maximum of one Ratattack Cart in your warband.

Unit: Ratattack Cart	Ag	Acc	Str	Res	Init	Co	Special
1 x Ratattack Cart with crew who also propel it... somehow	3	-	-	10	-	-	Large, Fast 6, Irresistable Charge, D6 SV1 Impact hits on charge
4 x Ratter crew with sword or axe	-	4	5	-	6	6	Pack

### Options

- Give crew spears @Free per model
- Add up to 2 Ratter crew @5pts each
- Give Cart Tough rule @10pts allowing re-roll of damage chart result

## WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Sling	0-10"	10-20"	-	0	2x ranged attacks on Fire order
Handgun	0-10"	10-20"		3	Fire order to shoot
Small Cannon	0-10"	10-30"	30-40"	5	Fire Order to Shoot, Unstoppable
Large Cannon	0-10"	10-50"	50-100"	8	Fire Order to Shoot, Unstoppable
Sword or Axe	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can be used for exchange of missiles
Lash	Hand-to-Hand Combat			0	Can be used for exchange of missiles
Huge Sword or Big Axe	Hand-to-Hand Combat			2	
Dagger	Hand-to-Hand Combat			1	
Halberd	Hand-to-Hand Combat			2	+1 Strength

**Berserk.** Until defeated or fail a break test, double attacks in HtH, automatically pass orders to charge.

**Choking.** Choking attacks ignore the target's armour and cover bonuses.

**Dread.** -1 to hit shooting/close combat. -1 to break test if defeated by dreaded enemy.

**Fast/Slow.** Move at the basic rate indicated.

**Follow.** Friendly un-pinned units within 5" can follow the unit's order immediately.

**Fire.** Fire attacks add an extra pin to targets they hit.

**Frenzied Charge.** +1 extra Attack when charging.

**Irresistible Charge.** D3 SV bonus when charging.

**Large.** +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models.

**Pack/Pack Master.** Pack units count as having the Command stat of Pack Master within 10".

**Rapid Sprint.** Sprint at 4M.

**Spirit.** Can be sacrificed for a re-roll. Destroyed if wizard is slain.

**Tough.** Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

**Unstoppable.** Shot penetrates the unit hit and can strike others beyond so long as target is hit each time.

**Venomous.** If one or more hits is scored on the target then one extra hit is added automatically.

**Wound.** Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.