

GF - Ratmen Clans v2.50



About OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

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Thank you for playing!

Background Story

Ratmen Clans are groups of humanoid rats that have evolved into one of the most vicious fighting forces in the galaxy. Nobody is sure of where they come from, but it is rumoured that they are the result of cruel human experimentation.

Although they all fight under a single banner, the various clans are fiercely competitive, which has led them to quickly develop many deadly and experimental technologies, used to wage vicious wars.

They use lightning fast tactics to surprise and destroy their enemies before moving on and leaving no trace of their existence. It's because of this that they are rumoured just to be a myth on many planets, but those that have fought them know that they are very real.

If you hear a squeaking nearby don't let your guard down, because the Ratmen Clans may just be about to ambush you.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Great Mother [1]	3+	3+	Combat Staff [A6, AP(1)]	Hero, Scurry Away, Tough(6)	A	160pts
Clan Leader [1]	5+	5+	Carbine (18", A2), CCW (A1)	Hero, Tough(3)	B, C	25pts
Elite Champion [1]	4+	4+	Heavy Carbine (18", A2, AP(1)), CCW (A1)	Fearless, Hero, Tough(3)	C, D	45pts
Stalkers [10]	5+	5+	Pistols (12", A1), CCWs (A2)	-	E	120pts
Crawlers [10]	5+	5+	Carbines (18", A2), CCWs (A1)	-	B, F	140pts
Saboteurs [5]	5+	5+	Pistols (12", A1), CCWs (A2)	Scout, Stealth, Strider	G	85pts
Specialists [5]	5+	5+	Plasma Rifles (24", A1, AP(4)), CCWs (A1)	Relentless	H	90pts
Elites [5]	4+	4+	Heavy Carbines (18", A2, AP(1)), CCWs (A1)	Fearless	D, I	130pts
Rat Ogres [3]	4+	3+	Twin Combat Drills [A4, AP(1), Rending]	Furious, Tough(3)	J	165pts
Rat Swarms [3]	6+	6+	Swarm Attacks (A3, Poison)	Strider, Tough(3)	-	60pts
Terror Beast [1]	4+	2+	Claws (A6, AP(1)), Stomp (A2, AP(1))	Fear, Fearless, Tough(6)	K	150pts
Abomination [1]	4+	2+	Claws (A12, AP(1)), Stomp (A4, AP(1))	Fear, Fearless, Regeneration, Tough(12)	-	340pts
Death Wheel [1]	4+	2+	Twin Flamethrower (12", A12)	Ambush, Fast, Impact(6), Tough(6)	-	180pts
Drill Tank [1]	4+	2+	Twin Rocket Launcher (18", A2, AP(2), Deadly(3)), Tunneling Drill (A8, AP(4))	Ambush, Fast, Impact(6), Tough(12), Transport(11)	L	400pts
Artillery Gun [1]	4+	2+	Twin Super MG (30", A6, AP(1), Lock-On), Crew (A3)	Repair, Slow, Tough(6)	M	185pts

A | Upgrade with one:

Staff-Blaster (12", A3, Rending)	+15pts
Staff-GL (24", A1, Blast(3))	+20pts
Staff-Flamethrower (12", A6)	+25pts

B | Replace one Carbine and CCW:

Pistol (12", A1), CCW (A2)	free
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Replace one Pistol:

Shred Pistol (6", A3, Rending)	+5pts
Flamethrower Pistol (6", A6)	+5pts

Replace one CCW:

Energy Gauntlet (A1, Blast(3))	+5pts
Combat Drill (A2, AP(1), Rending)	+5pts
Combat Saw (A1, AP(2), Deadly(3))	+10pts
Heavy Claw (A2, AP(4))	+10pts

C | Upgrade with one:

Piper (Piper's Calling)	+15pts
Shaman (Psychic(1))	+25pts
Mechanic (Repair)	+25pts
Commander (Lead from Behind)	+30pts
Banner Bearer (Safety in Numbers)	+30pts

D | Replace one Heavy Carbine and CCW:

Plasma Pistol (12", A1, AP(4)), CCW (A2)	free
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Replace one CCW:

Combat Drill (A2, AP(1), Rending)	+5pts
Heavy Claw (A2, AP(4))	+10pts

E | Replace up to two Pistols:

Plasma Pistol (12", A1, AP(4))	+5pts
Flamethrower (12", A6)	+10pts

Replace up to two CCWs:

Energy Gauntlet (A1, Blast(3))	+5pts
Combat Drill (A2, AP(1), Rending)	+5pts
Combat Saw (A1, AP(2), Deadly(3))	+5pts
Heavy Claw (A2, AP(4))	+5pts

F | Replace up to two Carbines:

Flamethrower (12", A6)	+5pts
Rocket Launcher (18", A1, AP(2), Deadly(3))	+5pts
Shred Rifle (18", A3, Rending)	+5pts
Plasma Rifle (24", A1, AP(4))	+5pts
Heavy Machinegun (30", A3, AP(1))	+15pts

G | Replace all Pistols:

Shotguns (12", A2, AP(1))	+20pts
Carbines (18", A2)	+20pts

Replace one Pistol:

Sniper Carbine (18", A2, AP(1), Sniper)	+40pts
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H | Replace any Plasma Rifle:

Flamethrower (12", A6)	+5pts
Rocket Launcher (18", A1, AP(2), Deadly(3))	+5pts
Shred Rifle (18", A3, Rending)	+5pts
Heavy Machinegun (30", A3, AP(1))	+10pts

Replace all CCWs:

Combat Drills (A1, AP(1), Rending)	+10pts
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I | Replace up to two Heavy Carbines:

Flamethrower (12", A6)	+5pts
Shred Rifle (18", A3, Rending)	+5pts
Plasma Rifle (24", A1, AP(4))	+5pts
Rocket Launcher (18", A1, AP(2), Deadly(3))	+10pts

Replace all CCWs:

Combat Drills (A1, AP(1), Rending)	+5pts
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J | Replace any Twin Combat Drill:

Flamer (12", A6)	+10pts
Combat Drill (A2, AP(1), Rending)	

K | Upgrade with one:

Combat Scythes (Impact(3))	+10pts
Heavy Flamethrower (12", A6, AP(1))	+25pts

L | Replace Twin Rocket Launcher:

Twin Heavy Flamethrower (12", A12, AP(1))	+10pts
Twin Heavy Machinegun (30", A6, AP(1))	+20pts

Upgrade with any:

Transport Section (Transport(+10))	+30pts
Corrosive Drill (Poison in melee)	+35pts

M | Replace Twin Super MG:

Twin Super Rocket Launcher (30", A2, AP(3), Deadly(3))	free
Twin Super Flamethrower (18", A12, AP(2))	+20pts

Special Rules

Lead from Behind: Whenever the hero's unit fails a morale test you must kill one of its models and the morale test counts as passed.

Piper's Calling: The hero and its unit get the Furious special rule.

Repair: Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

Safety in Numbers: Once per activation, pick 2 friendly units within 12", which get +1 to their next morale test roll.

Scurry Away: Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".

Psychic Spells

Cracks (4+): Target enemy unit within 6" takes 3 hits with AP(2).

Filth (4+): Target 2 friendly units within 6" get Poison next time they fight in melee.

Lightning (5+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

Sickness (5+): Target 2 enemy units within 18" get -1 to hit next time they shoot.

Frenzy (6+): Target 2 friendly units within 6" get +3" next time they Advance, or +6" next time they Charge/Rush.

Pestilence (6+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.