



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.

If you'd like to support the continued development of our games you can donate on patreon.com/onepagerules.

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.

GFF - Ratmen Clans v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Clan Leader [1]	5+	5+	Carbine (18", A2), CCW (A1)	Hero, Tough(3)	A, B	25pts
Elite Champion [1]	4+	4+	Heavy Carbine (18", A2, AP(1)), CCW (A1)	Fearless, Hero, Tough(3)	B, C	45pts
Saboteur [1]	5+	5+	Pistol (12", A1), CCW (A2)	Scout, Stealth, Strider	D	15pts
Rat Swarm [1]	6+	6+	Swarm Attack (A3, Poison)	Strider, Tough(3)	-	20pts
Specialist [1]	5+	5+	Plasma Rifle (24", A1, AP(4)), CCW (A1)	Relentless	E	20pts
Elite [1]	4+	4+	Heavy Carbine (18", A2, AP(1)), CCW (A1)	Fearless	C, F	25pts
Stalkers [3]	5+	5+	Pistols (12", A1), CCWs (A2)	-	G	35pts
Crawlers [3]	5+	5+	Carbines (18", A2), CCWs (A1)	-	A, H	40pts
Rat Ogre [1]	4+	3+	Twin Combat Drill (A4, AP(1), Rending)	Furious, Tough(3)	I	55pts

A | Replace one Carbine and CCW:

Pistol (12", A1), CCW (A2) free

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

B | 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

C | Replace Heavy Carbine and CCW:

Plasma Pistol (12", A1, AP(4)), free

CCW (A2)

Replace CCW:

Combat Drill (A2, AP(1), Rending) +5pts

Heavy Claw (A2, AP(4)) +10pts

D | Replace Pistol:

Shotguns (12", A2, AP(1)) +5pts

Carbines (18", A2) +5pts

Sniper Carbine (18", A2, AP(1), Sniper) +40pts

E | Replace any Plasma Rifle:

Flamethrower (12", A6) +5pts

Rocket Launcher +5pts

(18", A1, AP(2), Deadly(3))

Shred Rifle (18", A3, Rending) +5pts

Heavy Machinegun (30", A3, AP(1)) +10pts

Replace CCW:

Combat Drills (A1, AP(1), Rending) +5pts

F | Replace any Heavy Carbine:

Flamethrower (12", A6) +5pts

Shred Rifle (18", A3, Rending) +5pts

Plasma Rifle (24", A1, AP(4)) +5pts

Rocket Launcher +10pts

(18", A1, AP(2), Deadly(3))

Replace CCW:

Combat Drills (A1, AP(1), Rending) +5pts

G | Replace one Pistols:

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

Flamethrower (12", A6) +10pts

Replace one 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

H | Replace one Carbines:

Flamethrower (12", A6) +5pts

Rocket Launcher +5pts

(18", A1, AP(2), Deadly(3))

Shred Rifle (18", A3, Rending) +5pts

Plasma Rifle (24", A1, AP(4)) +5pts

Heavy Machinegun (30", A3, AP(1)) +15pts

I | Replace any Twin Combat Drill:

Flamer (12", A6), +10pts

Combat Drill (A2, AP(1), Rending)

Special Rules

Lead from Behind: Whenever a friendly unit within 12" fails a morale test, you must kill one of its models", and then all friendly units within 12" of the killed model automatically pass morale tests until the end of the round.

Piper's Calling: This model and all friendly units within 12" 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". Those units, and all friendly units within 6" get +1 to their next morale test roll.

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.