



House Rules – Ratskin Gang Variations

House Rules by Robert J. Reiner and Pat Wells

Inspired by an article by Andrew Strickland

When Ratskins first appeared on the Necromunda scene they looked, played, and campaigned differently than the Ratskins of the current rules. After many games with the new rules, Pat and I looked at the older tribal variation and thought it would be cool to update the new Ratskins with the tribal variations of old, with some tweaks of course. We hope you enjoy them as much as we do...

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Necromunda as with most colonies of the Imperium was founded millennia ago long before that terrible era known as the Dark Age of Technology. Like many colonies Necromunda has its own laws, history and superstitions along with its own uniquely adapted populace. The one thing however that separates Necromunda from other planets is the way that its natives have evolved. Long before the glorious age of repatriation when the Emperor's greatest warriors, the Space Marines fought valiantly to once again unite Humanity the original denizens of Necromunda had adapted thoroughly to their environment. The Ratskins, as they were dubbed, had set the bar as it were in terms of harsh environment survival; it was as if they were part of the landscape, attuned to the very mood of their planet in a way unheard of elsewhere.

The Ratskins are an enigma of the highest order and are a constant source of scientific scrutiny to this day. Perhaps the most fascinating aspect of the Ratskins is the fact that once the first Hives were built the seemingly primitive Ratskins adapted so thoroughly to this new environment one could speculate that they share some sort of connection to them. This of course is at least partly true, as studies of their heretical religion have uncovered. Another fascinating aspect of the Ratskins is the abundance of psychic talent that can be found amongst them, though infinitely more fascinating is the fact that these powers do not seem to be Warp based,

something that has brought much scrutiny from the august members of the Ordo Hereticus.

INTRODUCTION

No one knows when Necromunda was truly first settled by the Imperial Colonists, but it was always rumored that there were indigenous people here on Necromunda. From the early reports of the Adeptus Mechanicus from the time of the first Hive City construction there were always reports of workers going missing or parts disappearing or whole construction efforts mysteriously sabotaged. It was later linked to the natives of Necromunda, the Ratskins.

TRIBAL STRUCTURE

Though the Ratskins organize themselves into 'Tribes' they are physiologically speaking the same. All Ratskins have a high resistance to both airborne and waterborne toxins, superb auditory and visual senses, unusually robust immune systems and an unsurpassed sense of direction and orientation to help them travel the labyrinth of tunnels and vents of the lower levels of the Hives where they make their homes.

It appears that the 'Tribes' are, for want of a better word, a theological division: each tribe differing from the next purely on belief and worshipping practices. Even so, each tribe seems to share the same creation myth, a common root to a many-branched tree.

In their native tongue they call themselves 'Kuloq' which translates to 'the people'. They believe that a deity known as Ku' created a world but was saddened that he had nothing to share it with, so in an act of grief and longing he laid himself down upon the planet and allowed his essence to seep into the soil. From this grew the plants and animals that populate the planet. The Ratskins believe that from the fingers of Ku's

left hand grew the 'palpala' whom the Ratskins believe they are descended from.

KULOQA

By far the most common and traditional of the Tribes in the Kuloqua, they believe themselves the most pure and honored of the Kuloq and take pride in believing they are the true descendants of the Palpala. The Kuloqua perform the most common forms of rites and rituals, worshipping their 'Hive Spirits' equally and completely, some believe it is this practice of worship that has kept the Hives of Necromunda in such a high level of maintenance for so long. (Though many a Magister of the Adeptus Mechanicus would hastily dispute this claim).

The Kuloqua are also responsible for the blanket assumptions made by many Imperial Colonists. As the most common tribe the ways and practices of the Kuloqua are assumed to be the practices of all Ratskins. Perhaps the reason for the Ratskins reputation as savages stems from the rite of manhood all male Ratskin children must complete before they can become a full member of the tribe. The practice demands that the young male venture into the depths of the Underhive and confront and slay a giant rat with naught but his bare hands. Once he has completed this task he must then eat the rats heart raw to imbibe the beasts strength. Once this is complete, the young warrior may don the pelt of the rat as a badge of honor and manhood.

It may also be prudent to note that the Kuloqua suffered the most at the hands of early settlers, who believing the Ratskins naught but backwards savages constantly bribed, betrayed and stole from them. Eventually the Kuloqua elders decreed contact with the outsiders forbidden; the penalty for this is something Ratskins fear worse than death: exile.

Kuloqa Special Rules: Kuloqa Ratskin Gangs follow all the standard rules for Ratskin gangs.

Kuloqa Skills: Kuloqa Ratskin Gangs skill advances are taken on the Kuloqa Skill Advance Table at the end of these rules.

'Ok boys, alls we need to do is get us some of those Ratskins to come at us, then we can ambush them, go it?'

'Won't they cut us down before we can get there with their guns Franko?'

'How? They just use them coup sticks and hand bows and chant at us. We got nothing to fear from them. We can take them at range. Let's go boys!'

The Cawdor crept up on what they thought was a good vantage point. A thick acid fog has rolled in from the area of a broken compressor. Something did not seem right to Franko as his runners came running back to set the ambush. True, the Ratskins were taking his bait. But something still seemed fishy. Just as the thought left his mind lasgun shots rang out and autogun slugs started pinging off the bulkhead next to Franko.

'Kelly, what do you have in your sights with that grenade launcher? Where are those Ratskins?'

'I can't see anything through this fog. All that I can make out is a few of the boys laying...' But the sentence was never heard as a brown rat skin wearing Brave with two stubguns dropped from the gantry below and let loose into Franko. Kelly turned just in time to see a white furred Ratskin level an autogun at him and turned to flee. He made it only a few feet before a manstopper round from a third Ratskin with a shotgun found its mark. The center of his back.

The trap had been a good one. But Chief Long Whisker had foreseen it and used the acid fog to get his warriors and braves into better spots to ambush the Cawdor instead. It was now time to round up more weapons, ammo, and technology these outsiders had. The hive spirits were with him today.

DAPAKKANI

Dapakkani are an unusual tribe because they take worship of the Hive through more physical ways then spiritual. Dapakkani are fascinated by technology and can spend days at a time searching for prized artifacts most would consider mere junk. They believe that the way to please the Hive Spirits is to build huge nests of technology for the Spirits to dwell in and bless the land with their presence. This however was to cause the peaceful Dapakkani a lot of trouble. When early settlers stumbled upon the campsites of the Dapakkani they were amazed at the huge Archeotech hoards and promptly attacked them. It was not until tribal leader Yellowtooth Pipebiter decided to trade with the settlers for their amazing technology that the balance was restored. Though the settlers received ancient Archeotech the Dapakkani received Lasguns and more importantly training with them. Yellowtooth's plan worked to perfection and next the settlers returned for trade they were gunned down mercilessly by the Dapakkani.

Today the Dapakkani still revere the Lasgun and upon becoming a man, a Brave receives training

in this weapon, as is inevitable with the Ratskins, this training has now become highly mystical and ritualized with the wielder invoking the spirit of the gun to aid him in his battle. (Though scholars may be interested to note that though the Imperium's blessed Lasguns are in the hands of primitives at least their machine spirits are being tended to in some degree.)

The Dapakkani's fixation with technology means that they do not seem to have the psychic abilities other tribes possess, whether this is a genetic or spiritual matter scholars can only speculate.

Dapakkani Special Rules: Dapakkani Ratskin Gangs follow all the standard rules for Ratskin gangs except as noted below.

Dapakkani Skill Advances: Dapakkani Ratskin Gangs skill advances are taken on the Dapakkani Skill Advance Table at the end of these rules.

Love of Firearms: Since Dapakkani love firearms more than their more primitive brothers, all Dapakkani may elect to start with a free stubgun instead of the free club.

Imperial Technology: Because the Dapakkani has fought over the years for Imperial Technology they move the lasgun from a special weapon to a ranged weapon. In addition, they may not take combat skills and instead take techno skills.

Dapakkani Divergence: Since Dapakkani have diverged from the path of the Palpala they may not have a Ratskin Shaman, a Ratskin Shaman Adept, Totem Warriors, or utilize spirit weapons.

'What was that Geno?' whelped Little Jimmy.

'I don't know Jimmy, just keep moving and let's get out of here. You see where anyone else went?'

'I was follow'n you Geno.'

'Drak, I think we'z lost. Down here that ain't a good sign.'

No, it wasn't. Two Pelts was stalking these two interlopers. He was leading them farther and farther from their friends and the safety of the rest of their so-called tribe. By the looks of their clothes these two were what the elders called Delaque. Their dark trench coats were leaving an easy trail to follow. Soon, Two Pelts would strike with the lightning reflexes he was known for. Their deaths would be quick, painful, and would help him ascend to greater prestige with the great hive spirits.

Two Pelts sprang his trap. The two gangers did not know what hit them, but only that their deaths were quick. Fat Grey Pelt carefully approached the gory scene as his totem brother Two Pelts was doing the ritual or sanctification on the path the two had taken to get here. Two Pelts gracefully completed his dance and sheathed his spirit stick and coup stick.

'It is done Brother Fat Grey Pelt. I have cleansed the path of their presence. These two will not bother our spirits or tribe again. I will continue my vigil and return in a fort-night to the tribe.'

'That is noble Two Pelts, but Chief Black Scar and Shaman Wise Owl have foreseen more trouble this way and are assembling a war council. Come. We all wish you to join us.'

'Very well, may the hive spirits protect this path until my return.'

NASSAQ

Though all Ratskins are branded savage killers by ignorant Imperial Colonists, this reputation is likely gained from the tales of survivors of Nassaq raids. In the native Ratskin tongue Nassaq means 'dark', and this name is well deserved. The Nassaq are the most warlike of the Ratskin tribes, savagely defending their territory from Imperial trespassers. The Nassaq believe that war is the only way to gain the favor of the Hive Spirits, by giving their lives in defense of holy places. To the Nassaq there is no higher honor than to die in battle at the hands of a superior foe. Nassaq believe that to die in this way ensures that they will be reborn to wreak a terrible vengeance upon their killer.

No other tribe puts warfare in such high regard; to the Nassaq combat is literally a way of life. What makes the Nassaq so unique is the fact that so many of their warriors tread the totem path, becoming a mighty spirit incarnate to smite their enemies with a holy purity. In battle they eschew the typical headdresses in favor of war paint. Daubing themselves with a mixture formed from various fungi and lichens that produce a psychotropic feeling of invincibility that allows the Nassaq to face any foe foolish enough to invade their homes.

Nassaq Special Rules: Nassaq Ratskin Gangs follow all the standard rules for Ratskin gangs except as noted below.

Nassaq Skill Advances: Nassaq Ratskin Gangs skill advances are taken on the Nassaq Skill Advance Table at the end of these rules.

Fearless: At the start of each game each Nassaq Ratskin must take a leadership test against their individual leadership characteristics. Each successful fighter fearless and is immune to fear and terror tests until the turn after their first hand-to-hand combat.

Totem Worship: Since Nassaq are fearless fighters they may have as many Totem Warriors as they choose up to a maximum of half their total gang numbers.

Nassaq Divergence: Since Nassaq have diverged from the path of the Palpala they may not have a Ratskin Shaman or Ratskin Shaman Adept.

'So, rumor has it that you want some quick credits, well, I got the job for you Bounty Hunter.'

'Hmmm, what is it this time Jed?'

'Well, why don't you saddle up with those Van Saar boys and go shooting yourselves some Ratskins that have been destroying the links up-hive over by the ruins of the Henderson power tap?'

'I'll pass on that one Jed. That is how I lost my arm the first time.'

'Really? How so. If you don't mind the asking?'

'Well, as long as you keep the wildsnake coming, I guess I can grant you this one.'

'It was a while back, at least two years ago. I was partnered up with a gang of Eschers. Boy, they were pretty, and mean, just my type. We were on the hunter for the scum that Guilden Morris thought torched his caravan and the Henderson power tap. I was looking for clues when we heard this chanting. It was coming from everywhere and nowhere all at the same time. The Eschers nearest the power tap got the lights working and immediately shots rang out and then all the lights in the area went out. We all high-tailed it to the house. Now you see, these Escher had the night scopes and the gear for the job, but they were all freaked out, like they had never encountered Ratskins before. I had never heard so much chanting, but we found this secret passageway under the main house. It ran right into this long shaft that went up and down. Two Escher and myself investigated but were pushed back when four Ratskins dropped into the shaft in front of us. They let loose with their pistols and lasguns but something struck me as strange. Besides the fact that they were all pale white and had funny pelts, two of those Ratskins were chanting something strange. One

Escher, I think it was Brandy or Sheila or something like that immediately dropped her lasgun and drew her sword and this visage of the Ratskin 30 meters away swung his arm and the Escher dropped like a fly as if crowned by a club. We ran as fast as we could and I plugged the hatch with a krak grenade trap and ended up leveling that tunnel, I think. Anyway, the fight up top was not going that well. The pale skins were besting our best traps and would not engage us. They ended up having three shamans, the most I have ever seen at one time. They picked the Eschers apart. I told the leader, I think her name was Dandelion or Rose or Lily or something flowery like that it was time to cut and run, but she wouldn't. It didn't surprise me at all, that pride thing. I just fight right through that and survive to fight again, oh well. Anyway, back to the story, they fought bravely, but in the end their psychology was broken between no light and watching gruesome attacks here and there. I can't think of a worse way to die, so I decided I was out and started out. One of the younger Escher's tailed me, hoping to get out alive, so I had to help her out. We made it most of the way out, but this one pale skinned shaman was right behind us. He was laughing hysterically and tried that mind thing on me. I am not too sure how it works, but I cut him a new arse with my trusty chain sword here and he just laughed some more and kept coming. He was inside my head all right, but when he got close I just stopped, turned, and charged him. He fought good and died better. I told the Escher, I think her name was Judy or Trudy or something we had to go and she picked up his blindsnake pouch, this one here, and threw it to me as she picked up his lasgun and some pouches. She took three steps towards my hand as I was already up a ladder and I saw an arrow go right through her heart. I will never forget that day, and neither do those pale skins. I can walk through their territory, as long as I do not stop, but I never want to face them again. You see, the reason why is that shaman also cut my left arm off at the elbow when he was spirit walking me, or so I am told. I barely made it to my friendly doc. And that was the last of my left arm and the Ladies of Vindication too...'

Ulenni

The Ulenni are the most secretive of the Kuloq, dwelling in the deepest most isolated areas of the Underhive, shying away from even their fellow Ratskins. The reason for this is they believe these long forgotten areas are the most pure and

sacred. Their self imposed exile has produced some physical changes in the tribe, they are deathly pallid and are incredibly sensitive to light due to the depths and age of the domes they call their homes. Also they are hardier than other Ratskins due to the fact that they forbid the use of technology and rely on more ancient methods of survival.

They are the most pure of the descendants of the Palpala, and worship the 'Spirits of the Stones', which most scholars speculate to mean the massive foundation stones and support pillars found deep in the lower depths of the Hives. Though not as warlike as their cousins the Nassaq they will defend their sacred sites to the last man if necessary. Those foolish enough to venture so deep as to wander into Ulenni territory must tread carefully through a maze of traps and winding trails not found on any map and if they are lucky enough to survive this gauntlet they must then face what survivors simply call the 'Ghosts'.

Ulenni Special Rules: Ulenni Ratskin Gangs follow all the standard rules for Ratskin gangs except as noted below.

Ulenni Skill Advances: Ulenni Ratskin Gangs skill advances are taken on the Ulenni Skill Advance Table at the end of these rules.

Hardy: Ulenni Ratskins are a hardy bunch. All Ulenni Ratskins start with a natural toughness of 4 and have a racial maximum of 5.

Light Sensitivity: Ulenni Ratskins live most of their lives in the darkness of the bottom hives. But, with this hardiness comes a drawback. They are more spiritual then combative. Each time a Ratskin is recruited to an Ulenni Ratskin gang the Ratskin player must roll a d6. This includes all fighters, from Chief to Brave, but not hired guns. On a result of '1-3' a '-1' is applied to their starting and maximum BS. On a result of '4-6' a '-1' is applied to their starting and maximum WS.

RATSKIN SHAMAN

The Ratskin Shaman is typically the spiritual leader of a Ratskin tribe. He is afforded the same standing as the chief, but is not the chief. All Ratskins know this and will respect the spiritual leader of the tribe. However, not all Ratskin gangs follow all tribal traditions; some do not, will not, or cannot use the guidance of the Ratskin Shaman.

M WS BS S T W I A Ld SAVE

4 3 3 3 4 1 3 1 7 --

RATSKIN SHAMAN SPECIAL RULES:

The following special rules apply to Ratskin Shamans.

Recruitment: A Ratskin gang must be devoted to the hive spirits to fully utilize a Ratskin Shaman. All tribes will have Ratskin Shamans, but not all will want to have their spiritual leaders on the battlefield. Those gangs that choose to may include up to one Ratskin Shaman.

Recruitment Cost: 120 credits

Experience: A Ratskin Shaman starts with 60+1d6 experience points when recruited and will gain experience as normal. All advances follow the Ratskin gang rules.

Weapons: A Ratskin Shaman may be equipped with weapons from the Close Combat, Pistol, Ranged, Special, and Grenades and Shells sections of the Ratskin gang rules.

Equipment: A Ratskin Shaman may be equipped with a Blindsnake Pouch for 20 credits. After recruitment the normal restrictions for finding a blindsnake pouch are to be used.

Resilient: The Ratskin Shaman has the resilient trait as listed in the Ratskin gang rules.

Native: The Ratskin Shaman has the Native trait as listed in the Ratskin gang rules.

Leadership: A Ratskin Shaman is already a leader in his own right. He is the spiritual leader of the Ratskin tribes. A Ratskin Shaman will never challenge for leadership of the gang and any increase to his leadership just makes him that much more in tune with the Hive Spirits. Ignore any effects or rules that would force the Ratskin Shaman to take leadership of a Ratskin gang for any purpose other than being the fighter on the board with the highest leadership.

Spirit Lore: The Ratskin Shaman is the spiritual leader of the Ratskin tribes. He has grown close to the great hive spirits and can channel their ebbs and flows on the battlegrounds. To represent this the Ratskin Shaman is also a wyrd. When recruited you roll once on the Hive Spirit Lore Chart. This is a power that the Ratskin Shaman can use during games as described in the chart. When using Spirit Lore a Ratskin Shaman is immune to the perils of the warp, but if he is somehow using another wyrd power then he will be effect as normal.

Archeotech Sacrifice: All Ratskins revere the Hive Spirits in some way or another, but none as greatly as the Ratskin Shamans and Adepts. The power of the hive spirits comes from Archeotech. To represent this each time the Ratskin gang that has a Ratskin Shaman or Ratskin Shaman Adept it captures an Archeotech Horde Territory they may attempt to hide it from the rest of the Underhive. The Ratskin player must select one Ratskin Shaman or Ratskin Shaman Adept to make a leadership test based on their leadership characteristic. If the test is successful then they have hidden the archeotech away in a safe place, never to be seen again. In exchange, the Hive Spirits will grant that Ratskin Shaman or Ratskin Shaman Adept an additional roll on the Spirit Lore Chart. Re-roll any duplicate results.

RATSKIN SHAMAN ADEPT

The Ratskin Shaman is typically the spiritual leader of a Ratskin tribe, but he cannot do it all himself. He often has followers of his own that assist him in the day-to-day care of the tribe. Occasionally these adepts follow him to war.

M	WS	BS	S	T	W	I	A	Ld	SAVE
4	2	2	2	4	1	3	1	6	--

RATSKIN SHAMAN ADEPT SPECIAL RULES:

The following special rules apply to Ratskin Shaman Adepts.

Recruitment: A Ratskin gang must be devoted to the hive spirits to fully utilize Ratskin Shaman Adepts. All tribes that have Ratskin Shamans will have Ratskin Shaman Adepts, but only Ulenni Ratskin Gangs will allow their spiritual adepts to come to fights with them. Those that choose to may include one Ratskin Shaman Adepts in their gangs.

Recruitment Cost: 100 credits

Experience: A Ratskin Shaman Adept starts with 0 experience points when recruited and will gain experience as normal. All advances follow the Ratskin gang rules.

Weapons: A Ratskin Shaman Adept may be equipped with weapons from the Close Combat, Pistol, Ranged, and Grenades and Shells sections of the Ratskin gang rules.

Equipment: A Ratskin Shaman Adept may be equipped with a Blindsnake Pouch for 20 credits. After recruitment the normal restrictions for finding a blindsnake pouch are to be used.

Resilient: The Ratskin Shaman Adept has the resilient trait as listed in the Ratskin gang rules.

Native: The Ratskin Shaman Adept has the Native trait as listed in the Ratskin gang rules.

Leadership: A Ratskin Shaman Adept is learning to be a leader in his own right. He is the assistant to the spiritual leader of the Ratskin tribes. A Ratskin Shaman Adept will never challenge for leadership of the gang and any increase to his leadership just makes him that much more in tune with the Hive Spirits. Ignore any effects or rules that would force the Ratskin Shaman Adept to take leadership of a Ratskin gang for any purpose other than being the fighter on the board with the highest leadership.

Spirit Lore: The Ratskin Shaman Adept is learning to be the spiritual leader of the Ratskin tribes. He has grown close to the great hive spirits and can channel their ebbs and flows on the battlegrounds. To represent this the Ratskin Shaman Adept is also a wyrd. When a Ratskin Adept reaches 61 experience points, instead of receiving an advance roll, roll once on the Spirit Lore Power Chart. This is a power that the Ratskin Shaman Adept can use during games as described in the charts. When using Spirit Lore a Ratskin Shaman Adept is immune to the perils of the warp, but if he is using another wyrd power then he will be effect as normal.

Spiritual Advancement: In the event that the tribe's Ratskin Shaman is killed or retired by the Chief, then a Ratskin Shaman Adept may take his place. For this to happen the Ratskin Shaman Adept must have at least one Spirit Lore Power. No additional cost is incurred, but all special rules for the Ratskin Shaman will then apply to the fighter and he is no longer a Ratskin Shaman Adept. When this occurs, the Ratskin player is free to pay for and recruit another Ratskin Shaman Adept.

Archeotech Sacrifice: All Ratskins revere the Hive Spirits in some way or another, but none as greatly as the Ratskin Shamans and Adepts. The power of the hive spirits comes from Archeotech. To represent this each time the Ratskin gang that has a Ratskin Shaman or Ratskin Shaman Adept it captures an Archeotech Horde Territory they may attempt to hide it from the rest of the Underhive. The Ratskin player must select one Ratskin Shaman or Ratskin Shaman Adept to make a leadership test based on their leadership characteristic. If the test is successful then they have hidden the archeotech away in a safe place, never to be seen again. In

exchange, the Hive Spirits will grant that Ratskin Shaman or Ratskin Shaman Adept an additional roll on the Spirit Lore Chart. Re-roll any duplicate results.

ABOUT THE AUTHORS

Rob and Pat have been playing Necromunda together since its inception. Pat has been playing Ratskins since their introduction into Necromunda and has a love of their history too.

We use house rules when things are broken or misleading and create new things to spice up game play. Why not visit good old San Diego and throw down with us some time? We would also like to thank some of their play testers on this one, specifically Trucker, Caelwyn, Auzure, Slade, Kuma92, and Reibalzac for their comments, and mastermime for his bolstering of the flavor text fluff too.

RATSKIN GANG VARIATION SUMMARIES

<i>Starting Experience (All Tribes)</i>	
<i>Type of Fighter</i>	<i>Starting Experience</i>
Ratskin Chief	60+d6
Ratskin Shaman	60+d6
Ratskin Shaman Adept	0
Ratskin Totem Warrior	60+d6
Ratskin	20+d6
Ratskin Brave	0

<i>Dapakkani Skill Advance Table</i>							
<i>Fighter</i>	<i>Agility</i>	<i>Combat</i>	<i>Ferocity</i>	<i>Muscle</i>	<i>Shooting</i>	<i>Stealth</i>	<i>Techno</i>
Ratskin Chief	X	X	-	X	X	X	X
Ratskin	-	-	-	-	X	X	X
Ratskin Brave	-	-	-	-	X	X	-

<i>Kuloqua Skill Advance Table</i>							
<i>Fighter</i>	<i>Agility</i>	<i>Combat</i>	<i>Ferocity</i>	<i>Muscle</i>	<i>Shooting</i>	<i>Stealth</i>	<i>Techno</i>
Ratskin Chief	X	X	X	X	X	X	-
Ratskin Shaman	X	X	-	-	-	X	-
Ratskin Totem Warrior	X	X	X	-	-	X	-
Ratskin	X	X	-	-	-	X	-
Ratskin Brave	X	-	-	-	-	X	-

<i>Nassaq Skill Advance Table</i>							
<i>Fighter</i>	<i>Agility</i>	<i>Combat</i>	<i>Ferocity</i>	<i>Muscle</i>	<i>Shooting</i>	<i>Stealth</i>	<i>Techno</i>
Ratskin Chief	X	X	X	X	X	X	-
Ratskin Totem Warrior	X	X	X	-	-	X	-
Ratskin	X	-	X	-	-	X	-
Ratskin Brave	X	-	-	-	-	X	-

<i>Uleni Skill Advance Table</i>							
<i>Fighter</i>	<i>Agility</i>	<i>Combat</i>	<i>Ferocity</i>	<i>Muscle</i>	<i>Shooting</i>	<i>Stealth</i>	<i>Techno</i>
Ratskin Chief	X	X	X	X	-	X	-
Ratskin Shaman	X	X	-	X	-	X	-
Ratskin Shaman Adept	X	X	-	-	-	X	-
Ratskin Totem Warrior	X	X	X	-	-	X	-
Ratskin	X	-	-	X	-	X	-
Ratskin Brave	X	-	-	-	-	X	-

<i>Spirit Lore Power Chart</i>		
<i>Roll</i>	<i>Power</i>	<i>Description</i>
<i>1</i>	<i>Spirit Provocation</i>	At the start of the game, right before the first player takes his first action of the game the Ratskin Shaman may take a leadership test to invoke the powers of the Great Hive Spirit. If the test is successful then immediately roll once on the Treacherous Conditions Chart and apply the result. This power will bring an additional treacherous condition into play on top of all others in effect. In addition, if this one causes a duplicate effect then the effects are cumulative. This power may only be used at the start of the game. As a result of using this power the Ratskin Shaman is immediately pinned.
<i>2</i>	<i>Curse</i>	During the shooting phase the Ratskin Shaman may make a leadership test. If he passes he may do nothing for the rest of this turn and anything else as long as he wishes to keep this power active. He may maintain this power for as many turns as he wishes but may not move, hide, or go into overwatch while this power is active. If successful then all enemy fighters will automatically fail any initiative or leadership tests (excluding bottle tests) that they are required to take. If the Ratskin Shaman is engaged in close combat, pinned, or wounded then this power will be stopped.
<i>3</i>	<i>Ghost Dance</i>	At the start of any turn the Ratskin Shaman may take a leadership test to invoke this spirit lore. If successful then all Ratskins receive an armour save of 4+ as if they were wearing carapace armour without the initiative penalty. The effects last until the start of the Ratskin player's next turn. The Ratskin Shaman may do nothing but defend himself in hand-to-hand combat until the start of the next turn.
<i>4</i>	<i>Blindsnake Ritual</i>	During the post game sequence the Ratskin Shaman may attempt to make a single Blindsnake Pouch. The Ratskin Shaman must pass a leadership test. If successful then he has created a Blindsnake Pouch. This item may be given to any fighter that may use it or sold to the guilders for 30 credits profit (straight to stash).
<i>5</i>	<i>Spirit Walk</i>	The Ratskin Shaman may invoke this power during his shooting phase by taking a leadership test. If successful then the Ratskin Shaman's spirit takes to the warp and he may attack any enemy fighter within 6d6 and in his line-of-sight at the start of the hand-to-hand combat phase. The Ratskin Shaman may not do anything until the end of the fight. The fight is worked out as normal but the Ratskin Shaman will only fight with a knife, will count as charging, and will have an additional d3 attacks. Wounds that are inflicted on the enemy are real and if any wounds are inflicted on the Ratskin Shaman the enemy will get the experience but the Ratskin Shaman will only be pinned. Regardless of the outcome, at the end of the hand-to-hand combat phase the spirit will return to the Ratskin Shaman's body. Any experience gained as a result of this hand-to-hand combat, by either side is still earned.
<i>6</i>	<i>Steal Prowess</i>	The Ratskins are not known for their forgiveness of outsiders. If a Ratskin gang captures a fighter with a Ratskin Shaman then he may attempt to use his Steal Prowess of the captive. This power may only be used on a captive after a chance to exchange/ransom/rescue has been made. The Ratskin Shaman makes a leadership test. If successful then the Ratskin player may permanently take a single advance of his choice from the captive and give it permanently to his Ratskin Chief or a Totem Warrior. This advance is removed from the captive. The captive permanently loses that advance. It may be gained again but only as a result of gaining experience. The captive may not be taken below his starting characteristics and the recipient cannot be taken above racial maximums. Skills can be gained that could not normally be gotten in this manner. As a result of the ordeal and to make a point the captive is stripped of his dignity and sent with his equipment back to his gang. The captive gains Hatred: Ratskins as a result.