

RATMEN

Allies:

- Ratmen armies can have one Allied Command from any of the following races:
 - Barbarians, Dark & Damned Elves, Goblins & Hobgoblins.
- See in the special rules, those scheduled for the Allied Commands.

Mercenaries:

- Ratmen armies can have one Mercenary Command of warriors and creatures from any of the following races:
 - Barbarians, Dragons, Giants, and those Mercenaries that can be recruited by the Ratmen or their Allies.
- See in in the special rules, those scheduled for the Mercenary Commands.

General rules:

- A Ratmen army can have any talismans, costing 100 points each.

INFANTRY

Infantry (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Recruits	Poor	Fan.	-	-	1	Med	Sp	15cm	-	no	day	3	.+1Med.	10	30
Spearmen	Ave.	Fan.	-	-	1	Med/Sh.	Sp	15cm	-	no	day	5	.+3Vet.	10	30
Warriors	Ave.	Fan.	-	-	1	Med/Sh	Hd	15cm	-	no	day	5	.+3Vet.	10	30
Warriors	Ave.	Fan.	-	-	1	Med.	2-Hd	15cm	-	no	day	5	.+3Vet.	10	30

Ratmen slaves (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ratmen slaves	Poor	Fan.	-	-	1	Lt/Sh	Hd	20cm	-	no	day	3	.+1Med.	10	40
Ratmen slaves	Poor	Fan.	-	-	1	Lt	2-Hd	20cm	-	no	day	3	.+1Med.	10	40

Notes:

- They cannot scout.

Ratmen Berserker (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Berserker	Ave	Fan.	-	-	1	Lt	2-Hd	20cm	no	no	day	14	-	5	20
in bloodlust	Vet	"	.+2	-1	2	"	2-Hd	25cm	7	"	"	"	"	"	"

Notes:

- maximum one unit for every 1000 army points.
- they cannot scout.

Great Ratmen (*base size 4 x 4 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Great Ratmen	Ave	Fan.	.+2	-.1	2	Med	2-Hd	20cm	7	no	day	18	.+6Vet.	3	10

Notes:

- They cannot scout.

Swarms of mice *(base size with two mice 4 x 4 cm).*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Swarm	Unpred	Fan.	-	-	2	none	T&C	25cm	no	no	day	7	-	2	10

Notes:

- Max one swarm for every Infantry units (every swarm can be composed with 2 to 10 bases, each base with two mice)
- The swarms of mice apply the rule “**Transiting the impracticable terrain**”.
- The swarms of mice cannot be routed if it is routed its command;
- They will always act as an unit in Attack order, not considering the order that it has the command from which they depend.
- The swarms of mice won't give any type of cover to the units behind them and don't stop the line of sight to missile weapons.

UNITS WITH MISSILE WEAPONS

Ratmen guards *(base size 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Guards	Vet.	Fan.	-	-	1	Med	Cb./2-Hd	15cm	-	no	day	10	.+4EI	5	20
Guards	Vet.	Fan.	-	-	1	Med	Cb./pike	15cm	-	no	day	10	.+4EI	5	20

Notes.

- Maximum one unit of both branch for every 2000 army points.
- Both Units must be in the Ratmen Warchief's command.

Ratmen sharpshooters *(base size 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Sharpshooter	Ave	Fan.	-	-	1	Med	Hg\Hd	15cm	-	no	day	7	.+3Vet.	3	10

Special rules.

- ◆ Ratmen sharpshooters use a special long range hand gun called a sharpshooter's rifle.
- ◆ Sharpshooter's rifle range: short up to 15 cm (6 inches). Long up to 45 cm (18 inches).
- ◆ On the missile weapons versus armour table use the **hand gun**.
- ◆ When blackening the sky sharpshooter's rifles shoot up to 2 volleys.

ARTILLERY

Heavy gun *(base size: heavy gun 5 x 7, 5 cm — crew 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Heavy gun	-	-	.+4	-	6	-	Art.	-	no	no	-	42	-	1	1
Crew	Ave	Fan.	-	-	1	Med	Hd	13cm	no	no	day	5	-	2	6

Notes:

- The range of the Cannon is 30-75 cm. — See the special rules: **Artillery**

Bombard *(base size: bombard 5 x 5 cm — crew 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Bombard	-	-	.+3	-	8	-	Art.	-	no	no	-	48	-	1	2
Crew	Ave	Fan.	-	-	1	Med	Hd	20cm	no	no	day	5	-	4	4

Notes:

- The range of the Bombard is 30-75 cm.
- See the special rules: **Artillery** and **To shoot with parabolic trajectory**.

TERRIBLE CREATURES

Giant ratmen (*base size 4 x 4 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giant ratman	Ave	Fan.	.+3	-1	4	Med/Sh	Hd	20cm	6	yes	day	54	"+12Vet"	2	10
Giant ratman	Ave	Fan.	.+3	-1	4	Med	2-Hd	20cm	6	yes	day	54	"+12Vet"	2	10

Notes:

- They cannot scout.

Big worm (*base size: the Big worm 5 x 15 cm, the Soothsayer 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Big worm	Med.	Disc.	.+5	-4	6	Med	T&C	20cm	5	yes	day	101	-	1	1
Soothsayer	Vet.	Disc.	-	-	1	Med	Hd	15cm	7	yes	day	12	-	1	1

Notes:

☐ Max a Big worm every 2000 army points.

Special rules:

☐ the Big worm is considered as one Unit of terrible creatures; the costs for the leader, standard bearer and musician are included in the cost of the profile. Add 10 points to the cost if you want the Big worm to also be a champion;

The Big worm lives underground, from where it may be summoned in surface by a ratmen clerk, a soothsayer that he has this power in addition to those typical of his category (to read the omens)

☐ The Soothsayer can summon the Big worm during the Threat phase of any turn, with 1D6 throwing:

☐ Results:

1 = the Big worm doesn't go out from the ground: you can retry next turn if the Soothsayer has not moved in the movement phase;

☐ **2-5** = the Big worm comes from the underground and it will be positioned to a distance of 1 cm from the Sooyhsayer (in front of him or at one of his side) to face the enemy lines.

☐ **6** = the Big worm comes from the underground and it is in bloodlust; It comes lined up as above.

☐ When the Big worm comes from the underground it will be automatically in Attack order, without to consider the order given to the Command from wich the Soothsayer depends.

☐ The Big worm and the Soothsayer will only depend from the Warchief's Command.

INDIVIDUALS

Ratmen warchiefs and battle leaders (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warch./B.Lead.	Elite	Fan.	.+1	-	2	Med/Sh	Hd	15cm	7	no	day	29+Ldr	-	-	-
Warch./B.Lead.	Elite	Fan.	.+1	-	2	Med	2-Hd	15cm	7	no	day	29+Ldr	-	-	-

Ratmen individuals (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Fan.	.+1	-.1	5	Med/Sh	Hd	15cm	7	no	day	75	-	-	-
Destroyer	Elite	Fan.	.+1	-.1	10	Med	2m	15	5	no	day	162	-	-	-
Courier	Vet..	Fan.	-	-	1	Med	Hd	35	7	no	day	48	-	-	-
Scout	Vet..	Fan.	-	-	1	Med	Hd	15	7	no	day	66	-	-	-
Herald	Vet..	Fan.	-	-	1	Med	Hd	15	7	no	day	40	-	-	-
Banner	Vet..	Fan.	-	-	1	Med	Hd	15	7	no	day	50	-	-	-

Notes:

- For the destroyer see the rules in the *F.W. Companion by Nick Lund*, page 36

Ratmen wizards, priests, soothsayers (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Ave	Fan.	-	-	1	Med	Hd	15cm	7	no	day	10+M	-	-	-
Priest	Ave	Fan.	-	-	1	Med	Hd	15cm	7	no	day	85	-	-	-
Soothsayer	Poor	Fan.	-	-	1	Med	Hd	15cm	7	no	day	53	-	-	-

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