



INTRO

Ratmen are small humanoids, closely related to rats. Individually weak, they rely on large numbers of warriors, growth-serum injected beasts, and inventive war-machines.

The Ratmen first emerged from the sewer systems beneath the Old Empire's greatest cities, but were viewed as abominations by the humans and quickly driven out. Faced with many dangers and few friends, the Ratmen have become fanatical warriors and cunning tacticians, often serving as a buffer to the society that drove them out.

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.

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BACKGROUND STORY

The Ratmen only started appearing long after humanity and their cities had become widespread throughout much of Tyria. Little is known about how or why they came into being, but they emerged from sewer systems beneath human cities. When their existence was discovered by the humans above, they were viewed as abominations and driven out of the cities. The surviving Ratmen sought refuge in neighbouring lands, but none were willing to accept them.

The Ratmen eventually found a new home in a stretch of land that had been particularly devastated during the Havoc Wars. In the Northlands, surviving Havoc Warriors continued to raid and plunder, while the original Human inhabitants had mostly moved to the more defended southern regions. The Ratmen settled in these largely abandoned lands, and their numbers rapidly grew as they reclaimed the territory which had been left barren by years of brutal warfare. They rapidly built fortified cities, designed to withstand attack from raiders and any others who might try to claim the Ratmen's land as their own.

For a time, the Ratmen prospered thanks to their diligent work and the region's rich natural resources, and soon their society grew prosperous. Within their massive cities, they organised themselves into many guilds, each specialised in providing different benefits for their society, and their cities were ruled by commissions made up of the heads of the city's key guilds. Yet, as Tyria continued to recover from the Havoc Wars, the Ratmen's lands fell under increasing pressure from their various neighbours, who sought to reclaim it and forced the Ratmen to endure constant sieges and warfare in order to defend their home.

The opening of the Rift was the fatal blow to their former society. The rift tore through several cities, destroying their walls, while the forces of Havoc rallied in the north. Panic spread and soon, and the various Guilds were fighting among themselves.

Just as the forces of Havoc approached their lands, and all hope was lost, a miracle happened. A godly figure of a female rat appeared in the sky and struck down their enemies' army. The remaining Rats renounced their quarrels and reunited to fight in the name of their mysterious new Goddess, creating a cult in her name that now occupies every corner of their society. Her disciples whisper in the ears of the guild masters, and while many see her as a saviour, others view her as a threat to their still delicate positions.

How will you serve the Guilds and God-Mother?

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Battle Master [1]	4+	4+	Heavy Hand Weapon (A3, AP(1))	Fearless, Hero, Tough(3)	45pts
Champion [1]	5+	5+	Hand Weapon (A3)	Hero, Tough(3)	25pts
Militia [10]	6+	6+	10x Sling (12", A1), 10x Hand Weapon (A1)	-	45pts
Warriors [10]	5+	5+	10x Hand Weapon (A1)	-	65pts
Weapon Teams [3]	5+	5+	3x Crew (A1), 3x Heavy Drill (A1, AP(4), Deadly(3))	Tough(3)	105pts
Grenadiers [5]	5+	5+	5x Toxin Bombs (12", A1, Indirect, Poison), 5x Hand Weapon (A1)	Expert Thrower	55pts
Monks [5]	5+	5+	5x Censer Flail (A1, AP(1), Poison)	Furious	55pts
Storm Veterans [5]	4+	4+	5x Heavy Halberd (A1, AP(1), Rending)	Fearless	75pts
Night Scouts [5]	4+	5+	5x Dual Hand Weapons (A2)	Scout, Stealth, Strider	85pts
Snipers [3]	5+	4+	3x Sniper Rifle (30", A1, AP(1), Sniper), 3x Hand Weapon (A1)	Slow	115pts
Giant Rats [5]	5+	5+	5x Rending Claws (A1, Rending)	Fast, Strider	55pts
Rat Swarms [3]	6+	6+	3x Swarm Attacks (A4)	Ambush, Fast, Furious, Strider, Tough(3)	65pts
Rat Ogres [3]	4+	4+	3x Rending Claws (A3, Rending)	Furious, Tough(3)	140pts
Storm Ogres [3]	3+	3+	3x Flame-Fists (12", A1, Blast(3), Reliable), 3x Bash (A2)	Fearless, Furious, Tough(3)	205pts
Giant Beast [1]	4+	3+	Claw (A10), Stomp (A4, AP(1))	Fear(2), Regeneration, Tough(12)	265pts
Blessed Platform [1]	4+	3+	Crew Attack (A2), Giant Censer (A4, Poison)	Fear(1), Fearless, Furious, Tough(6)	120pts
Great Death Roller [1]	5+	3+	Twin Gatling Guns (18", A6, AP(1))	Fast, Fear(1), Fearless, Impact(3), Tough(6)	135pts
Ratmen Artillery [1]	5+	5+	Heavy Gatling Gun (18", A6, AP(1)), Crew (A3)	Entrenched, Immobile, Tough(3)	60pts
Ratmen Blessed Beast [1]	3+	3+	Giant Claws (A12, AP(1)), Stomp (A6, AP(2))	Caster(2), Fear(3), Fearless, Tough(18)	505pts
God-Titan [1]	2+	2+	Heavy Strike (A12, Rending), Stomp (A6, AP(2))	Caster(4), Fear(3), Strider, Tough(18)	740pts

SPECIAL RULES

AP(X): Targets get -X to Defense rolls when blocking hits.

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

Artificer: This model and its unit get AP(+1) in melee.

Bladed Wheels: This model's Impact hits get AP(1).

Caster(X): Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Deadly(X): Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Expert Thrower: This model ignores penalties from shooting after moving when using Indirect weapons.

Great Bell: Once per this unit's activation, before attacking, roll 2 dice. For each 2+ one enemy unit within 6" takes 3 hits with AP(1).

Holy Statue: Once per this unit's activation, pick 2 friendly units within 12", which get +1 to hit next time they fight in melee.

Indirect: Gets -1 to hit rolls when shooting after moving. May target enemies that are not in line of sight as if in line of sight, and ignores cover from sight obstructions.

Resistance: When taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 2+ instead.

Smoke Bombs: Enemies get -1 to hit when attacking units where all models have this rule.

Spell Warden: Once per this unit's activation, pick one friendly Caster within 12", which gets +1 to its next spell casting roll.

Strength in Numbers: Once per this unit's activation, before attacking, pick 2 friendly units within 12", which get +1 to their next morale test roll.

Takedown: Once per game, when this model attacks in melee, you may pick one model in the unit as its target, and make 1 attack at Quality 2+ with AP(1) and Deadly(3), which is resolved as if it's a unit of 1.

Tunnel Drill: This model and its unit get Ambush.

Warning Cry: Enemy units using Ambush must be set up over 12" away from this model.

RATMEN ARMY SPELLS

Filth (1): Target 2 friendly units within 12" get Poison next time they fight in melee.

Cracks (1): Target enemy unit within 12" takes 2 hits with AP(2).

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

Lightning (2): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(3).

Frenzy (3): Target 2 friendly units within 12" move +3" next time they Advance, or +6" next time they Rush/Charge.

Pestilence (3): Target enemy unit within 18" takes 1 hit with Blast(12).

Battle Master [1] - 45 pts	
Quality 4+	Defense 4+
Heavy Hand Weapon (A3, AP(1)) Fearless, Hero, Tough(3)	
Replace Heavy Hand Weapon:	
+5pts	Dual Heavy Hand Weapons (A4, AP(1))
+5pts	Heavy Halberd (A3, AP(1), Rending)
+10pts	Heavy Great Weapon (A3, AP(3))
+15pts	Heavy Spear (A3, AP(1), Counter)
Upgrade with:	
+10pts	Pet Giant Rat (Warning Cry)
Upgrade with one:	
+10pts	Assassin (Takedown)
+25pts	Engineer (Tunnel Drill)
+30pts	Captain (Strength in Numbers)
+30pts	Army Standard Bearer (Fear(3))
+35pts	Warlock (Artificer)
Upgrade with one:	
+55pts	War Beast (Claws (A3), Fast, Tough(3))
+55pts	Rat Ogre (Heavy Claws (A3, AP(1)), Furious, Tough(3))
+65pts	War Throne (Crew Attacks (A4, AP(1), Rending), Tough(3))
+160pts	Great Beast (Rending Claws (A6, Rending), Defense(1), Fast, Fear(1), Strider, Tough(6))

Champion [1] - 25 pts	
Quality 5+	Defense 5+
Hand Weapon (A3) Hero, Tough(3)	
Replace Hand Weapon:	
+5pts	Censer Flail (A3, AP(1), Poison)
+5pts	Dual Hand Weapons (A4)
+5pts	Spear (A3, Counter)
+10pts	Halberd (A3, Rending)
+10pts	Great Weapon (A3, AP(2))
Upgrade with one:	
+10pts	Toxin Gun (18", A2, Poison)
+15pts	Rocket Launcher (18", A1, Blast(3), Indirect)
+30pts	Sniper Rifle (30", A1, AP(1), Sniper)
Upgrade with:	
+10pts	Pet Giant Rat (Warning Cry)
Upgrade with one:	
+25pts	Engineer (Tunnel Drill)
+35pts	Warlock (Artificer)
+45pts	Priest (Caster(2))
+65pts	Master Priest (Caster(3))

Militia [10] - 45 pts	
Quality 6+	Defense 6+
10x Hand Weapon (A1) 10x Sling (12", A1)	

Warriors [10] - 65 pts	
Quality 5+	Defense 5+
10x Hand Weapon (A1)	
Upgrade up to three models with one:	
+5pts	Sergeant
+10pts	Musician
+15pts	Banner
Replace all Hand Weapons:	
+25pts	Halberd (A1, Rending)
+35pts	Spear (A1, Counter)
Replace one Hand Weapon:	
+30pts	Weapon Team (Crew (A1), Heavy Drill (A1, AP(4), Deadly(3)), Tough(3))
+30pts	Weapon Team (Flamethrower (12", A1, Blast(3), Reliable), Crew (A1), Tough(3))
+35pts	Weapon Team (Crew (A1), Death Roller (A3, AP(2), Lance), Tough(3))
+35pts	Weapon Team (Gatling Gun (18", A4, AP(1)), Crew (A1), Tough(3))
+35pts	Weapon Team (Toxin Mortar (24", A1, Blast(3), Indirect, Poison), Crew (A1), Tough(3))

Weapon Teams [3] - 105 pts	
Quality 5+	Defense 5+
3x Crew (A1) 3x Heavy Drill (A1, AP(4), Deadly(3)) Tough(3)	
Replace any Heavy Drill:	
+5pts	Gatling Gun (18", A4, AP(1))
+5pts	Flamethrower (12", A1, Blast(3), Reliable)
+5pts	Death Roller (A3, AP(2), Lance)
+5pts	Toxin Mortar (24", A1, Blast(3), Indirect, Poison)

Grenadiers [5] - 55 pts	
Quality 5+	Defense 5+
5x Hand Weapon (A1) 5x Toxin Bombs (12", A1, Indirect, Poison) Expert Thrower	
Replace all Toxin Bombs:	
+5pts	Fire Bombs (12", A1, AP(1), Indirect)

Monks [5] - 55 pts	
Quality 5+	Defense 5+
5x Censer Flail (A1, AP(1), Poison) Furious	
Upgrade up to three models with one:	
+5pts	Sergeant
+10pts	Musician
+15pts	Banner
Replace all Censer Flails:	
+5pts	Dual Hand Weapons (A2)

Storm Veterans [5] - 75 pts	
Quality 4+	Defense 4+
5x Heavy Halberd (A1, AP(1), Rending) Fearless	
Upgrade up to three models with one:	
+5pts	Sergeant
+10pts	Musician
+15pts	Banner
Replace all Heavy Halberds:	
+5pts	Heavy Great Weapon (A1, AP(3))

Night Scouts [5] - 85 pts	
Quality 4+	Defense 5+
5x Dual Hand Weapons (A2) Scout, Stealth, Strider	
Replace all Dual Hand Weapons:	
+20pts	Bow (24", A1), Hand Weapon (A1)
Upgrade all models with any:	
+15pts	Smoke Bombs
+20pts	Throwing Knives (6", A1, Reliable)

Snipers [3] - 115 pts	
Quality 5+	Defense 4+
3x Hand Weapon (A1) 3x Sniper Rifle (30", A1, AP(1), Sniper) Slow	

Giant Rats [5] - 55 pts	
Quality 5+	Defense 5+
5x Rending Claws (A1, Rending) Fast, Strider	
Upgrade all models with:	
+5pts	Rat Master (Fearless)

Rat Swarms [3] - 65 pts	
Quality 6+	Defense 6+
3x Swarm Attacks (A4) Ambush, Fast, Furious, Strider, Tough(3)	
Upgrade all models with:	
+15pts	Rat Master (Fearless)

Rat Ogres [3] - 140 pts	
Quality 4+	Defense 4+
3x Rending Claws (A3, Rending) Furious, Tough(3)	
Upgrade all models with:	
+15pts	Rat Master (Fearless)
Replace all Rending Claws:	
+15pts	Great Weapon (A3, AP(2))
Upgrade one model with:	
+5pts	Flamer-Mod (12", A1, Blast(3), Limited, Reliable)

Storm Ogres [3] - 205 pts	
Quality 3+	Defense 3+
3x Bash (A2) 3x Flame-Fists (12", A1, Blast(3), Reliable) Fearless, Furious, Tough(3)	
Replace any Flame-Fist and Bash:	
+10pts	Drill-Fists (A1, AP(4), Deadly(3))
+15pts	Shock-Fists (A4, AP(1), Rending)
+25pts	Gatling-Fist (18", A4, AP(1)), Bash (A2)
+25pts	Mortar-Fist (24", A1, Blast(3), Indirect, Poison), Bash (A2)
+40pts	Roller-Fists (A4, AP(2), Lance)

Giant Beast [1] - 265 pts	
Quality 4+	Defense 3+
Stomp (A4, AP(1)) Claw (A10) Fear(2), Regeneration, Tough(12)	
Upgrade with one:	
+30pts	Captain Rider (Strength in Numbers)
+75pts	Rat Master (Fearless, Resistance)

Blessed Platform [1] - 120 pts	
Quality 4+	Defense 3+
Giant Censer (A4, Poison)	
Crew Attack (A2)	
Fear(1), Fearless, Furious, Tough(6)	
<i>Replace Giant Censer:</i>	
+10pts	Rat Ogre Champion (A4, AP(2))
+15pts	Great Bell
+20pts	Holy Statue
<i>Upgrade with:</i>	
+20pts	Preacher (Resistance)

Great Death Roller [1] - 135 pts	
Quality 5+	Defense 3+
Twin Gatling Guns (18", A6, AP(1))	
Fast, Fear(1), Fearless, Impact(3), Tough(6)	
<i>Replace Twin Gatling Gun:</i>	
+10pts	Impact(5), Bladed Wheels

Ratmen Artillery [1] - 60 pts	
Quality 5+	Defense 5+
Crew (A3)	
Heavy Gatling Gun (18", A6, AP(1))	
Entrenched, Immobile, Tough(3)	
<i>Replace Heavy Gatling Gun:</i>	
+25pts	Heavy Cannon (30", A2, AP(2), Deadly(3))
+25pts	Toxin Catapult (30", A2, Blast(3), Indirect, Poison)

Giant Blessed Beast [1] - 505 pts	
Quality 3+	Defense 3+
Giant Claws (A12, AP(1))	
Stomp (A6, AP(2))	
Caster(2), Fear(3), Fearless, Tough(18)	
<i>Upgrade with one:</i>	
+85pts	Otter (Scout, Spell Warden, Strider)
+100pts	Rat Ogre (Twin Fist-Flamers (12", A2, Blast(6), Reliable), Furious)

God-Titan [1] - 740 pts	
Quality 2+	Defense 2+
Stomp (A6, AP(2))	
Heavy Strike (A12, Rending)	
Caster(4), Fear(3), Strider, Tough(18)	

AOF - RATMEN V3.44 - NARRATIVE HEROES

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Captain Kedseit [1]	4+	4+	Havocfall (A3, AP(1), Rending)	Fearless, Great Defender, Hero, Tough(3), Unique	65pts
Brother Hepalit [1]	5+	5+	Knife & Staff (A3, Poison)	Caster(2), God-Mother's Sight, Hero, Tough(3), Unique	80pts

SPECIAL RULES

AP(X): Targets get -X to Defense rolls when blocking hits.

Caster(X): Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

God-Mother's Sight: Enemy units using Ambush must be set up over 12" away from this model.

Great Defender: This model's melee weapons get Counter.

Unique: This unit may only be taken once per army.

RATMEN ARMY SPELLS

Filth (1): Target 2 friendly units within 12" get Poison next time they fight in melee.

Cracks (1): Target enemy unit within 12" takes 2 hits with AP(2).

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

Lightning (2): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(3).

Frenzy (3): Target 2 friendly units within 12" move +3" next time they Advance, or +6" next time they Rush/Charge.

Pestilence (3): Target enemy unit within 18" takes 1 hit with Blast(12).