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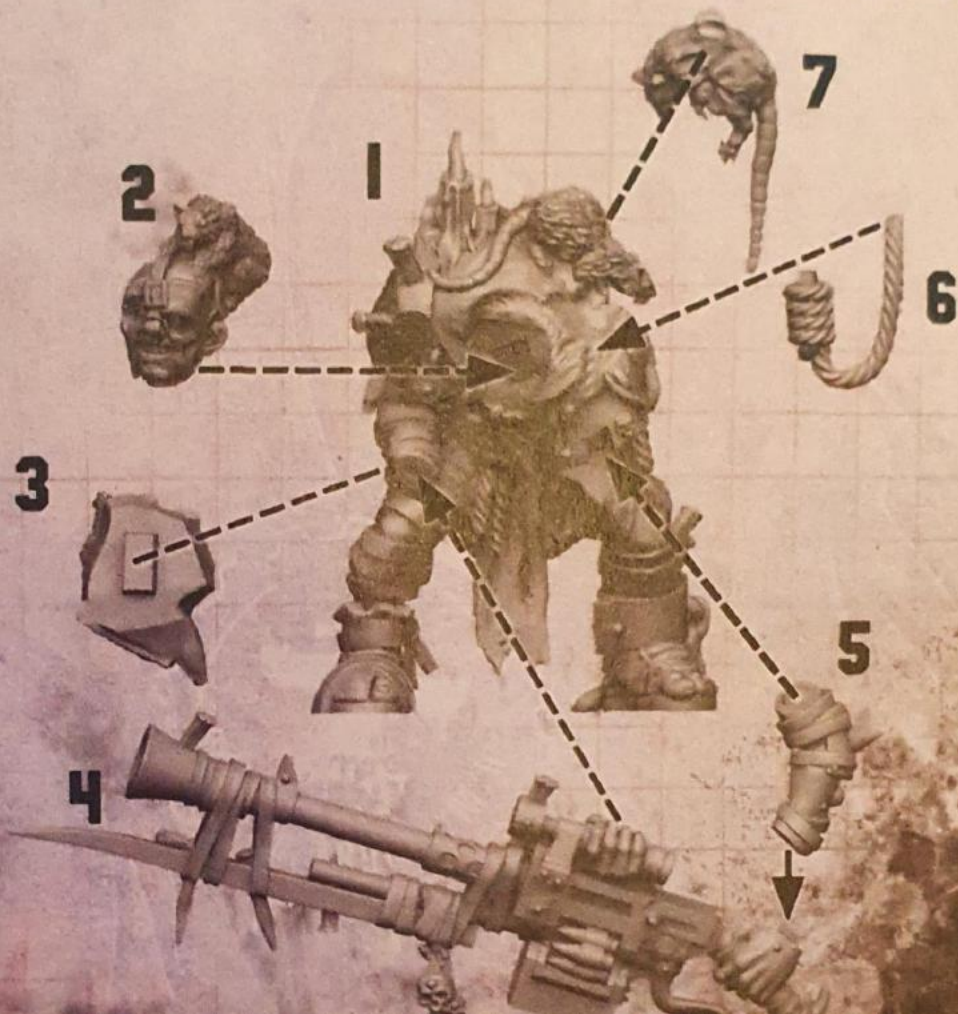
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RATTUS TATTERSKIN, HOUSE CAWDOR HIVE SCUM ASSEMBLY INSTRUCTIONS



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RATTUS TATTERSKIN - HOUSE CAWDOR HIVE SCUM (AVAILABLE TO ANY HOUSE CAWDOR GANG)

Within the Redemption the worship of false idols is a grievous heresy, and the word-keepers are swift to punish those who see the divine in unsanctioned places. This of course does not stop members of Clan Cawdor from making effigies to the God-Emperor from hive detritus or building shrines beneath particularly auspicious looking gunk-stains. Then there are men like Rattus Tatterskin, who hear the Emperor's voice in the incessant squeaking of his rats. Tatterskin claims to have spoken with the spirit of the Emperor, who he says inhabits the body of a gigantic rat, deep in the depths of the underhive. The 'Emperor' sent some of His servants to Tatterskin, so that the Cawdor scum might understand His divine will. As it turns out, the divine will of the Rat-Emperor is that the hive be purged of the enemies of the Redemption, something Tatterskin has taken to with great vigour.

Only House Cawdor gangs would even consider hiring on Tatterskin, the mumbling madman being prone to homicidal outbursts when in the company of unbelievers. Then there is the smell. Tatterskin's 'little friends' nest within his ragged clothing, poking their whiskered heads out to squeak their annoyance at the scum's enemies, or, should these enemies get too close, leap onto them in a blur of tiny teeth and claws. Despite his appearance and obnoxious aroma, Cawdor gangs favour Tatterskin for the firepower he brings - namely his heavy stubber the 'Flagellator' that he uses with great prejudice against the enemies of the Redemption.

RATTUS TATTERSKIN

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CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	4+	4+	3	3	1	4+	1	8+	5+	6+	9+
Weapon		Rng		Acc		Str	AP	D	Am	Traits	
Heavy stubber		S	L	S	L	4	-1	1	4+	Rapid Fire (2), Unwieldy	
		20"	40"	-	-1						

WARGEAR: Flak armour

SKILLS: Fearsome

SPECIAL RULES

My Little Friends: Rattus Tatterskin is infested with rats, which nip at his enemies, but also whisper the will of the Rat-Emperor into his ears. Enemy fighters who end their activation in base contact with Tatterskin immediately suffer D6 Strength 1, AP -, Damage 1 hits.

In addition, at the start of each activation, Tatterskin must make a Willpower check. If this check is passed, Tatterskin may act as normal for the remainder of this round. If, however, the check is failed, Tatterskin becomes subject to the Insane condition until the start of his next activation.

Hired Guns: In Skirmish games, Tatterskin can be included in a Cawdor gang in the same way as any other fighter.

In Campaign games, he can be recruited by a Cawdor gang in the pre-battle sequence using the rules provided in *Necromunda: Gangs of the Underhive* – this secures his services for that battle and for possible future battles. He is not added to the gang roster, but a Fighter card will need to be filled out for him.

As a Hired Gun, he can never gain Experience, cannot purchase Advancements and does not suffer Lasting Injuries – if he does go Out of Action, he simply plays no further part in the battle. In addition, no additional equipment can be added to his Fighter card.

In either mode of play, a Hired Gun increases the gang's Reputation in the same way as any other fighter. Gangs may recruit a maximum of five Hive Scum and one Bounty Hunter at a time.