

Dust Rats Armoury

Hand-to-Hand

One-Handed Close Combat Weapon

Close combat is unavoidable in the deserts of Angelis and whilst knives and knuckledusters are popular, it's usually a good idea to carry something a bit more substantial. A one-handed close combat weapon could be just about anything, but it's commonly something like a foldable entrenching tool, a baton or a large blade, such as a cleaver.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
Close	Combat	-	-	As User +1	Varies	1	N/A

Two-Handed Close Combat Weapon

Wielding two single-handed weapons gives versatility, but for pure brute force a larger weapon is just the ticket. Sledgehammers and axes are the most common double-handed weapons but are far from the only ones used in the field.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
Close	Combat	-	-	As User +2	Varies	1	N/A

Special Rules. Loses draws.

Machine Pistol

When it comes to laying down fire at close range there are few weapons better than a machine pistol. Whilst lacking the stopping power of a flintlock the high rate of fire more than makes up for it.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
6	8	+2	-	3	0	1	4+

Special: 1 sustained fire dice.

Revolver

They may have their drawbacks but service revolvers have saved more than a few Dust Rats over the years. This trusty sidearm is tough, reliable, and if you're out of ammo, you can always hit them with it.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
6	12	+1		3	0	1	4+

Special: 1 sustained fire dice. One turn to reload.

D.E.W. Pistol

While the Dust Rats lack the heavier energy weapons that were aboard the *Eternal Vigilance*, they do have a sizeable stock of the older but more reliable directed energy weapons. Those in the field have numerous other names for them, including lasguns, phasers, flashers and fryers, but the overall effect is the same: an intense beam of light sure to ruin the day of anyone who gets in the way.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
6	8	+2	-	3	0	1	3+

Flintlock

Flintlock pistols are primarily ceremonial weapons but they are sometimes carried in the field, often as status symbols. A well aimed shot from one will stop just about anything in its tracks, which is just as well, given how long these weapons take to reload!

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
5	-	+2	-	5	+1	1	4+

Special: One turn to reload. Knockback.

Sword

A variety of styles of sword are favoured amongst experienced Dust Rat fighters but all do the same thing ultimately - dispense quick, elegant death. The skilled warriors who wield them often use them to parry and block their opponents blows, creating a nigh on impenetrable wall of steel.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
Close	Combat	-	-	AU +1	Varies	1	N/A

Special Rules

Blocking With A Sword. A warrior using a sword can use it to parry an attack in the same way a warrior blocks with a shield. If the warrior's opponent is using a shield then neither can block.

Special: Special Block.

Gunz

Carbine

These automatic rifles are extremely popular with Dust Rat field teams and are produced in huge numbers throughout the bases. Their reliability and versatility makes their widespread adoption easily understandable.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
12	21	+1	-	3	0	1	4+

Shotgun

Dust Rat carbines are excellent for taking out targets at range but once opponents get a little closer a shotgun is easily worth its weight in gold. Firing heavy slugs and buckshot these brutal boomsticks think nothing of laying out a fully grown Ork in a single blast.

Dust Rat shotguns have the same statline and special rules as Ork Kannons, including the limitations on Kustomisin' (see pg. 54-55 of *Da Roolz*).

D.E.W. Rifle

While the smaller pistol model of this weapon has many advantages when an Ork is rampaging towards you, the rifle version comes equipped with an impressive targeting computer built into the extra space inside the rifle, allowing any warrior with a few seconds to draw a bead the opportunity to put a neat smoking hole in something further away than the end of their own nose.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
12	24	+1	-	3	0	1	3+

Long Rifle

Epitomising the strength of the advanced technology that the Dust Rats possess, this allows them to inflict critical damage upon anyone they like without placing their warrior in any kind of danger whatsoever. Some snipers prefer to work alone, flitting from place to place as befits the situation, others like to dig in with a spotter and rule the battlefield from a single location.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
16	32	+1	-	4	-1	1	6+

Grenades

Dust Rats use grenades just like the Muties. The rules for these grenades can be found on pg. 66 of *Digganob*.

Big Gunz

Incinerator

Difficult to maintain and finicky to use, one would be forgiven for not understanding why any unit would want to use a flamethrower. After seeing one lay waste to vehicles and leave mighty warriors screaming in agony there would probably be no confusion.

Incinerators have the same statline and special rules as Ork Scorchas, see pg. 56-57 of *Da Roolz* for details.

Heavy Machine Gun

Capable of spewing hot lead at a frightening speed these weapons are just as popular with freshly formed units as with grizzled veterans. A decent machine gun can be very versatile and serve any Dust Rat unit well.

Heavy Machine Guns have the same statline as Ork 'Eavy Shootas, see pg. 56 of *Da Roolz* for details.

Recoilless Rifle

Ork vehicles are notoriously tough and so the engineering corps devised the recoilless rifle. The explosive rounds this device dishes out are more than adequate for dealing with enemy armour, be it on a truck or a fort.

Recoilless Rifles have the same statline as Ork Rokkit Launchers, see pg. 56 of *Da Roolz* for details.

Slug Thrower

Slugthrowers are the bigger brothers to heavy machine guns, although their name is somewhat of a misnomer as they actually fire explosive tipped shells. Excellent against warriors on foot and vehicles alike, these are deployed in both offensive and defensive roles and are favoured by many units for this very reason.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Mod.	Damage	Ammo Roll
20	40	-	-	6	-2	D3	6+

Armour

Combat Vest

Woven from ultra tough fibres, this vest catches small arms fire quite well, even if it doesn't stop the feeling that your ribs are slowly being beaten on by an Ork with a hammer. Planks are never issued their own jacket at first - they've got to prove they are worth keeping alive before they can get one.

A Combat Vest bestows a 6+ armour save on the warrior wearing it.

Combat Vest Attachments

The vest has the capability to attach numerous attachments but adding more than one seriously hampers the movement of the warrior wearing it and is generally forbidden in field teams.

Special Rules

Combat Vest Attachments are transferable. For example, if you have a warrior with the Ceramic Inserts upgrade and you want to change that to Blast Plating you could then give the ceramic inserts to another member of the unit wearing a Combat Vest.

Ceramic Inserts

Repurposed from a large supply crate of extra plating for spacecraft, these ceramics have been cut down to fit neatly inside a combat vest. This greatly enhances the ability of the vest to stop bullets (by shattering them) and to disperse the heat from energy weapon blasts.

Special Rules

Grants 5+ armour save

Blast Plating

These bulky attachments are angled so that explosions and fire are impeded from actually reaching the torso and face preventing the wearer from being killed by grenades and flame-based weaponry.

Special Rules

In addition to the normal 6+ save conferred by the Combat Vest, Blast Plating grants a 4+ armour save against template weapons.

Ammo Webbing

These hooks and clips allow the warrior to keep a set of spare ammunition for his chosen weapon within quick access during combat. While Dust Rat vehicles normally have spare ammunition in them, it's usually kept under lock and key and isn't accessible during combat. This allows a warrior to keep up the fire even under the duress of combat.

Special Rules

The Rat can ignore his first failed Ammo Roll of a match.

Backpack Frame

This system of straps and netting allows a warrior to easily put a useful piece of tech or scrap into it and still be able to move without any real impediment. This allows the Rat to get out of the way of potentially lethal fire without sacrificing the need to recover valuable objects.

Special Rules

Removes the movement penalty when carrying scrap. The model may still only carry one scrap counter. See pg. 89 of *Da Uvver Book* for more details on scrap counters.

Equipment

Tactical Helmet

These helmets are a rarity amongst the Rats but they serve a very useful purpose to improve the potency of the sharpshooting of the veterans of the Rats mobs with a HUD interface that marks targets.. This helmet increases the **Short Range** and **Long Range** of a ranged weapon held by a Rat equipped with this item by 2". Only veterans may purchase this item from the Quartermaster.

Exposed D.E.W. Magazines

The D.E.W. has been modified to allow the solar cells on the clip to be exposed to Angelis' harsh sunlight. The weapon now fires with a Sustained Fire dice rather than a traditional single shot. This has the effect of making the weapon prone to catastrophic overheating - if you are required to take an ammo roll and subsequently roll a 1 the weapon automatically explodes, inflicting a S3 hit on the warrior although armour saves still apply (this overrules the Exploding Weapons rules on pg. 47 of *Da Roolz*). Should the weapon explode it will be unusable for the rest of the battle but will be repaired before the next game.

Stinger

This piece of non-standard equipment was first conceived after a retreating SSV was under attack by a pursuing Ork truck. In order to try and speed up the lumbering truck, the grunts on board began shoving the collected scrap off the back to lighten the load. Imagine their surprise when a large chunk bounced under the wheels of their pursuers, ripped the front axle in two and sent the truck careering into a nearby rock spire. Ever since, spare metal has been made into stingers. These twisted, interlocking pieces of spiked metal and sharp corners shred tyres and ruin bodywork of vehicles that pass over them. Stingers are relatively uncommon as all scrap metal is usually used immediately for some purpose and as a result the armoury will only ever issue one at a time as they are costly both in supply and labour terms.

Stingers may only be deployed by warriors who are not currently on a vehicle. To deploy a Stinger, place the Stinger Template in front of the model. This action is done during the shooting phase or whilst on overwatch. Using a Stinger counts as the warrior's shooting for the turn.

The Stinger template then remains on the board for the duration of the game until crossed by a vehicle. Any vehicle which crosses the Stinger Template must immediately roll on the Thruster Buster Table and once the result is resolved the vehicle is immobilised and the Stinger is removed from the board. Should a vehicle only partially cross the template it will instead take a S4 +D6 hit against its wheels/tracks location and the Stinger is removed from the board as normal.

DIAGRAM

A foot model not in hand to hand combat may sacrifice its shooting phase to remove the Stinger from play. This effectively destroys the Stinger and it cannot be taken by the opposing mob or used in subsequent games.

When purchasing a Stinger the unit only receives one - much like the supply rules for Mutie Obliviators as detailed on pg. 72 of *Digganob*. Due to the highly disposable nature of the item its cost does not contribute to the unit's mob rating.

Gubbinz

Air-Bag

Repurposed from their original life as flotation devices should a starship crashland in a large body of water, these have been implemented to keep the driver's of Dust Rat vehicles alive, no matter what.

Rolling on the driver damage table is always at -1.

Extra Armour

The legend of the first armour enhancement of the vehicles in motor pool has been passed down from mechanic to mechanic. The story goes that a young driver pulled up into the maintenance bay and tumbled out of his cab, grabbing a nearby wrenchhead and deliriously demanding that he better armour the vehicle because the upholstery was being ruined. As it turned out, this was from the blood leaking from a sizeable hole in the driver's chest. After he was patched up, the lads made him a welcome back present by making his LRV much more resistant to being shot. This gubbin functions exactly like Extra Armour Plates detailed on pg. 60 of *Da Roolz*.

Bullbar

While ramming definitely isn't covered in the official handbook, these bullbars originally served the purpose of keeping a LRV in one piece if it struck a particularly large piece of scrap or one of the many jagged rocks that dot Angelis' surface. It has been known when the chips are down and ammo is low, a driver will realise that the biggest weapon any of them have is the several tonnes of vehicle he pilots right now. This gubbin functions exactly as the Reinforced Ram detailed on pg. 61 of *Da Roolz*.

Loads a Ammo

Many a CO has been stymied on a mission by simple lack of ammunition when it comes to getting the greenskins to turn tail and flee. As a result, the wrenchmonkeys have turned every available nook and cranny on the vehicle into an ammo box. Many a plank has great trepidation when he hears his CO has requisitioned this upgrade as it means he is quite likely going to find his seat has been replaced with a box of live ammunition. This gubbin functions exactly as detailed on pg. 61 of *Da Roolz*.

Advanced Suspension

A system of pneumatic shocks and gyroscopes helps vehicles with this enhancement keep steady even when moving across rough ground, allowing it to maintain speed without throwing its passengers from it.

Advanced Suspension works differently depending on whether it is fitted to a bike or an LRV.

An LRV with Advanced Suspension can move over difficult terrain without penalty. Very difficult ground is unaffected as per the rules on pg. 33 of *Da Roolz*.

Bikes already have excellent suspension and so Advanced Suspension grants them further advantages. Instead of moving over very difficult ground at half movement, they now move at half movement +D3".

Cargo Netting

Getting off vehicles is rarely a problem but getting back on can prove difficult, particularly when under fire. To attempt to solve this problem extra handholds are attached to the armour of some vehicles, often in the form of cargo netting. This provides convenient points for a Dust Rat in a hurry to hold onto whilst being too small for Ork hands to benefit.

Dust Rats, Diggas, and Grots attempting to board a vehicle with Cargo Netting gain +1 to their Initiative tests for boarding (see pg. 43 of *Da Roolz* for details on Boarding Actions).

Scrap Magnet

As the Paleo-Team' hauling trucks were Battlefield Salvage pattern they have a fitting for an electromagnet attachment in order to better lift heavy objects onto the bed of the SSV. This allows a crew member to collect scrap without exiting the relatively armoured safety of the vehicle is considered a great boon by command, but less so by the men in the field who find themselves the targets of the incoming shots instead.

To use a Scrap Magnet a vehicle must spend a turn stopped next to the desired scrap counter. During this time there must be a warrior manning the Scrap Magnet, lifting it from the sand and lowering it onto the vehicle. This allows a vehicle to directly pick up scrap - see pg. 89 of *Da Uvver Book* for more details on scrap counters.

Fuel Injection System

After seeing several totalled Ork trukks and the fuel systems that drive them, the greasers in the workshops have come up with this strictly unauthorised and dangerous modification for LRVs and bikes to vastly exceed the maximum speeds shown in the maintenance manual for a short time. Concealed as an innocuous looking button somewhere on the vehicle's dash, this system pushes the engine briefly to its absolute limits. Using it more than once per battle is impossible for two reasons. First, engines that use it that often are prone to leaping out through the bonnet of the vehicles they inhabit and secondly, stopping to fuel up during a pitched battle is tantamount to a suicide attempt.

A vehicle with a Fuel Injection System may choose to deploy it at any time during its movement phase allowing it to pass a thrust test automatically. This does not need to be the first thrust test meaning it can be used as a reliable extra burst of speed in the middle of a series of thrusts should the player wish. This ability can only be used once per game.