

# Imperial Outriders

*As rumours of the discovery of the Nemesis Crown spread across the land, the various provinces of the Empire despatch bands of swift horsemen to scout the Great Forest.*

*Theirs is not to take on the enemy in a head-on clash. Instead their role is about stealth. Outpacing and outmanoeuvring the enemy to leave them empty-handed as they gallop into the distance with the prize.*

**Hired Swords:** The Imperial Outriders may only be accompanied by mounted Hired Swords. This includes the Freelance Knight from the Mordheim Rulebook and the Roadwarden from the Empire In Flames supplement. The Highwayman keeps himself a safe distance from any official representatives of the Empire and so may not be hired.



## Choice of warriors

An Imperial Outrider warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

**Knight:** Each Outrider warband must have one Knight: no more, no less!

**Outriders:** Your warband may include up to 2 Outriders.

**Scouts:** Your warband may include up to 2 Scouts.

**Chasseurs:** Your warband may include up to 5 Chasseurs.

**Hussars:** Your warband may include up to 5 Hussars.

**Grooms:** Your warband may include up to 2 Grooms.

## Starting Experience

The **Knight** starts with 20 experience.

**Outriders** start with 8 experience.

**Scouts** start with 0 experience.

All Henchmen start with 0 experience

## Imperial Outriders Skill Table

	Combat	Shooting	Academic	Strength	Speed	Cavalry
Knight	✓	✓	✓	✓	✓	✓
Outrider	✓	✓		✓		✓
Scout	✓	✓			✓	✓

## Imperial Outriders equipment list

The following lists are used by Imperial Outrider warbands to pick their equipment:

### Hand-to-hand combat weapons

Dagger .....	1st free/2 gc
Hammer .....	3 gc
Axe .....	5 gc
Sword .....	10 gc
Morning Star .....	15 gc
Spear .....	10 gc
Lance .....	40 gc

### Armour

Barding .....	80 gc
Buckler .....	5 gc
Gromril Armour .....	150 gc
Heavy Armour .....	50 gc
Helmet .....	10 gc
Ithilmar Armour .....	90 gc
Light Armour .....	20 gc
Shield .....	5 gc

### Outrider Missile weapons

Pistol .....	15 gc
Handgun .....	35 gc
Blunderbuss .....	30 gc
Hochland Long Rifle .....	200 gc

### Scout Missile weapons

Throwing Knives .....	15 gc
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# Heroes

## 1 Knight

### 85 Gold Crowns to hire

Knights who show the greatest potential are often chosen to lead small bands on quests into dangerous territory in order to prove their worth.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	8

**Weapons/Armour:** The Knight may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' equipment list. The Knight comes with a Riding Horse. This may be upgraded to a Warhorse for an additional +40 gc.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Knight may use his Leadership characteristic when taking a Leadership test.

**Ride:** The Knight has the *Ride* skill as detailed in the Blazing Saddles article.

## 0.2 Outriders

### 65 Gold Crowns to hire

Usually the offspring of nobility, Outriders are often cocksure young guns and confident in the saddle. Eager to earn their spurs they readily sign up for dangerous missions requiring speed, stealth and bravery.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

**Weapons/Armour:** Outriders may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' Equipment List. They may be equipped with missile weapons from the Outriders' Missile Weapon List. Outriders come with a Riding Horse which may be upgraded to a Warhorse for an additional +40 gc.

#### SPECIAL RULES

**Ride:** Outriders have the *Ride* skill as detailed in the Blazing Saddles article.

## 0.2 Scouts

### 45 Gold Crowns to hire

Accustomed to riding fast over long distances, Empire couriers are an obvious choice to include in raids into the wilder lands. Less experienced at fighting, they need to learn quickly or risk falling at the wayside.

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

**Weapons/Armour:** Scouts may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' Equipment List. They may be equipped with missile weapons from the Scouts' Missile Weapon List. Scouts come with a Riding Horse.

#### SPECIAL RULES

**Ride:** Scouts have the *Ride* skill as detailed in the Blazing Saddles article.

# Genchmen

## 0.5 Chasseurs

### 55 Gold Crowns to hire

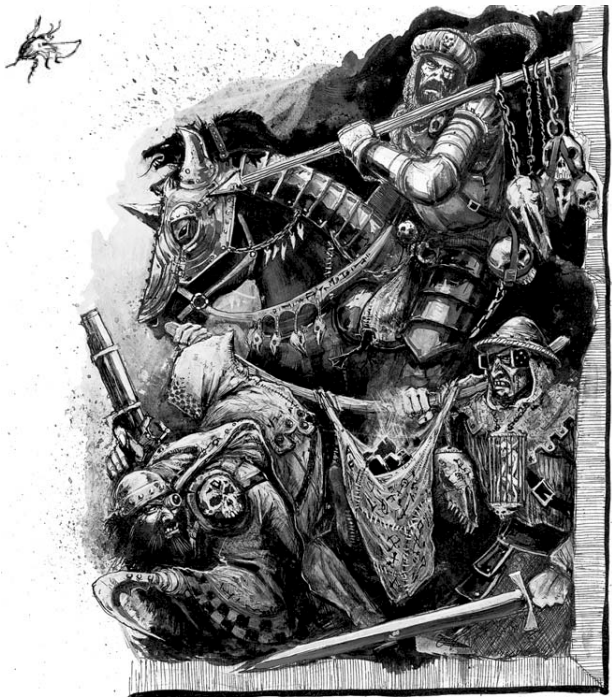
Skilled at firing a range of Blackpowder weapons from the saddle, these men are regarded as the finest young prospects of the Empire's armies. Chasseurs provide vital missile cover for the band.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	3	1	7

**Weapons/Armour:** Chasseurs may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' Equipment List. They may be equipped with missile weapons from the Outriders' Missile Weapon List. Chasseurs come with a Riding Horse.

#### SPECIAL RULES

**Ride:** Chasseurs have the *Ride* skill as detailed in the Blazing Saddles article.



## 0.5 Hussars

### 60 Gold Crowns to hire

Selected for their combat skills, these grizzled warriors pack a hard punch as the Outriders charge.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

#### Weapons/Armour

Hussars may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' Equipment List. Hussars come with a Riding Horse. This may be upgraded to a Warhorse for an additional +40 gc.

#### SPECIAL RULES

**Ride:** Horsemen have the *Ride* skill as detailed in the Blazing Saddles article.

**Combat Riding:** Horsemen have the *Combat Riding* skill as detailed in the Blazing Saddles article

## 0.2 Grooms

### 50 Gold Crowns to hire

Unskilled in the ways of war, nevertheless these young men have an empathy with the steeds. Grooms have a vital part to play in their party.

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

**Weapons/Armour:** Grooms may be equipped with hand-to-hand weapons, missile weapons and armour chosen from the Imperial Outriders' Equipment List. They may be equipped with missile weapons from the Scouts' Missile Weapon List. Grooms come with a Riding Horse.

#### SPECIAL RULES

**Ride:** Grooms have the *Ride* skill as detailed in the Blazing Saddles article.

**Horse Handling:** Grooms have the *Animal Handling* skill as detailed in the Blazing Saddles article

## Further Mounted Rules

Rules for mounted warriors can be found on page 163 of the Mordheim Rulebook and in the Blazing Saddles articles in the 2002 Mordheim Annual or online at:

<http://www.specialist-games.com/assets/Mountedrules.pdf>

The clarifications below generally work in tandem with these.

### Two Weapon Fighting

Mounted warriors may not fight with two weapons, although a shield or buckler may be used as normal. Two-handed weapons are not permitted. The use of a pistol in the first round of hand-to-hand combat replaces the model's usual weapon.

### Targeting Mounted Warriors

Enemies may not target a ridden horse, whether by missiles or in hand-to-hand combat. The rider will always be seen as the greater threat.

Due to their prominence, any mounted warrior may always be chosen as a target by a shooter even if there are enemies closer.

However the shooters do not gain +1 to hit - the rider is still the same size as before.

### Injuries

To determine the effects of wounds on mounted models, use the Whoa Boy! table from the Blazing Saddles article.



### Stunned Riders

Stunned riders will fall from their mounts as indicated on the Whoa Boy! table. Mounts which subsequently bolt may be remounted should the warrior make base contact with the horse before it leaves the table.

Note that whether the mount leaves the table or not, it will be recovered unscathed after the battle.

### Out-Of-Action Models

It is possible for a rider to be killed while his mount survives. In this case the mount may be ridden by the dead model's replacement, reducing his cost by 40gc.

### Dead Horses

Dead horses must be replaced before any other income is spent. All Treasures must be sold to fund this.

Any model without a mount may not take part in the battle.

### Dense Terrain

Imperial Outriders may ignore the normal warband limitation of two mounts in areas of dense terrain.

### Scenarios

Several scenarios involve the moving of models across the board to achieve the objective, either chasing treasure or exiting the board. In these scenarios the players should place sizeable areas of dense terrain such that it is impossible to traverse the board without entering them. This will force the Outriders to dismount and so improve the game.





## Designer's Notes

The Outriders are an interesting, but not an easy, warband to play.

I'm sure I'm not the only player who, upon seeing a mass of mounted models, becomes seduced into thinking that they'll surely kick some ass in combat. Disavow yourself of this belief immediately.

The Outriders are not a brigade of heavy cavalry commissioned to take on the enemy head-on. Their reason for being out in the wilds is due to their strengths of stealth, manoeuvrability and speed. And this is how they are best played.

The Outriders do not excel in a straight fight. Why not? Simple: their inability to wield two weapons puts them at a big disadvantage compared to other warbands.

So concentrate more on the scenario objective - that's why they're there. If you're the sort of player who prefers to push his models into the middle and hope the dice will see him through then it may be that the Outriders are not for you.

If achieving the objective is not an option then you can at least gallop around the battlefield, mopping up any bonus treasures - you'll find that you need the money as soon as you start to lose some models.

The "Skirmish" scenario is your enemy. If you find yourself in this situation - and you undoubtedly will - the best advice is to co-ordinate your charge (and you will get the charge, right?), targetting sufficient enemy to force a rout test right from the start. Get in, hit hard, then get out again quickly. Horsemen who become bogged down in hand-to-hand combat are in big trouble.

Of course there are ways to increase the number of Attacks. Most noticeably the Combat Riding skill will probably become a familiar choice.

For those more daring, the Running Dismount skill is a tempting option: once on foot your models may use two weapons as normal (and it's nasty surprise for those cowardly enemy models that like to hide in difficult terrain, shooting missiles at you). Plus you have the possibility of gaining a Diving Charge en route. Unfortunately you'll also face the possibility of falling flat on your face. Ask yourself, do you feel lucky?

Of course it's not all bad. As well as the aforementioned skills, there are a couple of items that you'll find suddenly more useful:

**Shields:** Most players won't take them as they'll lose their models' second attack. Outriders don't have that consideration. The shield is now a good option, doubling your existing 6+ armour save for a mere 5gc.

**Spears:** Again, no need to worry about that lack of a second weapon for you. And you get +1 Strength if (or should that be when) you charge. Result!

But the best advice is to be patient as your band develops. Quite apart from anything else, the cost of your models means that becoming embroiled in a prolonged slug-fest could spell the end of your warband as a viable unit. Do not be afraid of taking a strategic retreat if things start to look messy, particularly during the early stages of a campaign. As a wise sage once observed, the graveyards of the Empire are filled with the bodies of brave men.

If you've any comments or questions then I'd love to hear them. Drop me a line at <http://games.groups.yahoo.com/group/Mordheim/>.

Good luck.

Mordheim 2005 team



### Sample starting list

#### Heroes

1 Knight with spear & shield	100 gc
1 x Outrider with hammer & dagger	68 gc
1 x Outrider with hammer & dagger	68 gc
1 x Scout with hammer & dagger	48 gc
1 x Scout with dagger	45 gc

#### Henchmen

1 Groom with dagger	50 gc
2 Hussars with dagge	120 gc

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**Total:** 499 gc

