

ROUGH RIDER COMPANY

Rough Rider regiments are rarely deployed as a single fighting force; their specialised skills are instead often divided up to support other, less mobile formations. On those occasions when they are fielded en masse, they present the foe with an inexorable wall of muscled steeds that tramples anyone foolish enough to stand in its way.

Rough Rider Companies rove ahead of the main Imperial Guard force, tasked with overrunning and destroying isolated groups of enemies. The Rough Riders roam the landscape in search of the spoor of enemy formations and can track their quarry for days if necessary, awaiting the perfect time to strike. Of all the Imperium's Rough Rider regiments, it is those from feral and barbaric worlds that excel at this kind of warfare, warriors that are used to

POINTS: 100 + MODELS

operating as independent, nomadic bands of hunters. However, the warrior pride and tribal mentality of such regiments often leads them to pursue ever greater glories and take ever greater risks. Though bloody and costly, some of the greatest victories in the Imperium's history have been won as the result of a Rough Rider Company's reckless charge.

When a company of Rough Riders commits to the fray the results are as deadly as they are terrifying. The Rough Riders themselves are heard before they are seen; the land itself heralds their arrival as the beat of hundreds of hoofs sound like an ominous war drum. The growling tremble of the ground is soon joined by the war cries of the riders, lances lowered as their mounts gallop towards their quarry.

ROUGH RIDER
COMMAND SQUAD



ROUGH RIDER
SQUAD



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FORMATION:

1 Rough Rider Command Squad*

5+ Rough Rider Squads

*A Rough Rider Command Squad is a normal Rough Rider squad with the Rough Rider Sergeant designated as the Rough Rider Commander. The squad has the option to upgrade one Rough Rider to carry a Regimentsal Standard for +15 points.

Special Rules:

Strike Force: All units in the formation must be deployed within 6" of the Rough Rider Command Squad, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Rough Rider Command Squad.

Outriders: Rough Rider Companies use outriders to scout the land and are famed for tracking and encircling their foe. A Rough Rider Company has the Flank March strategic asset.

"I have seen war in all its forms. I have seen feral world savages braining each other with stones, and I have monitored the death of a whole planet at the hands of a virus bomb. I have seen Space Marines drop to certain death, and win. I have seen Titans crush whole platoons underfoot. But there is no more stirring sight in war than the charge of massed cavalry."

Born in the Saddle: All Rough Rider Units within 6" of the Rough Rider Command Squad have the Skilled Rider rule.

Run them Through! At a roared command, the Rough Riders lower their lances and gallop into a thunderous charge. In any turn in which the Rough Rider Commander charges into combat, all units in his formation within 6" gain the Furious Charge ability and receive +2 bonus Attacks instead of the normal charging bonus.