

Outlaws - One step above of the law...

Tactics

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Outlaws will work best where they can make the most use their additional BS. If you are lucky, you might be able to get them into position where they can get a good clear view of the ground before them where they can pick off the advancing enemy, preferably before they have to get into combat. With a starting roster that includes all possible Heroes, five out of the seven have a BS of 4 and this should be extended still further when I can get hold of some extra Marksmen. This consideration is very important because most opposing warbands may well have nine or ten members and it will be necessary to get at least three Out Of Action in order to force a Rout Test.

However, even if they get beaten in their early games, this is a warband that can make some serious improvements. Except for the Cleric, all the other Heroes can take Skill advances in Shooting. Any of *Quick Shot*, *Trick Shooter* and *Eagle Eyes* skills would significantly enhance their abilities. I would definitely try and take all these skills as soon as possible.

At a later time during the campaign, considering strengthening their combat possibilities by hiring an Ogre Bodyguard, as a little extra muscle should be more than useful to have around. Defend your archers, avoid hand to hand combat and pick on the weaker opponents. Woe betide the next lot who will have to face the Outlaws of Stirwood Forest!