THE HEX
HANDBOOK

This document is the Faction Handbook for the Hex, known in shorthand as a Handbook. Once you have agreed the points limit for your Adventure, each player must consult the Handbook for their chosen Faction. This Handbook allows a player to create a Force for the Hex in games of Wild West Exodus. We have made Unit cards available too, for quick reference in games. **Important:** For the avoidance of doubt, the rules presented in the latest version of the Handbook always take precedence over any Unit or Posse rules presented elsewhere.

Each Hex Force must include one or more **HEX POSSE**. There are a number of Posses available to the Hex each with an array of units to choose from and some even with additional rules or benefits. At least half the Posses in the Force MUST be Hex Posses. Only Posses with **HEX POSSE** in the top right corner are considered such for Force requirements.

- Posses are selected from the following composition rules. Each bullet point is self-contained. You cannot satisfy a requirement from a different bullet point in the composition rules.

- A Posse may only ever include one BOSS Unit unless the Posse composition specifically states otherwise. Posses cannot include COMMANDER Units.

- Up to half the Units in a Posse may have the SUPPORT Trait.

- Each **HEX POSSE** included in the Force may deploy a single Hexalith Unit for free. These are considered Friendly Units but are not part of any Posse.

- Each Posse included in the Force allows for a single Angry Mob Unit to be included. These are considered Friendly Units but are not part of any Posse.

- The Force May include Wayland the Smith and/or Panday Beck. They are not part of any Posse or Detachment but are considered friendly Units.

POSSES

HEX FACTION POSSE   HEX POSSE

This is the most flexible and commonly deployed Posse found in the Hex. The broad range of Units available makes this an essential component of any Force.

COMPOSITION:
- You MUST include One BOSS Unit with the HEX Trait.

- You MUST include One Unit with the HEX Trait. It cannot have the NAZOMBU, DARK NATION or CARCOSA Traits.

- You MAY include up to a further four Units with the HEX Trait.

  LIMITATION:
- You may NOT include more than one Unit with the NAZOMBU, DARK NATION or CARCOSA Traits unless this Posse's BOSS also has that Trait.

- You may NOT include more than one of any Unit.

BONUS: None

ABSOLUTE POWER POSSE

COMPOSITION:

• You MUST include **The Third Man** as the Posse Boss.

• You MUST include two Units with the **HEX** Trait.

• You MAY include up to a further Four Units with the **HEX** Traits

LIMITATION:

• You may NOT include Units with the **NAZOMBU, DARK NATION** or **CARCOSA** Traits.

• You may NOT include more that two Units with the **AUTOMATA** Trait.

BONUS: The Range of the Dark Council rule for Units in this Posse is increased by +1 for each Unit with the Dark Council rule in the Posse. Furthermore, the Mind Check for Units targeted by the Dark Council rule by Units in this Posse are -1 for each Unit with the Dark Council rule in the Posse.

THE BLOODY ESPINOSAS

This is a Golden Army Posse. This Posse may be included in a Hex or Outlaw Force.

COMPOSITION:

• You MUST include **Felipe Espinosa** as the Posse Boss.

• You MUST include an **ESPINOSA** Unit or a Unit with the **GOLDEN ARMY** and **HANDS** Traits.

• You MUST include a further **ESPINOSA** Unit.

• You MAY include up to Five **ESPINOSA** Units or Units with the **GOLDEN ARMY** and **HANDS** Traits.

• You MAY include a Unit with the **OUTLAW** and **AUTOMATA** Traits.

BONUS: During deployment, **GOLDEN ARMY HANDS** Units in this Posse gain +1 Grit and the **ESPINOSA** Trait. After both sides are deployed each **ESPINOSA** Unit may make a Free Run Action. This does not count as the Unit's Activation.

COURT OF THE NAZOMBU POSSE

This Posse may be included in a Hex, Enlightened or an Outlaw Force.

COMPOSITION:

•You MUST include **Marie Laveau** as the Posse Boss.

•You MUST include two Units with the **NAZOMBU** Trait which MAY include up to two of the following: **CONFEDERATE HANDS** or **Construct Menials** (both of which gain the **NAZOMBU** Trait).

•You MAY include up to a further Four Units with the **NAZOMBU** Trait

•You MAY include a Unit with both the **CONFEDERATE** and **FACE** Traits. It gains the NAZOMBU Trait.

LIMITATION:

•This Posse may NOT include **LEGENDARY NAZOMBU** Units in an Outlaws or Enlightened Force, with the exception of **Opie – Creation VIII** and **Cemetary Kriminal.**

BONUS: Units with the **NAZOMBU** Trait automatically pass all Morale checks.

THE COWBOYS POSSE

This Posse may be included in an Enlightened, Hex or Outlaw Force.

COMPOSITION:

• You MUST include **Johnny Ringo** as the Posse Boss.

• You MUST include two Units with the **COWBOYS** Trait.

• You MAY include up to a further Four Units with the **COWBOYS** Trait.

• You MAY include up to Two Units with the **MERCENARY** and **HANDS** Traits.

• You MAY include up to two Units with the **OUTLAW** and **K9 SIMULACRA** Traits.

BONUS: Units of **MERCENARY HANDS** in the Posse gain the **COWBOYS** Trait. Units with the **COWBOYS** Trait in the Posse that destroy a UNIQUE enemy Unit immediately gains a point of Fortune until the end of its next Activation.

THE DARK NATION POSSE

HEX POSSE

COMPOSITION:

• You MUST include **Wicasasni** as the Posse Boss.

• You MUST include two Units with the **DARK NATION** Trait.

• You MAY include up to a further Four Units with the **DARK NATION** Trait.

BONUS: **Wicasasni** gains +1 Limit and +1 Fortune if the Posse contains three other Units with the DARK NATION Trait. If the Posse contains six Units with the DARK NATION Trait, she receives +2 Limit and Fortune instead.

DEAD OR ALIVE POSSE

This Posse may be included in a Lawmen, Hex or Outlaw Force.

COMPOSITION:

• You MUST include **Lilith Hart** as the Posse Boss.

• You MUST include five of the following: **Broad Arrow Jack, Jim Petersen, Longtree, "The Masked Marshal" Jim McClain, Thomas Tate Tobin,** and **Yann "The Wraith" Packer.**

• You MAY include one of the following: **Broad Arrow Jack, Jim Petersen, Longtree, "The Masked Marshal" Jim McClain, Thomas Tate Tobin,** and **Yann "The Wraith" Packer.**

BONUS: Before the Adventure begins, nominate an enemy Posse or Detachment. Once per Round, for the duration of their Activation, each Unit in this Posse may gain a point of Fortune while within 10" of any enemy Unit from that nominated Posse or Detachment.

DEADLY SEVEN POSSE
This Posse may be included in a Lawmen, Enlightened, Hex or Outlaw Force.

COMPOSITION:

• You MUST include Earle Shepherd as the Posse Boss.

• You MUST include Brutus.

• You MUST include a further Unit with the DEADLY SEVEN Trait.

• You MAY include up to a further Five Units with the DEADLY SEVEN Trait.

BONUS: Units in this Posse may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.
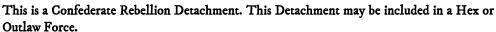
THE PATH OF CHRONOZON POSSE
HEX POSSE

COMPOSITION:

• You MUST include Chester Barreman as the Posse Boss.

• You MUST include two Units with the PATH OF CHRONOZON Trait.

• You MAY include up to a further Four Units with the PATH OF CHRONOZON Trait.

• You MAY include up to one Hex Cutthroat Unit and one Hex Gunmen Unit.

BONUS: Units of Hex Cutthroats and Hex Gunmen in the Posse gain the PATH OF CHRONOZON Trait. Chester Barreman immediately gains +1 Limit and +1 Fortune Rating for the remainder of the Adventure once two Units with the PATH OF CHRONOZON Trait have been destroyed. Once four Units with the PATH OF CHRONOZON Trait have been destroyed, Chester Barreman gains a further +1 Limit and +1 Fortune Rating for the remainder of the Adventure.

QUANTRILL'S RAIDERS DETACHMENT
This is a Confederate Rebellion Detachment. This Detachment may be included in a Hex or Outlaw Force.

COMPOSITION:

•You MUST include William Quantrill as the Detachment Commander.

•You MUST include a Unit of Bandit Outriders. They gain the CONFEDERATE Trait.

•You MAY include up to a further Two Units of Bandit Outriders. They gain the CONFEDERATE Trait.

•You MAY include up to a further Three Units with both the CONFEDERATE and MOUNTED Traits.

BONUS: Bandit Outriders do not count towards the SUPPORT Unit limit for this Detachment. Units in the Detachment gain the TAINTED Trait. Each time a CONFEDERATE Unit in the Detachment destroys a UNION, Civilian, Angry Mob or Unit with Fortune, the CONFEDERATE Unit gains +1 Fortune (even if they do not have a Fortune value) for the remainder of that Round.

REGULATORS POSSE
This Posse may be included in an Enlightened, Hex, or an Outlaw Force.

COMPOSITION:
• You MUST include **Billy the Kid** as the Posse Boss.

• You MUST include two Units with the **REGULATORS** Trait.

• You MAY include up to a further Four Units with the **REGULATORS** Trait.

• You MAY include one Unit with the **OUTLAW** and **K9 SIMULACRA** Traits.

BONUS: Each Unit in the Posse gains the **TAINTED** Trait. Once per Activation, if a Unit in the Posse wipes out the last Model in an enemy unit with a Combat Action the **REGULATORS** Unit gains +1 Fortune Point (even if they do not have a Fortune value) for the duration of that Round.

TAINTED BIOLOGY POSSE
This Posse may be included in an Enlightened Force, Hex Force or an Outlaw Force.

COMPOSITION:

• You MUST include **Viktor Beitel** as the Posse Boss.

• You MAY include **Skip McKidney**.

• You MUST include three Units with the **MUTATION** Trait.

• You MAY include up to a further Four Units with the **MUTATION** Trait.

LIMITATION:
• This Force may not include more than one Unit that has each of the following Traits: **NAZOMBU, DARK NATION** or **CARCOSA**. If a Unit has more than one of those Traits, it counts as both.

• This Posse may not include any **BOSS** or **COMMANDER** Units except for **Viktor Beitel**.

BONUS: All Units in this Posse may re-roll Tainted Checks when taken, regardless of success or failure.

THE WYLDBORNE POSSE   HEX POSSE

COMPOSITION:
• You MUST include **Dorothy Good & Blood** as the Posse Boss.

• You MUST include two Units with the **WYLDBORNE** Trait.

• You MAY include up to a further Four Units with the **WYLDBORNE** Trait.

BONUS: Units in this Posse that pass one or more Grit checks in a Round may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Limit and Fortune Point instead of the actual bonus printed on the cards. This bonus is lost at the end of their Activation.

HEX ARMOURY

IRON HORSES: Any Unit with the **IRON HORSE** Trait in a Hex Force may replace its Gatling Guns with one of the following weapons for no additional cost. Each Model in the Unit must be armed with the same replacement weapons:

WEAPON	TYPE	RANGE	PIERCE	ROA	QUALITY	CRIT
Flamethrowers	Ranged	-	0	2	Hazardous, Torrent	-2 Pierce
Rocket Pods	Ranged	15"	-2	2	Special, Indirect	Stun

HEAVY INTERCEPTOR: Any Unit with the **HEAVY INTERCEPTOR** Trait in a Hex Force may replace its Twin Hyper-V Rifle with one of the following weapons for no additional cost. Each Model in the Unit must be armed with the same replacement weapons:

WEAPON	TYPE	RANGE	PIERCE	ROA	QUALITY	CRIT
Flamethrower	Ranged	-	0	2	Hazardous, Torrent	-2 Pierce
Rocket Pod	Ranged	15"	-2	1	Special, Indirect	Stun

K9 GUN DOG: Any Unit with the **K9 SIMULACRA** Trait in a Hex Force may replace its Gatling Gun with one of the following weapons for no additional cost. Each Model in the Unit must be armed with the same replacement weapons:

WEAPON	TYPE	RANGE	PIERCE	ROA	QUALITY	CRIT
Flamethrower	Ranged	-	0	2	Hazardous, Torrent	-2 Pierce
Rocket Pod	Ranged	15"	-2	1	Special, Indirect	Stun

APPENDIX

CLASSIC WILD WEST EXODUS MINIATURES

The following is the official 'Counts As' guide for players to make use of older and out of production Classic Wild West Exodus miniatures in games. These are official guidelines and so may be used for tournaments, organised play and any other sanctioned events.

The models MUST be taken as indicated here. Any Unit upgrades listed must be taken and no other options are available to the Unit from the Handbook. That way, an opponent that encounters a Classic Model in games will know exactly what it represents without further explanation or note keeping.

Important: As the range of units for the Faction expands with new releases, this list will adapt to include other Classic Miniatures that are now able to Counts as one of these Units in the game. So, if there is a classic miniature in your collection that is not listed below, do not worry, it will be added as the range expands and it gains something it can 'count as'.

Classic Name	Counts As	Notes