



LAWMEN

HANDBOOK

This document is the Faction Handbook for the Lawmen, 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 Lawmen 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 Lawmen Force must include one or more Posses. A Posse is a group of Units that are always led by a Boss. There are a number of Posses available to the Lawmen each with an array of units to choose from and some even with additional rules or benefits.

- 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 Posse (but not Detachment or the Lynch Mob Posse) included in the Force allows for a single Angry Mob Unit or Civilians Unit to be included. These are considered Friendly Units but are not part of any Posse.

POSSES

LAWMEN FACTION POSSE

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

COMPOSITION:

- You **MUST** include One Boss Unit with the **LAWMEN** Trait.
- You **MAY** include up to a further four Units with the **LAWMEN** Trait.

LIMITATION:

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

BONUS: None





ARMOURED JUSTICE POSSE

COMPOSITION:

- You **MUST** include **Morgan Earp** as the Posse Boss.
- You **MUST** include two Units with both the **LAWMEN** and **AUTOMATA** Traits.
- You **MAY** include a Unit with the **LAWMEN** Trait.
- You **MAY** include up to a further Two Units with the **LAWMEN** and **AUTOMATA** Traits

LIMITATION:

- You may not include more than two Units with the **K9 SIMULACRA** Trait.

BONUS: At the start of each Round, you may remove the Disorder Condition from any Units in the Posse with the **AUTOMATA** Trait within 10" of the Posse Boss.

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.



INFERNAL INVESTIGATIONS POSSE

This Posse may be included in a Lawmen Force or a Union Force.



COMPOSITION:

- You **MUST** include **Helena Miller** as the Posse Boss.
- You **MUST** include two Units with both the **LAWMEN** and **AGENT** Trait.
- You **MAY** include a Unit with both the **AGENT** Trait and either the **UNION** or **LAWMEN** Traits (or all three).
- You **MAY** include up to a further Four Units with both the **LAWMEN** and **AGENT** Traits.
- You may include up to one Unit with the **UNION** and **K9 SIMULACRA** Traits.

LIMITATION:

- You may **NOT** include a **COMMANDER** in the Posse.

BONUS: Units in this Posse gain +3 for Focused Action checks rather than the usual +2.

LYNCH MOB POSSE

COMPOSITION:

- You **MUST** include **Kingsley Stern** as the Posse Boss.
- You **MUST** include two **Angry Mob** Units.
- You **MAY** include up to a further six Units with the **DEPUTY** Trait (including **Angry Mob** Units if desired).
- You **MAY** include one Unit with both the **LAWMEN** and **AUTOMATA** Traits.

BONUS: All **Angry Mob** Units in the Posse gain the **DEPUTY** Trait. All **DEPUTY** Units in the Posse may re-roll failed Fight and Morale Checks.

RANGER SHOWBOAT POSSE

COMPOSITION:

- You **MUST** include **Wild Bill Hickok** as the Posse Boss.
- You **MUST** include two Units with all three of the **LAWMEN**, **FACE** and **RANGER** Traits.
- You **MAY** include up to a further three Units with the **LAWMEN** and **RANGER** Traits.
- You **MAY** include one Unit with both the **LAWMEN** and **AUTOMATA** Traits.

LIMITATION:

- You may **NOT** include more than one of any Unit unless it has the **RANGER** and **HANDS** Traits.

BONUS: When a **RANGER FACE** Unit ends its Activation, if there is a **RANGER** Unit within 5" that Unit may immediately Activate provided it has not yet Activated this round. The **RANGER** Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.



REGULATORS POSSE

This Posse may be included in a Lawmen 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: Once per Round, for the duration of its Activation, each Unit may gain a point of Fortune while within 7" of a friendly **MARSHAL** or **SHERIFF** Unit.

SHIELD OF TOMBSTONE POSSE

COMPOSITION:

- You **MUST** include **Wyatt Earp** as the Posse Boss.
- You **MUST** include two Units with the **TOMBSTONE** Trait.
- You **MAY** include **Morgan Earp**. He replaces the Largesse rule with the Teamwork rule if you do so.
- You **MAY** include up to a further Two Units with the **TOMBSTONE** Trait.
- You **MAY** include one Unit with both the **LAWMEN** and **AUTOMATA** Traits.

BONUS: Units in this Posse add +1 to their Limit while they are within 5" of one or more **TOMBSTONE** Units.

VENGEANCE OF THE EARPS POSSE

COMPOSITION:

- You **MUST** include **Martha Earp** as the Posse Boss.
- You **MUST** include two Units with both the **LAWMEN** and **MOUNTED** Traits.
- You **MAY** include up to a further Three Units with both the **LAWMEN** and **MOUNTED** Traits.
- You **MAY** include one Unit with both the **LAWMEN** and **K9 SIMULACRA** Traits.

BONUS: Units in this Posse may re-roll failed Grit Checks while they are within 5" of one or Units with both the **TOMBSTONE** and **MOUNTED** Traits.

**THE WAYWARD EIGHT POSSE**

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

**COMPOSITION:**

- You **MUST** include **Marcus Wayward** as the Posse Boss.
- You **MUST** include seven Units with the **WAYWARD EIGHT** Trait.
- You **MAY** include a Unit with the **OUTLAW** and **AUTOMATA** Traits.
- You **MAY** include a Unit with the **AGENT** Trait. The Unit cannot have the **TAINTED** Trait.
- You **MAY** include a **Mercenary Ironhide**.

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 Fortune instead of the actual bonus printed on the card. The bonus lasts for the duration of their Activation.



LAWMEN ARMOURY

IRON HORSES: Any Unit with the **IRON HORSE** Trait in a Lawmen 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

If any of these weapons are chosen, the Unit replaces the name 'Gatling Guns' in the Fixed Weapons rule with the name of the weapon chosen.

HEAVY INTERCEPTOR: Any Unit with the **HEAVY INTERCEPTOR** Trait in a Lawmen 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	1	Hazardous, Torrent	-2 Pierce
Rocket Pod	Ranged	15"	-2	1	Special, Indirect	Stun

If any of these weapons are chosen, the Unit replaces the name 'Twin Hyper-V Rifle' in the Fixed Weapons rule with the name of the weapon chosen.

FIRE TEAM: Any Unit with the **FIRE TEAM** Trait in a Lawmen 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
Chace Sniper Rifle	Ranged	20"	-2	1	Refined	Fatal
Quad Shotgun	Ranged	-	-1	1	Torrent, Linked	Brutal
Flamethrower	Ranged	-	0	1	Hazardous, Torrent	-2 Pierce

K9 GUN DOG: Any Unit with the **K9 SIMULACRA** Trait in a Lawmen 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	1	Hazardous, Torrent	-2 Pierce
Rocket Pod	Ranged	15"	-2	1	Special, Indirect	Stun

If any of these weapons are chosen, the Unit replaces the name 'Gatling Gun' in the Fixed Weapons rule with the name of the weapon chosen.



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
Judgement	Union Ironhide	