



## **LAZARUS UNBOUND!**

In this document you will find a selection of Wild West Exodus Adventures to recreate some of the exciting combats in the novel Lazarus, by Sarah Cawkwell. This will allow players to recreate some of the exciting set pieces that appear in the book. You might get a different outcome to the one written, that probably would have had a profound affect on the outcome of the story.

We hope you enjoy playing through these Adventures and also enjoy the new characters. These characters are only for use in the Lazarus Adventures and are not intended for use in regular games of Wild West Exodus and as a result no points costs are give for them.



## **BEWARE, SPOILERS AHEAD**

*(While these scenarios represent action from the book, some details such as force composition may have been changed to make it more playable for a game of Wild West Exodus)*







## THE RUINS OF PROVENANCE



*"The hell are those things? Where are they coming from?" Sweeny lowered his shotgun and stared at them. "Major?"*

*If I knew the answer to that, Sergeant, I'd know what to do about it," snapped Willa. It seemed that the things would just keep on advancing until they were put down, but for everyone they stopped, more appeared. A story briefly flitted into her mind: a tale Henry Holliday had told her once. Mythology, he'd said. A monster in Greek mythology called the hydra. These monstrosities were like the hydra's heads.*

**VICTORY CONDITIONS:** The Heroes win if they can survive for five turns while the hordes of Constructs mindlessly try to kill them.

### HERO PLAYER:

- Doc Holliday
- Willa Shaw (Unmounted)
- Zachariah King
- Sgt. Sweeny

**VILLAIN PLAYER:** 20 Lazarus Construct Menials (in four Units of five).

At the start of a round if there are 15 or less Lazarus Construct Menials in the Play Area, a new Unit of 5 Lazarus Construct Menials is placed 4" from the edge of the Play Area that is closest to a Hero Unit.

At the start of a round if there are 10 or less Lazarus Construct Menials in the Play Area, two new Units of 5 Lazarus Construct Menials is placed 4" from the edge of the Play Area that is closest to a Hero Unit.

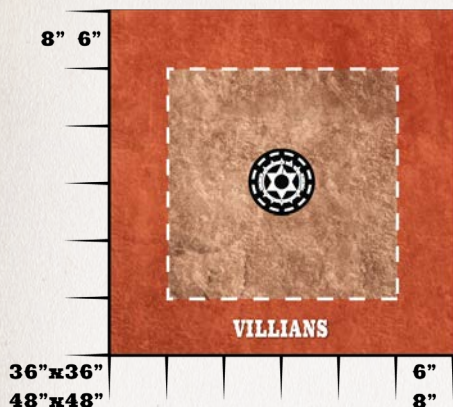
Feel free to use any other WWX miniatures you have available as the Lazarus miners would be made up of all sorts; Outlaws, Civilians, even Deputies or missing Union Soldiers could have been sequestered into Annabelle Hamilton's sinister service.







## HOLLIDAY VS THE HELLIONS



*"Stop right there," he said, eyeing the thing and keeping the creeping horror under control. Quite how he managed that, he did not know. It was, like the things back in Provenance, mostly human in form. But it had been so horrendously altered and twisted that he felt bilious just looking at it. Half of the face and lower jaw had been removed to be replaced with metal plates that gave the flying horror a bite that Doc guessed could crunch right through flesh and bone. It repeatedly gnashed those jaws together in a threatening gesture.*

**VICTORY CONDITIONS:** The Heroes win if they can Destroy the Apex Hellions and the Villains win if they can destroy Doc Holliday.

### HERO PLAYER:

- Doc Holliday

### VILLAIN PLAYER:

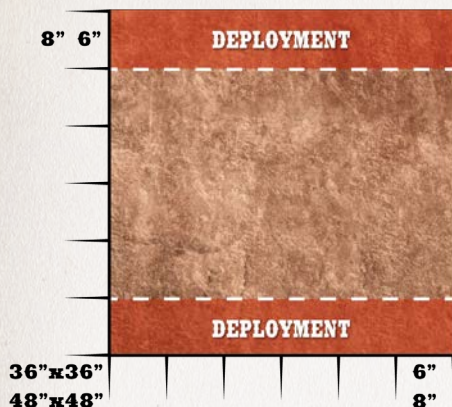
- 2 x Apex Hellion







## HELL BREAKS LOOSE



*"Well boys an' girls," Doc yelled above the din, his tone as cheerful as ever, "looks like this is our time to shine." He didn't know how many of the riders heard him, or whether they were even listening, but as the distance closed it felt right to share a few last words. He wracked his brain for something encouraging to say and struck gold. "Good luck. All of you. An' remember the adage, the thing that a friend once taught me. Fast is fine... but accuracy is everythin'. Make those shots count!"*

**VICTORY CONDITIONS:** Each side scores a VP for each Enemy Unit Destroyed at the end of the game, as well as any VPs scored from Adventure cards. At the end of the game Stone Fur's Warrior Nation arrives. If the Union player has won then their arrival plays out as it does in Lazarus. If the Enlightened player has won, then Anabelle Hamilton has had a chance to regroup her forces and may well take greater control of the land surrounding Provenance. Perhaps you could use a Warrior Nation force to decide the ultimate outcome for yourself?

### HERO PLAYER

- Doc Holliday
- Willa Shaw (Mounted)
- Sgt. Sweeny (Jonathan Sheridan)
- Irwin
- Mrs. Kelly
- Iron Horse Deputies x4
- UR-31E Teslabot Riflemen x6
- Union Armoured Guards x5
- Union Armoured Riflemen x5
- Union Riflemen x5
- Union Skirmishers x5

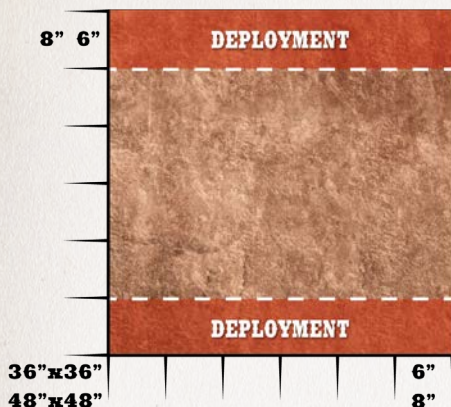
### VILLAIN PLAYER

- Annabelle Hamilton
- Ross Mackeye
- Ben Hamilton
- Subject Four Thirty Six (Creation VII)
- Hulking Brute
- Apex Hellion x2
- Apex Hellion x2
- Brute x4
- Lazarus Construct Menials x10
- Lazarus Construct Menials x10





## ALTERNATE: HELL BREAKS LOOSE



*The massive creation burst through the floor in a shower of broken boards and debris, its wrecker arm making short work of the relatively flimsy obstacle. For a moment, all eyes turned to the emerging monster, aghast that the horrors which had seemed almost at an end had once again birthed a walking nightmare. The monster struggled free of the wreckage, its torso rotating unnaturally on its quadrupedal carriage as it took in the surrounding forces. The crimson lenses in its helm fasted upon the Rolling Thunder and flickered once as though registering a worthy threat. Then it charged.*

This is an alternative way to play out the action packed finale of Lazarus. If you have access to some Warrior Nation miniatures, or better yet, have a third person who does, you can use them in this epic battle.

If using two players to portray the heroes, simply share the cards and decision making accordingly. If, for example, both players really feel their activation should be the one when an Adventure card is spent and can't come to an agreement, roll off to see who gets to make the call.

Of course, the Villain Player should encourage this internal conflict wherever possible.

The Warrior Nation Units begin play off the Play Area and only come on during Round 3. Activate the units as you wish in Round 3 and move them on as if they had started their movement touching anywhere on the three non-Enlightened board edges.

**VICTORY CONDITIONS:** Each side scores a VP for each Enemy Unit Destroyed at the end of the game, as well as any VPs scored from Adventure cards. If the Hero player has won then their arrival plays out as it does in Lazarus. If the Enlightened player has won, then Anabelle Hamilton has had a chance to regroup her forces and may well take greater control of the land surrounding Provenance. Will the spirit of the earth be even more corrupted by Lazarus? Why not play some more games and decide for yourself?

### HERO PLAYER (WARRIOR NATION)

- Plains Stalkers x5
- Plains Warriors x5
- Weylyn Spirit Walkers x3
- Weylyn Spirit Walkers x3
- Spirit Apparition x2
- Spirit Apparition x2
- Loud Thunder
- Stone Fur





### HERO PLAYER (UNION)

- Doc Holliday
- Willa Shaw (Mounted)
- Sgt. Sweeny (Jonathan Sheridan)
- Irwin
- Mrs. Kelly
- Iron Horse Deputies x4
- UR-31E Teslabot Riflemen x6
- Union Armoured Guards x5
- Union Armoured Riflemen x5
- Union Riflemen x5
- Union Skirmishers x5

### VILLAIN PLAYER

- Annabelle Hamilton
- Ross Mackeye
- Ben Hamilton
- Apex Hellion x2
- Apex Hellion x2
- Brute x4
- Lazarus Construct Menials x10
- Lazarus Construct Menials x10
- Lazarus Construct Menials x10
- Strider Cav x2
- Mono Cav x2
- Hulking Brute
- Subject Four Thirty Six



## STONE FUR

-PTS

FACE, WARRIOR NATION, HUMAN, SPIRIT ANIMAL, SKY  
STALLION, MOUNTED



v3.04c  
BETA

### SPIRIT BOW

ATTUNED

FATAL W

### TOMAHAWKS

THROWN

FATAL W

	RNG	PRC	ROA
SPIRIT BOW	20"	-2	1
TOMAHAWKS	-	-1	2



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## STONE FUR

1 x

25

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, (For more details see p.12 of the Rules)

**BOUNDING STRIKE:** If this Unit wounds an enemy Model with a Strike Action, this Unit may be placed up to half its Quickness value from its current position.

**CHILD OF THE GREAT SPIRIT:** This Unit can Focus weapons with the Attuned Quality even if they also have the Special quality. The Unit may not be included in a Force with TAINTED units.

**ELUSIVE:** Backstab Reactions against this Unit suffer a -4 penalty.

**NIMBLE:** Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

**SKY-LEAP:** This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impassable terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

**SPIRIT AIM:** This Unit can Focus weapons with the Attuned Quality even if they also have the Special quality. Once per Round, during its Activation, this Unit may make a Mind check. If successful, this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

## LOUD THUNDER

-PTS

BOSS, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,  
MYTH, RAM



v3.04c  
BETA

### GNARLED ANTLERS

BRUTAL

LETHAL W

### IRIDESCENT BREATH

STUN, TORRENT

DISORDER W

	RNG	PRC	ROA
GNARLED ANTLERS	1"	-2	1
IRIDESCENT BREATH	-	-2	1



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## LOUD THUNDER

1 x

4

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

**DEADLY RAM:** This Unit wounds Models with a -2 penalty to their Grit (instead of the usual -1) when making Ram Actions.

**DEATH-DEALER:** When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

**DURABLE:** This Unit may ignore the first point of Piercing from an attack, unless it has the Shred, Blast or Torrent Quality.

**HARDY:** The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

**INSPIRATIONAL:** Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

**MONSTROUS:** If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

**LARGE BASED UNIT (XL BASE):** This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.



# IRWIN

FACE, UNION, AUTOMATA, MACHINE, VITRUVIAN  
SIMULACRA

-PTS



# IRWIN

1 x 1

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, TARGET PRIORITY, (For more details see p.12 of the Rules)

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Shred, Blast or Torrent Quality.

#N/A

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

TESLA MASTERWORK: The Stun and Disorder Conditions do not cause Attribute penalties to be suffered by this unit, though they still count as having received the appropriate Condition.



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BETA

## ELECTROCARBINE

SHOCK

## BASIC MELEE ATTACK

RNG PRC ROA

15" -1 1

- 0 1



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# Mrs. KELLY

FACE, UNION, HUMAN, MERCENARY, MOUNTED, IRON  
HORSE

-PTS



# Mrs. KELLY

1 x 25

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, (For more details see p.12 of the Rules)

BULKY: This Unit can never be Hunkered.

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

FIXED WEAPONS (GATLING GUNS): When a Model in this Unit declares an Attack with this named weapon, it must first draw two straight lines parallel to the straight edges of the stadium base. Line of Sight is drawn in the direction of the muzzle of this weapon, to any Initial Target that is within the column between those two lines.

LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition, it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.



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BETA

## SOPHIE RIFLE

REFINED

BRUTAL

## BASIC MELEE ATTACK

RNG PRC ROA

20" -1 1

- 0 1

## GATLING GUNS

SPECIAL, BRUTAL

15" -1 4



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## SGT. SWEENEY

FACE, UNION, HUMAN, SERGEANT

-PTS



## SGT. SWEENEY

1 x 1

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

FORM UP ON ME: SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Run Action. This does not count as that Unit's Activation. Once complete, that Unit and this one may add or remove the Hunkered Condition from itself even if in contact with terrain.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.



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BETA

### SHOTGUN TORRENT

	RNG	PRC	ROA
SHOTGUN TORRENT	-	0	1

### HEAVY FISTS BRUTAL STUN

	RNG	PRC	ROA
HEAVY FISTS BRUTAL STUN	-	0	2

### DYNAMITE BRUTAL, BLAST STUN

	RNG	PRC	ROA
DYNAMITE BRUTAL, BLAST STUN	7"	-1	1



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## ZACHARIAH KING

FACE, UNION, HUMAN, PRIVATE

-PTS



## ZACHARIAH KING

1 x 1

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DOOMED: At the start of each Round after the First, this model gains a cumulative -1 to its Grit score.

RAPPORT: Once per this Unit's Activation, this Unit may change a single successful check into a critical success if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.



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BETA

### RIFLES

	RNG	PRC	ROA
RIFLES	20"	-1	1

### BASIC MELEE ATTACK

	RNG	PRC	ROA
BASIC MELEE ATTACK	-	0	1

### SIDEARM CLOSE WORK -2 PIERCE

	RNG	PRC	ROA
SIDEARM CLOSE WORK -2 PIERCE	5"	0	1



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## SUBJECT FOUR THIRTY SIX

FACE, LEGENDARY, ENLIGHTENED, CONSTRUCT,  
MUTATION, RAM, DEADLY SEVEN, TAINTED

-PTS



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BETA

### RAZOR CLAWS

BRUTAL  
LETHAL

RNG	PRC	ROA
1"	-1	3

### MIGHTY HAMMER

STUN, REFINED  
BRUTAL

RNG	PRC	ROA
1"	-1	1



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## SUBJECT FOUR THIRTY SIX

1 x

4

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**TEAMWORK, METTLE**, (For more details see p.12 of the Rules)

**BULLRUSH**: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

**DEADLY RAM**: This Unit wounds Models with a -2 penalty to their Grit (instead of the usual -1) when making Ram Actions.

**FORCEFUL STRIKE**: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

**FRENZY**: Would this be clearer: For each Critical Success this Model rolls during a Fight Check, this Model may roll an additional hit. This additional hit, if a Critical Success is then rolled, is still subject to Frenzy.

**IMMUNE TO PAIN**: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

**MONSTROUS**: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

**LARGE BASED UNIT (XL BASE)**: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

## HULKING BRUTE

FACE, ENLIGHTENED, CONSTRUCT, MUTATION, TAINTED

-PTS



v3.04c  
BETA

### RAZOR CLAWS

BRUTAL  
LETHAL

RNG	PRC	ROA
1"	-1	3

### FRENZIED ATTACK

SPECIAL, BRUTAL  
LETHAL

RNG	PRC	ROA
-	-3	1



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## HULKING BRUTE

1 x

2

### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**TEAMWORK, METTLE**, (For more details see p.12 of the Rules)

**BULLRUSH**: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

**DURABLE**: This Unit may ignore the first point of Piercing from an attack, unless it has the Shred, Blast or Torrent Quality.

**FORCEFUL STRIKE**: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

**HARDY**: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

**MONSTROUS**: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

**SKY-LEAP**: This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impassable terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

**VOLATILE**: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.



# LAZARUS CONSTRUCT MENIALS

TROOPS, ENLIGHTENED, CONSTRUCT, TAINTED

-PTS  
PER MODEL



# LAZARUS CONSTRUCT MENIALS

1 x

1

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**FAILSAFE DETONATOR: SPECIAL ACTION** - This Unit is removed from play once this Action is resolved. Any Model (friendly or enemy) in Base contact with a Model in this Unit suffers a single automatic hit per Model (up to a maximum of three) with a -2 Piercing. This Action cannot cause a hit on other Models in this Unit but counts as targetting the Friendly or Enemy Models for Reactions.

**HARDY:** The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

**LOBOTOMISED:** This Unit may re-roll failed Morale Checks. If the Unit fails a Morale check and is a single Model, the Unit is destroyed.



v3.04c  
BETA

		RNG	PRC	ROA
<b>PISTOL</b>				
CLOSE WORK, REFINED		10"	0	1
-1 PIERCE				
<b>BLADE</b>				
REFINED		1"	0	1
-1 PIERCE				

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