

RULES ERRATA V1.09

How Does This Document Work? The following Revision Guide and Errata highlights changes to the Wild West Exodus 1.08 rulebook. All Errata have been included in the latest digital version of the rulebook which has the same revision number as this document. Printed versions of the rulebook use the same revision numbering as this document.

Glossary of Terms: Re-rolling Dice page 4
Ignore the example.

Glossary of Terms: page 4
Placing and Replacing Models

Add the following Term: "PLACING AND REPLACING MODELS: Occasionally models are replaced or placed in a new location as a result of a rule or other interaction. Placing or Replacing a model is not considered movement and so does not trigger a Backstab Reaction or other effect. There must be room for the model's base in the location in the Play Area that the model is placed. A model cannot be placed in impassable terrain or with its base overlapping obstacles, buildings or another model's base. You must maintain Unit Coherency if possible when Placing. When replacing a model, the centre of the new model's base must be in the same position as the centre of the model it has replaced (using the Path of Least Resistance in cases where this is not normally possible)."

Glossary of Terms: page 4
Wounded, Destroyed & Removed from Play

Add the following Term: "WOUNDED, DESTROYED & REMOVED FROM PLAY: If a model is Wounded and no rules are applied that might change that fact (such as the Mettle rule) the model is Destroyed. At that stage, if no rules are applied to change that fact the model is then Removed from Play. Certain rules and interactions applied to a model may refer to removing a model from play or that a model is Destroyed. In these cases, the model is not considered to have been Wounded, so any rules that might have applied to it, cannot do so. A Wounded model will always be considered Destroyed and then Removed from Play unless an in-game effect or rule indicates otherwise. Models that are Removed from Play are literally removed from the Play Area and take no further part in the Adventure."

Spending Fortune page 13
Add the following after the first sentence of the second paragraph: "Each use of Fortune costs a single Fortune Chip unless otherwise stated."

Reserves page 24
Replace all references to "Mind Attribute" with "half Mind Attribute".

Reactions page 30
Add the following sentence at the end of the first paragraph: "A unit may only perform a single Reaction against an Action. Reactions can trigger their own Reaction as they are a new Action."

Reactions: Backstab page 30
Delete the following from the second sentence of the first paragraph: "as part of a Move Action."

Portals page 40
Replace the second and third paragraphs and related table with the following: "If the Check is passed, either Destroy the targeted Portal Model or place a new Portal Unit at the targeted location. The Portal Model scatters d5-1" in a random direction. Any Portal Model placed within 1" of a model, Impassable Terrain, a building, obstacle or outside of the Play Area is immediately Destroyed".

Weapon Qualities: Drag page 44
Replace the rule with the following: "When a model with this weapon successfully hits an enemy model, the enemy model is moved d5" towards this model (remembering the Path of Least Resistance of course). Models in the target unit cannot be Embarked, dragged out of the Play Area or into Impassable terrain. A failed Grit check from an attack using this weapon also causes the target unit to gain the Disordered Condition."

Weapon Qualities: Fatal page 44
Add the following quality: "FATAL: "Hits with this quality ignore the Mettle rule."

Weapon Qualities: Special page 45
Replace the rule with the following: "This weapon may only be used by the model once per Activation."

Unit Common Rules: Mettle page 46
Replace the rule with the following: "This unit does not count as being Wounded by a failed Grit Check and instead receives the Disordered Condition (even if not normally able to be Disordered or if the hit would cause them to become Disordered anyway). If the unit is already Disordered, it is Wounded as normal."

Unit Common Rules: Tough page 47
Replace the rule with the following: "This unit does not count as being Wounded by a failed Grit Check and instead receives the Stunned Condition (even if not normally able to be Stunned or if the hit would cause them to become Stunned anyway). If the unit is already Stunned, it is Wounded as normal."

Common Adventures: Treasure Hunt page 52
Replace "a Search Action to investigate the token." with "a Search (Special Move) Action: "

