



Revision 1.08  
1-Aug-18

## REVISION GUIDE & ERRATA RULES V1.08

### How Does This Document Work?

The following Revision Guide and Errata highlights changes to the Wild West Exodus rulebook. All Errata have been included in the latest digital version of the rulebook. The latest digital version of the rulebook has the same revision number as this document. Printed versions of the rulebook use the same revision numbering as this document. If your printed rulebook has an earlier revision number, it is suggested that you read the most recent revision of this document and apply any changes.

Our revision guides and errata are updated regularly. **Sections in red are recent changes or are important and worth particular attention.**

### Glossary of Terms - Measuring page 3

Add the following section to the end of the paragraph: "Weapons with a range of "-" have a range of base contact only. If a model's weapon uses a template then the template must be placed in contact with the base when being fired."

### Glossary of Terms – Re-rolling Dice page 4

Delete the second example. Furthermore, replace the final sentence at the end of the paragraph with the following: "However, the same die cannot be re-rolled more than once."

### Glossary of Terms – Scatter page 4

Replace the rule from the second sentence onwards with the following: "When a rule calls for Scatter, the process for determining direction is as follows. Roll a d10 and the target point moves in the direction indicated by the upwards facing point of the die. The distance will be determined by the rule or quality calling for the Scatter."

### Traits page 6

At the bottom of the page add the following: "Traits are a series of words that define every unit in the game. In and of themselves a Trait has no effect on the game, however they are the trigger for certain special rules and actions. Traits are also key for selecting units for your force and for identifying individual units for scoring victory points. Example traits might include the unit's Faction, their unit type, their species, gender, rank and whether they are mounted or can fly."

### Building a Force page 8

Add the following section to the start of this page: "**CHOOSE YOUR FACTION:** Your Force for Wild West Exodus must be taken from one of the eight factions of the game. Each has its own play style and array of fantastic Warcradle Studios miniatures."

### Building a Force page 8

Add the following sentence to the end of this section: "If your Boss takes a Posse you must at least take a unit in Slot One of that Posse."

### Outlaw Posses page 10

Replace the third paragraph with the following: "Like other Factions, the Outlaws have a Faction Posse. While it is available to all Outlaw Boss units, it is restricted to only allowing those Bosses to mostly take Outlaw units that have the Mercenary Trait."

### Allied Posses page 10

Replace the Mercenaries section with the following: "Most Outlaw Theme Posses (and some Faction's Theme Posses) can be included in other Faction's forces. These alliances are detailed on each Boss's Theme Posse card. If the Posse is taken in a force



that it's boss does not belong to, it is considered an Allied Posse. When including allied Bosses with their Posses in another faction, you may not have more allied Posses than you have Bosses belonging to the main Faction.

**Spending Fortune - page 14**  
**Taking One for the Team**

In the TAKING ONE FOR THE TEAM! rule after the first sentence insert the following: "This friendly model must be in range of the attack."

**Spending Fortune - Veteran Instincts page 14**

Replace section with the following: "VETERAN INSTINCTS: When this model is nominated as the Initial Target of an attack, this unit can spend two Fortune Chips to immediately gain the On Lookout Condition. You may make a Give Em Hell reaction to the attack as though you had the condition prior to being targeted. You cannot use Veteran Instincts and taking One for the Team against the same attack."

**Focused Actions page 20**

Replace the penultimate sentence the following: "A unit with the Tasked common rule can only make Focused Actions if within 12" of a friendly unit with the Boss trait."

**Hunker Down (Special Move Action) page 21**

Add the following sentence to the end of the paragraph: "A unit with the MACHINE or VEHICLE trait may not make a Hunker Down Action."

**Combat Actions - Rate of Attack page 25**

Replace the first paragraph in this section with the following: "All weapons have a Rate of Attack. The Rate of Attack for a weapon represents how many Aim or Fight checks the model wielding it may make for each Shoot or Strike Action. Once you have chosen an Initial Target and worked out the score needed to hit (including any bonuses or penalties for being focused, target in cover etc), make a number of Aim or Fight checks equal to the Rate of Attack of the weapon being used. You should roll all of these dice at the same time.

The opposing player must then pass a Grit check (one at a time) for each successful hit. Apply any effects (such as conditions or qualities) after each Grit check as they occur until all remaining hits have been resolved by passing Grit checks or the target is wounded.

If the Initial Target has been wounded and removed from play, any remaining hits and associated conditions are applied to the next closest model in the enemy unit and so on (regardless of range but must be in Line of Sight) until the unit is wiped out or each hit has been resolved by passing a Grit check.

A model may not normally target different units with a single Action, although different models in the same unit may select different target units."

**Reactions – Give Em Hell! page 30**

Replace the second sentence in this section with the following: "At any point during the enemy unit's Combat Action the unit On Lookout may make a Free Strike Action or Free Shoot Action against them (however their Rate of Attack is 1 for the Free Action).

**Negative Conditions - Stunned page 33**

Replace the condition with the following: "A model affected by the Stunned condition suffers a -1 penalty to all Attributes (excluding Limit) to a minimum of 1. The condition is removed at the start of the unit's next Activation. A unit with the MACHINE, STRUCTURE or ARTEFACT traits cannot normally be Stunned."

**Shooting Into Buildings page 38**

In the fifth paragraph replace the first sentence with the following: "Template weapons that have the Engulf quality can be devastating against enclosed spaces."

Add the following to the end of the paragraph: "Successful hits using a template weapon against a unit in a building will only cause a single hit."

**Weapon Types – Ranged Weapons page 42**

Replace the entire section (including Blast, Gatling, Grenade, Pistol, Rifle, Special and Torrent) with the following: "RANGED WEAPONS: Ranged weapons are used primarily for Shoot Actions. You may only use one Ranged weapon per Shoot Action. Except where specified otherwise, ranged weapons may only be used in Shoot Actions and cannot be used if the unit has made a Charge Action in that Activation."

**Weapon Qualities – Ammo Clip page 43**

Replace the quality with the following: "Each hit from a weapon with this quality may gain one of the following additional qualities for the duration of that hit: Brutal, Disrupt, Shred or Stun."



**Weapon Qualities - Blast** page 43

Add the following quality: **"BLAST:** This type of weapon uses the Blast Template when determining hits, centred on the Initial Target. If the model fails their Aim check when using this weapon, it is assumed the shot has failed to detonate. Should any model be successfully hit by the weapon then any models touched by the template are automatically hit. When used in a Free Shoot Action, a Blast weapon does not use the template and instead causes d5 hits on the target (with a maximum of one hit per model)."

**Weapon Qualities - Brutal** page 43

Replace the text with the following: "After resolving one or more successful hits on the target unit with this weapon, resolve a further single automatic hit on the same unit. You may only gain a single additional hit from this weapon in each Action."

**Weapon Qualities – Close Work** page 43

Replace the text with the following: "This ranged weapon may to be used as a Melee weapon in a Strike Action using the model's Fight Attribute rather than using Aim. If used as a Melee weapon, then for the remainder of the turn the weapon has a Melee range of 2" and when used in a Strike Action it suffers a -3 penalty to the Fight check."

**Weapon Qualities – Complex** page 43

Replace the text with the following: "A model using this weapon suffers a -2 penalty to any Aim or Fight check. If this weapon has the Indirect Quality, it cannot spend +1AP to ignore it."

**Weapon Qualities - Disorder** page 44

Replace the first sentence with the following: "If the Initial Target fails a Grit check by a hit from this weapon, in addition to being wounded, the unit gains the Disordered condition."

**Weapon Qualities - Displace** page 44

Add the following sentence: "Models within a building or within a model with capacity cannot be Displaced."

**Weapon Qualities – Engulf** page 44

Add the following quality: **"ENGULF:** "Hits using a Torrent or Blast weapon with this quality ignore Obscured bonuses to Grit Checks. If an Initial Target in a building is hit by this weapon, every model occupying the same level of that building are automatically hit as well."

**Weapon Qualities - Indirect** page 44

Replace the Indirect rules with the following: **"INDIRECT:** A weapon with this quality does not require Line of Sight to its target. Make an Aim check as normal. If the check fails, the shot is assumed to go wide and not cause any effect on the game. If the check is passed, place the centre of the Blast template over the intended target and then the template scatters d5+1 inches in a random direction. Any models touched by the template are automatically hit. Use the centre of the template for determining direction for calculating Obscured bonuses to Grit checks. A model may spend an additional +1AP to ignore this quality when using this weapon in a Shoot Action."

**Weapon Qualities - Overcharged** page 44

In the OVERCHARGED weapon quality, replace the word "Hazard" with the word "Hazardous".

**Weapon Qualities - Parry** page 44

In the PARRY weapon quality, replace the section with the following: **"PARRY:** The weapon or shield is designed for deflecting enemy attacks. A model with this weapon or shield forces a single successful hit per Strike Action to be re-rolled. Models with the VEHICLE trait or the Reanimated Common Rule may not Parry."

**Weapon Qualities - Shred** page 45

Replace the sentence with the following: **"SHRED:** Attacks using this weapon ignore the Obscured modifiers to Grit and Aim conferred from the first piece of terrain in its path. Should there be further terrain pieces which can confer Obscured bonuses, then these are applied as normal."

**Weapon Qualities - Smokescreen** page 45

Add the following sentence: "Furthermore, the template counts as an XL sized piece of Area Terrain providing an Obscured bonus as normal."

**Weapon Qualities - Special** page 45

Add the following quality: **"SPECIAL:** This weapon may only be used by the model once per turn."

**Weapon Qualities - Stun** page 45

Replace the quality with the following: "If a non-VEHICLE or CONSTRUCT Initial Target passes a Grit Check by a hit from this weapon, the target model gains the Stunned Condition. If the model hit is already Stunned then the hit gains the Lethal quality."

**Weapon Qualities - Torrent** page 45

Add the following quality: **"TORRENT:** Use the tear shaped Torrent template with this weapon. The narrow end is placed touching any point of the front of the attacker's base edge and the wide end is placed as far as possible from the attacker, with the centreline touching the Initial Target of the Shoot Action. If the Initial Target is not hit by the attack, it is assumed the weapon has failed to fire. Should the Initial target be successfully hit then all models touched by the template are automatically hit. This does not include the firing model! Models that have their Line of Sight completely blocked from the original attacker by terrain can still be affected by the torrent but cannot be the Initial Target. When used in a Free Shoot Action, a Torrent weapon does not use the template and instead causes d5 hits on the target (with a maximum of one hit per model)."

**Unit Common Rules – Largesse** page 46

Add the following common rule: **"LARGESSE:** "This unit may allow a unit from their Posse to spend Fortune Chips from this unit as though they were their own."

**Unit Common Rules – Moving Target** page 46

Add the following common rule: **"MOVING TARGET:** Provided this unit has made a Move Action of at least 7" this turn, successful Aim Checks against this unit must be re-rolled."

**Unit Common Rules - Rapid** page 46

Add the following common rule: **"RAPID:** This unit can Focus Move Actions for no additional cost."

**Unit Common Rules – Shrouded** page 46

Add the following common rule: **"SHROUDED:** Successful Aim Checks against this unit must be re-rolled."

**Unit Common Rules – Target Priority** page 46

Replace the sentence with the following: **"TARGET PRIORITY:** This unit may only be targeted by a Shoot Action if they are the closest enemy unit in Line of Sight or if they are within 12" and Line of Sight."

**Unit Common Rules - Tasked** page 46

Add the following sentence: "This unit can only make Focused Actions if within 12" of a friendly unit with the Boss trait."

**Unit Common Rules – The Quick and the Dead** page 47

Replace the rule with the following text: **"Once per turn, unless Hunkered, this unit may declare they will use this rule against an enemy model's Combat Action that declares them as the Initial Target (but before dice are rolled). This unit must make a Quick Check. Should they pass the Quick Check, all hits from that model's Action against this unit are ignored and this unit becomes Hunkered.** If this unit fails the Quick Check, then they are hit as normal. You may not use this rule against hits using Blast or Torrent templates."

**Unit Common Rules - Tough** page 47

Replace the first sentence with the following: **"This unit may re-roll failed Grit Checks."**





# REVISION GUIDE & ERRATA UNIT CARDS & SPECIAL RULES V1.08

## How Does This Document Work?

The following Revision Guide and Errata highlights changes to the Wild West Exodus Unit Cards and their Special Rules.

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## UNIT CARDS

### The Apache Kid

The unit has the Mercenary trait.

### Civilians

Remove the Basic Melee Weapon entry.

### Eduard Costa

Remove the Rebel Yell special rule.

### Frank James (Mounted)

The unit gains the following Ranged weapon:

Gatling Guns: Range 15" Piercing -2 ROA 4  
Qualities: Heavy, Brutal, Linked

### Haupt Heavy Borer

Remove the Industrial Buzzsaw and the Vehicle special rule (but not the quality). Gain the following special rule: "DEADLY RAM: This unit wounds models with a -4 penalty to their Grit (instead of the usual -2) when making Ram Actions."

### K9 Gun Dogs

All K9 Gun Dogs have the Automata and machine traits.

### Kaga Brothers

Remove the Regular unit special rule and replace with the following special rule: "SPECIAL ISSUE: Any model in the unit may replace a Ranged Weapon with a weapon from the Special Issue section of their Faction Armoury at the indicated points cost." Furthermore gain the following special rule: "KAGA BROTHERHOOD: Models in this unit gains +1 Grit while in base contact with (or mounted on) another friendly model with this rule. This unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This unit may re-roll failed Yeller Checks. Units with this rule may not transport units without this rule."

### Willa Shaw (Mounted)

Replace the second Mounted Trait with the Machine Trait.

## UNIT SPECIAL RULES

### Dispersed Deployment

Replace the word Trailblazer with the word Trailfinder.

### Gun Down

Replace the rules text with the following: "Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this unit does not hit a friendly Engaged unit on a Critical Fail when making a Shoot Action against an Engaged enemy unit."