



THE ESOTERIC ORDER OF GAMERS ORDEROFGAMERS.COM

Dedicated to immersive, thematic tabletop games. Rules summaries, foamcore plans, battle reports, interviews, reviews, videos, tutorials – and lots more.

Sign up to the **monthly newsletter** on the website!

FOLLOW THE
EOG AND
DON'T MISS
A THING!



VIDEOS
EsotericOrderGamers



TWEETS
@EOGamers



PHOTOS
orderofgamers



NEWS
EOGamersFB

SUPPORT ME SO I CAN MAKE MORE GUIDES LIKE THIS ONE!

Since 2004, I've been supplying tabletop gamers with **hundreds of free high-quality rules summaries!** And the Esoteric Order of Gamers features **hundreds of entertaining and informative videos** about our excellent hobby.

It takes time and money to do this work, and **just a few \$ a month** really does help me do much more. Join the official EOG community – and get bonus rewards too!

Please sign up and support me!

PATREON.COM/ESOTERICORDER

Thankyou! Peter (Universal Head)

v1

Jan 2022

Game: **WILD WEST EXODUS**

Publisher: **Warcradle Studios (2021)**

Page 1: **Rules summary page 1**

Page 2: **Rules summary page 2**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

Page 5: **Reference x2 front: Weapon Qualities and Conditions**

Page 6: **Reference x2 back: Terrain**

Page 7-10: **Starter set unit cards**

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

**If you need exceptional quality graphic design
for your next project, visit universalhead.com**

**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



WILD WEST EXODUS

SETUP

Build your **forces**: agree on a **point limit**, choose **factions**, then buy **posses** or **detachments** and upgrade them as desired.

A posse or detachment is a group of units led by a *boss* or *commander*, and must have the trait of the chosen faction. Each unit with the *unique* trait may be included only once in your force.

Choose an **adventure** type, rolling D10 on that adventure type table, or choose an adventure. Follow its instructions, and set up terrain. A standard adventure uses a 48"x48" area.

When deploying, you may keep up to half the number of entire units as **reserves**. Support units, and those containing models with a **QUICK** of 2 or less, may not be in reserve unless otherwise noted.

Both players shuffle their **action deck** and draw a card. The player with the highest number chooses who is player A. Unless specified otherwise, player A chooses a deployment zone, deploys first, and has initiative for the first round.

Starting with player A, players alternate deploying units into their deployment zones. As one deployment, a vehicle may be deployed with a unit already embarked. If one player finishes deploying, the other continues to deploy all their units. Any units with the *dispersed deployment* special rule are then deployed, starting with player B. Finally any units with *trailfinder* take their moves (move these alternately, starting with player B).

If player B was the first to finish deploying their forces, they may draw a new action card: if its number is equal to or higher than the card player A drew at the start of deployment, player B may choose to have initiative for the first round instead.

Measuring is always between the closest points of the models/units (and bases), and you may measure distances at any time. Always round up when halving values. You can never reroll a die more than once, or reroll a critical failure/success.

INITIATIVE PHASE

1. DETERMINE INITIATIVE

Both players draw an action card and the player with the highest number gets initiative. On a tie, initiative goes to the player who did not have initiative last round.

2. DRAW ADVENTURE CARDS

Both players draw adventure cards from their decks up to the maximum hand size determined by the force point limit:

Force point limit	Hand size
99 or less	3
100 to 149	4
150 to 199	5
Every additional 50	+1

3. RESERVE CHECKS

From the start of the second round, starting with the player that has initiative, each player must make a **reserve check** for one of their units in reserve. Alternate reserve checks until all applicable units have been checked.

D10 + adventure's round number + half the MIND of boss or commander

A unit that passes its reserve check is immediately deployed within 5" of the rear table edge of their deployment zone (or the adventure's specified reserves entry point). If the unit passes with a critical success, it may be deployed within 5" of any table edge. Models cannot be deployed within 5" of any enemy model.

Deployed units can activate as normal this round.

ACTIVATION PHASE

1. DRAW FROM THE ACTION DECK

The player with initiative reveals the top card of their action deck. This is the number of **action points** (APs) they have to spend that activation.

2. PLAYER WITH INITIATIVE ACTIVATES A UNIT

The player with initiative activates one of their units that hasn't activated this round. A unit may only be activated once per round.

When activated, a unit may perform a **move**, **combat**, or **special action**, at the cost of 1 AP. All models in the unit take the same action. Once complete, they may continue to perform more actions, but if they perform the same category of action again, the cost is 2 APs instead. Each individual special action can be taken only once per activation, however.

If the action is linked to an attribute, a unit may declare that the action they are about to take is **focused**, at a cost of +1 AP or 1 **FORTUNE**. For the duration of that action, the unit gains a +2 bonus to that action (this may be added to the distance moved or to a check). **Special actions may never be focused**.

A unit can spend as many APs as they have available, but may only make a number of actions up to their **LIMIT** rating. A free action costs 0 AP and does not count towards a unit's **LIMIT**.

Once the unit has completed its activation, discard the action card facedown. Once the last card is drawn, shuffle the discards to form a new deck. Then draw the top 3 cards and discard them facedown, sight unseen, to form a new discard pile.

A unit with **FORTUNE** recovers its fortune points back up to its **FORTUNE** rating at the end of its own activation.

3. OPPOSING PLAYER ACTIVATES A UNIT

The opposing player now activates one of their units that hasn't activated this round.

4. REPEAT UNTIL ALL UNITS HAVE ACTIVATED THIS ROUND

Players continue to alternate activations, drawing a new action card for each unit, until both players have activated all their units. If a player has no units left to activate, the other player may continue to activate units until they are done.

RESOLUTION PHASE

1. MOVE UNENGAGED MODELS

Starting with the player with initiative, both players alternate selecting one of their units that has one or more models engaged with the enemy. Any unengaged models in that unit must move up to their **QUICK** in inches towards a model in the enemy unit they are engaged with.

A move triggers a **backstab** reaction if a model moves into and then out of an enemy model's melee weapon range.

2. DISCARD UNWANTED ADVENTURE CARDS

Starting with the player with initiative, both players take it in turn to discard any number of their unwanted adventure cards facedown.

3. CHECK VICTORY CONDITIONS

If victory has been achieved or the number of rounds specified in the adventure has elapsed (usually 5), the adventure ends and the player with the most **victory points** (VPs) wins.

If one player has no models in the play area at this time, their opponent scores an additional number of VPs equal to the current round number, and the game immediately ends.

ATTRIBUTE CHECKS

Whenever a check is required, roll a D10 and add your relevant attribute to the result. **If the total is 10 or higher, the check is passed.**

A natural roll of 10 before modifiers is a **critical success** ✨ and a natural roll of 1 before modifiers is a **critical failure** ☹️. Neither of these results can be effected by any penalties, rules, rerolls, or effects. They may also trigger additional specific effects.

ADVENTURE CARDS

Adventure cards are kept secret until played. They can be played whenever their criteria are met (even during an opponent's activation) for either their **guts** or **glory** effect, but never both, and are discarded after use.

You may apply as many guts bonuses to a single activation that you wish. Guts that offer a bonus to an attribute last for the rest of the unit's activation and must be played before dice are rolled.

❗ **Interrupt**: This card can be played to cancel any guts effect just played by your opponent. It is possible to interrupt ● interrupt cards indefinitely.

⚙️ **Restore**: You may reveal this card at any time to restore the number of fortune points on a unit of your choice back to their **FORTUNE** value.

+1 **Triggered activation**: Reveal and discard this card after making an activation to immediately activate a unit within 10" of the unit just activated that has not yet activated this round (draw a new action card). Further unactivated units within 10" of the activated unit may make triggered activations if you can reveal a triggered activation card for each.

ACTIONS

MOVE ACTIONS

RUN Each model in the unit can move up to their **QUICK** in inches. Models cannot move through an enemy model's base. As soon as this action brings a model within **MELEE** range of an enemy unit, both units are **engaged** in combat.

Units on stadium bases can move straight ahead, or use the **turning template**. They can also move backwards, but count as using difficult ground. They may spend a **run** action to pivot on the spot to face any direction.

Place the turning template at the apex of the front of the model (**the turning point**), then line it up with a travel point on the template (the pips around the edge). Advance the model 1" around the template for each travel point, with the sides of the base parallel to the outside edge of the segment of template. A model may turn less than the angle, but always uses 1" doing so.

SPRINT For 2 AP, the unit may make a **run** action with a **D5 sprint bonus**. This run action can be *focused* as normal.

GET IN If all the unit's models are within 5" of an empty friendly unit with the *transport* trait, they meet the **SIZE** requirements and the unit has enough capacity to hold them, the unit may **embark**. Once inside, remove the embarked unit from the play area. Unless the transport unit has a *firing platform* special rule, a unit cannot make any further action in the same activation as a **get in** action. A unit **embarked within a vehicle cannot be targeted by attacks**.

GET OUT To leave a friendly transport unit that is not engaged, the entire embarked unit makes this action and is placed in coherency within 5" of it. A unit making this action may be the target of a **give 'em hell** reaction.

CLIMB A unit must **climb** to move across terrain higher than its **SIZE**. Make a **QUICK** check with a modifier of -1 per **SIZE** that the terrain is higher. If failed, the unit's **move** action ends. Vertical movement still takes up inches from the unit's action as normal.

JUMP A unit with models standing on a building or area terrain with the obstacle feature may attempt to **jump** at any point of its move action. A unit may never jump further than the distance allowed by its move action. If they are crossing a gap greater than their **SIZE**,

make a **QUICK** check with a +1 bonus for each full inch between their starting position and the gap; if they succeed, they can continue to move normally. If it fails, the models in the unit fail.

FALLING A falling model must make a **GRIT** check with a **piercing** modifier of -1 if the drop is higher than their **SIZE**. The unit may go out of coherency, and automatically gains the *stunned* condition. You may rule in some circumstances that a drop is immediately fatal.

PORTAL MOVE All models from the unit must be within 3" of the portal marker base and be of the right **SIZE**. The entire unit is then placed in coherency within 3" of another portal on the table. If they cannot be placed in coherency they are *disordered* and the portal collapses: remove it from play.

COMBAT ACTIONS

Any unit with a **FIGHT** or **AIM** of 1 or higher may spend 1 AP to make a **combat** action (which may be *focused* as normal).

STRIKE This action may be made when a unit is engaged with an enemy unit. The attacking unit makes a **FIGHT** check for each **RATE OF ATTACK**:

D10 + FIGHT +/- modifiers

Strike action has been *focused*: +2

Attacking unit has the *hunkered* condition: -1

The initial target is a unit of **SIZE 4** or **5**: +1

If the total of each check is 10 or more, it hits; if less, it misses. For each successful hit, the initial target must make a **GRIT** check or be wounded.

After the **strike** action has been resolved, any model in the attacking unit that was not in range of the initial target must make a free **run** action up to their **QUICK**, to bring them within their melee range of an enemy model in the engaged unit.

SHOOT Models may not make or assist in shoot actions if they are engaged in combat or, unless they have a special rule that specifies otherwise, they have made a **charge action** in the same activation.

The attacking unit makes an **AIM** check for each **RATE OF ATTACK**:

D10 + AIM +/- modifiers

Consider each model individually when determining modifiers:

Shoot action has been *focused*: +2

Majority of the attackers are more than 10" away from the closest model in the target unit: -1

The initial target is a unit of **SIZE 4** or **5**: +1

Each model or terrain feature *obscuring* the initial target: -1

A target that has the *hunkered* condition and is more than 3" distant is considered *obscured*.

If the total of each check is 10 or more, it hits; if less, it misses. For each successful hit, the initial target must make a **GRIT** check or be wounded.

SPECIAL ACTIONS

FLIGHT A unit with the *flight* trait may take this action and be placed up to 15" from its position at the start of the action, as long as it does not end the action in impassable terrain or engaged in combat.

HUNKER DOWN A unit not engaged in combat may take this action to gain the *hunkered* condition. A *stunned* unit, or one with the *immobile* or *machine* traits, cannot hunker down. If you take this action you cannot make any further move actions this activation.

RAM A unit with the *ram* trait may take this action and make a **run** action as normal (but only in a straight line). If this brings them into contact with any unit at any point, that unit must pass a **QUICK** check or suffer an automatic hit, and are wounded unless they pass a **GRIT** check with a **piercing** of -1.

If the model survives, move it the minimum distance necessary to allow the ramming unit passage, which continues its movement until it has moved its full **QUICK** rating (potentially ramming other models). Ram actions can trigger **backstab** reactions.

GO ON LOOKOUT A unit not engaged in combat may take this action to gain the *on lookout* condition.

CHARGE Units with a **FIGHT** of 1+ that have not completed a **shoot** action this activation may take this action. Make a free **run** action followed by a free **strike** action (both may be focused separately).

Choose an enemy unit in LOS to be the initial target. Then make a standard **run** action, except the whole unit must end its movement closer to the initial target. Any model passing through area terrain must make a **QUICK** check or the unit gains the *disordered* condition at the end of the **charge** action, and any model that failed the check cannot take part in the free **strike** action.

If no model ends its **run** action engaged with the initial target, the unit has failed the charge and must immediately pass a **QUICK** check or gain the *disordered* condition.

After the **run** action, any models in the unit within melee weapon range of the initial target are engaged. The unit may then immediately make a free **strike** action.

MANIPULATE PORTAL Make a **portal check** with a success target of 10 or higher. Roll D10 and both **MIND** and **AIM** attributes, with a penalty of -1 per inch of distance between the targeted portal position and the closest model in the unit making the check.

If the check is passed, remove the targeted portal or place a new one at the targeted location. If a new portal is placed, a second one may be placed within 10" of the first, scattering using the rules for scatter.

Any portal placed within 1" of a model, impassable terrain, building, obstacle, or outside of the play area is immediately destroyed.

REACTIONS

Reactions are free actions always taken by the opposing player's units in reaction to an action made by one of your units. You may only make 1 reaction to any action, they cannot trigger reactions, and you cannot focus a reaction or make one while *hunkered*.

As soon as a reaction is triggered, pause the initiating action and fully resolve the reaction before finishing the initial action.

Any model forced to perform an action by another ability cannot make reactions for the duration of that ability.

BACKSTAB A model can make this reaction against the first enemy model that leaves its melee range each activation. Make a free **strike** action against the enemy model; this does not include the free **move** action for models that are not within weapon range.

Models embarked in vehicles cannot make a backstab reaction.

GIVE 'EM HELL A unit with the *lookout* condition nominated as the initial target of a **combat** action may make this reaction. At any point during the enemy unit's combat action, this unit may make a free **strike** or free **shoot** action against them.

If the unit does not want to make this free action and instead not react, it must pass a **MIND** check. If it fails, it must make the free combat action. If it passes, it does not have to take this reaction.

TAKING ONE FOR THE TEAM The initial target of a combat action may, as a reaction, spend 1 **FORTUNE** and select another friendly model within 3" of itself which is also in range and LOS of the combat action. That model becomes the initial target.

VETERAN INSTINCTS A model nominated as the initial target of a **combat** action may, at any point of that action as a reaction (but before **strike** or **shoot** tests are made), spend 2 **FORTUNE** to immediately make a free **strike** or free **shoot** action against the nominating unit. This reaction may not be used by *disordered* units.

COMBAT

Multiple models in the same unit with the same weapon must all direct their attacks to the same target unit. The weapons **RATE OF ATTACK** is how many **AIM** or **FIGHT** checks the model may make for each **shoot** or **strike** action. Roll all the dice at the same time.

When a model attacks an enemy unit, you must declare an **initial target**. This is always the closest model in the targeted unit to the model making the action.

Then declare which weapon your unit is using (choose one if they have multiple weapons). Each model in the attacking unit within **range** and **LOS** of the initial target and using the same weapon adds their **RATE OF ATTACK** to the attack.

RANGE

Weapons with a range of '-' have a range of base contact only.

LINE OF SIGHT

LOS can be drawn to a target from your model's base to a point vertically up to its **SIZE**.

Trace an imaginary line from the 2 outermost points of the bases of the 2 models. Any model not from your own unit or terrain in that corridor of the same **SIZE** or greater (in height or width) than the target means the target is *obscured*.

If you cannot draw LOS to any part of a model's base, you cannot make that model the initial target of an attack.

OBSCURED

For each piece of terrain or model of the same **SIZE** or larger than the initial target that partially blocks the LOS of a shoot action, the shooting unit suffers -1 **AIM**.

Models in the same unit as the shooting unit do not block LOS. If a shooting model is in base contact with terrain that partially blocks LOS, that terrain does not give them this penalty.

HIGHER GROUND

A model is on **higher ground** if its base is above the **SIZE** (vertically) of the target. The model can **focus its aim checks for free**, and counts as *obscured* against any unit except those also on higher ground.

TARGET UNIT IS ENGAGED

If the target unit is engaged, and the weapon does not use a template, the attacking unit suffers -4 **AIM**.

If a critical failure is rolled, the hit is instead resolved against the closest unit to the initial target within 3" (if there is none the shot misses). If there is a choice of units, your opponent chooses (even your own unit).

GRIT CHECKS AND WOUNDED

Make **GRIT** checks one at a time for each successful hit, starting with the closest model to the attacking unit that is within range and LOS. Apply any effects after each **GRIT** check as they apply.

If any critical successes have been gained, only those hits gain any additional qualities associated with that effect, and the activated unit decides the order in which they are resolved.

D10 + GRIT +/- modifiers

Piercing value (P) of the weapon used: -P

Unit affected by the *hunkered* condition: +2

If the total of each check is less than 10, the check fails and the unit suffers a **wound**. Only units within range and LOS of the damage source are affected.

If the initial target has been removed from play, remaining hits and conditions are applied to the next closest model in range and LOS until the unit is wiped out or each hit has been resolved.

A failed GRIT check may be rerolled by spending 1 point of FORTUNE.

MORALE CHECKS

If a unit (even one with the *construct* trait) suffers 3 or more wounds in a single action, at the end of that action it must make a **MIND** check.

D10 + MIND

If it fails, it immediately makes a free **run** action at full **QUICK** directly away from the attacking unit, and gains the *disordered* condition (if it already has that condition, it becomes *stunned*).

Units within 15" of a friendly commander can instead use that commander's **MIND** value.

FORTUNE

A unit with **FORTUNE** has it replenished at the end of their activation, after any 'end of activation' effects. If a model cannot activate, it does not replenish its **FORTUNE** that round.

HIT THE DIRT A unit can spend 1 **FORTUNE** to immediately gain the *hunkered* condition, whether it is their activation or not.

LUCKY SON OF A GUN After failing a check, a unit may spend 1 **FORTUNE** to reroll the die (whether it is their activation or not).

PUSH IT A unit may spend 1 **FORTUNE** as an AP multiple times during an activation. The first AP gained this way costs 1 point of **FORTUNE** per activation, the second 2 points, the third 3 points, and so on.

WALK IT OFF A unit can spend 1 point of **FORTUNE** during their activation to immediately remove any and all *stunned*, *disordered*, and *hazard* conditions on it. However if the unit is out of coherency it will immediately become *disordered* again.

SPECIAL RULES

COMMAND Units within 15" of a friendly commander may spend the commander's **FORTUNE** as if it was their own, and use their commander's **MIND** value while making morale checks.

LARGESSE While this unit is in the play area and not *hunkered*, other units in the same posse may spend its **FORTUNE** as though it was their own.

METTLE When this unit receives any wounds from a **combat** action, it is not destroyed but (after making all **GRIT** checks) receives the *disordered* condition (even if it may not usually be *disordered*).

Units already *disordered*, or receiving more wounds than their **LIMIT**, are destroyed as normal. If a unit removes its *disordered* condition it can use *mettle* each time it is wounded in the same round.

THE QUICK AND THE DEAD A **SIZE** 1 or 2 model (not on a stadium base) nominated as the initial target of a **shoot** action may make this reaction. If the model passes a **QUICK** check it may immediately move up to its **QUICK** to be placed either out of range, out of LOS, or into base contact with a piece of terrain. All dice in the **shoot** action declared against them are immediately cancelled and the model gains the *hunkered* condition.

If the check is failed, or the model cannot move to reach any a position that fulfills the above conditions, the **shoot** action is resolved as normal.

This unit may not engage an enemy unit while making this reaction.

TARGET PRIORITY Unless within 5", this unit may not be the target of a **shoot** action unless it is the closest enemy unit. This doesn't apply if this model is **SIZE** 3 or greater or is on a stadium base.

TEAMWORK Once a boss within 15" of this unit, or a commander anywhere in the play area, completes its activation, you may immediately activate a single unit in the same posse or detachment with this rule that has not yet activated this round. This is a new activation, so draw a new action card.

UNITS

A unit of 2 or more models must follow **unit coherency**. At the start of an action, all models in the unit should be within 3" of at least one other model in the unit.

If a unit has any models out of coherency at the start of its activation, it gains the *disordered* condition and must make a **run** action to regain coherency; if it does so, it ceases to be *disordered* at the end of its activation.

BOSS usually has the *largesse*, *quick and the dead*, *target priority*, and *mettle* special rules.

COMMANDER UNITS usually have the *command*, *quick and the dead*, *target priority*, and *mettle* special rules.

FACE UNITS usually have the *teamwork*, *quick and the dead*, *target priority*, and *mettle* special rules.

SPECIALIST UNITS usually have the *target priority*, and *mettle* special rule. If a **troops** or **hands** unit ends its activation within 3" of a specialist unit, the specialist unit may immediately activate as a triggered activation.

TROOPS HANDS AND SUPPORT UNITS can spend **FORTUNE**, though they usually do not generate it.

TRANSPORT UNITS have a value next to their *transport* trait which is the number of **SIZE** 1 models they can transport. Each **SIZE** 2 model counts as 2 **SIZE** 1 models, but units **SIZE** 3 or greater, or on stadium bases, cannot be transported.

Embarked units, and the transport itself, are activated separately, but units being transported cannot take any actions except **get out** (unless specified by the transport unit).

If a model with *transport* is destroyed or moves off the play area, all embarked units in it must make a **GRIT** check with **piercing** -2. Place surviving models within 3" of the transport, and in coherency, before the transport is removed. Models that cannot fit in the play area are removed from play.

TAINTED UNITS have the *tainted* trait. If the last model in a tainted unit is destroyed, make a **tainted check**:

D10 + MIND

If the check is passed, replace the model with a single **hex beast**, which may begin acting normally from the following round. If one is not available, or the tainted model is already a hex beast or has the *reanimated* rule, the model is instead removed from play.

On a **critical success**, the model is not replaced or wounded/destroyed. It instead gains the *hunkered*, *disordered*, and *stunned* conditions. On a **critical fail**, the model is replaced by a hex beast, but it is under the control of your opponent.

OTHER RULES

BENEFITS AND PENALTIES Even if only part of a multiple model unit is within the specified range of an ability, the whole unit gains the benefit or penalty.

MAJORITY When determining the majority of something, if there is a tie when counting the number of models, always apply the worst outcome for the player completing the action.

SCATTER Roll D10 and the target point moves in the direction indicated by the upwards facing point of the die. Distance is determined by the rule requiring scatter.

WILD WEST EXODUS

INITIATIVE PHASE

1. DETERMINE INITIATIVE

Both players draw an action card and the player with the highest number gets initiative. On a tie, initiative goes to the player who did not have initiative last round.

2. DRAW ADVENTURE CARDS

Both players draw adventure cards from their decks up to the maximum hand size (determined by the force point limit).

3. RESERVE CHECKS

From the start of the second round, starting with the player with initiative, each player alternates making a **reserve check** for one of their units in reserve.

D10 + adventure round # + half MIND of boss/commander

Deploy a unit that passes its check within 5" of the rear table edge of their deployment zone (or reserves entry point). On a critical success, the unit may be deployed within 5" of any edge. Models cannot be deployed within 5" of any enemy model.

ACTIVATION PHASE

1. DRAW FROM THE ACTION DECK

The player with initiative reveals their top action card.

2. PLAYER WITH INITIATIVE ACTIVATES A UNIT

The player with initiative activates one of their units that hasn't activated this round.

An activated unit may spend 1 AP to perform a **move**, **combat**, or **special** action. They may continue to perform actions, but if they perform the same category of action again, the cost is 2 APs instead.

Each individual special action can be taken only once per activation. A unit may only make a number of actions up to their **LIMIT**. A free action costs 0 AP and does not count towards a unit's **LIMIT**.

For +1 AP or 1 **FORTUNE**, a unit may **focus** an action to gain a +2 bonus (to the distance moved or to a check). **Special actions** may never be **focused**.

A unit with **FORTUNE** recovers its fortune points back up to its **FORTUNE** rating at the end of its own activation.

3. OPPOSING PLAYER ACTIVATES A UNIT

4. REPEAT UNTIL ALL UNITS HAVE ACTIVATED THIS ROUND

RESOLUTION PHASE

1. MOVE UNENGAGED MODELS

Starting with the player with initiative, both players alternate selecting one of their units that has models engaged with the enemy. Any unengaged models in that unit must move up to their **QUICK** towards a model in the enemy unit they are engaged with. This triggers a **backstab** reaction if a model moves into and then out of an enemy model's melee weapon range.

2. DISCARD UNWANTED ADVENTURE CARDS

Starting with the player with initiative, both players take it in turn to discard any number of their unwanted adventure cards.

3. CHECK VICTORY CONDITIONS

If victory has been achieved or the number of rounds specified has elapsed (usually 5), the player with the most VPs wins. If one player has no models in the play area at this time, their opponent scores an additional number of VPs equal to the current round number, and the game immediately ends.

ACTIONS

MOVE ACTIONS

RUN Each model can move up to their **QUICK**. When they are within **MELEE** range of an enemy unit, both units are **engaged**. Units on stadium bases can move straight ahead, use the **turning template**, move backwards (count as using difficult ground), or spend a **run** action to pivot on the spot.

SPRINT For 2 AP, the unit may make a **run** action with a **D5 sprint bonus**. This run action can be *focused* as normal.

GET IN If the entire unit is within 5" of an empty friendly *transport* unit and the unit has enough capacity, the unit may **embark**. Unless the transport unit has a *firing platform*, a unit cannot make any further actions in the same activation. **An embarked unit cannot be targeted by attacks.**

GET OUT The entire embarked unit leaves a friendly unengaged *transport* unit and is placed in coherency within 5" of it. They may be the target of a **give 'em hell** reaction.

CLIMB Move across terrain higher than the unit's **SIZE**. Make a **QUICK** check with -1 per **SIZE** that the terrain is higher. If failed, the unit's **move** action ends.

JUMP A unit may never jump further than the distance allowed by its move action. If crossing a gap greater than their **SIZE**, make a **QUICK** check with a +1 for each inch between their starting position and the gap; if they succeed, they can continue to move normally. If they fail, the models in the unit fall.

FALLING Make a **GRIT** check with **piercing** -1 if the drop is higher than the unit's **SIZE**. The unit gains the *stunned* condition.

PORTAL MOVE All models from the unit must be within 3" of the portal marker base. The entire unit is placed in coherency within 3" of another portal. If they cannot be placed in coherency they are *disordered* and the portal collapses.

COMBAT ACTIONS

STRIKE May be made when a unit is engaged with an enemy unit. Make a **FIGHT** check for each **ROA**:

D10 + **FIGHT** +/- modifiers

Strike action has been *focused*: +2

Attacking unit has the *hunkered* condition: -1

The initial target is a unit of **SIZE 4** or **5**: +1

If the check is 10 or more, it hits. For each successful hit, the initial target must make a **GRIT** check or be wounded.

After the **strike** action has been resolved, any model in the attacking unit that was not in range of the initial target must make a free **run** action up to their **QUICK**, to bring them within their melee range of an enemy model in the engaged unit.

SHOOT Models may not make or assist in shoot actions if they are engaged or they have made a **charge action** this activation. Make an **AIM** check for each **ROA**:

D10 + **AIM** +/- modifiers

Shoot action has been *focused*: +2

Majority of the attackers are more than 10" away from the closest model in the target unit: -1

The initial target is a unit of **SIZE 4** or **5**: +1

Each model or terrain feature *obscuring* the initial target: -1

A target that has the *hunkered* condition and is more than 3" distant is considered *obscured*.

If the check is 10 or more, it hits. For each successful hit, the initial target must make a **GRIT** check or be wounded.

WILD WEST EXODUS

INITIATIVE PHASE

1. DETERMINE INITIATIVE

Both players draw an action card and the player with the highest number gets initiative. On a tie, initiative goes to the player who did not have initiative last round.

2. DRAW ADVENTURE CARDS

Both players draw adventure cards from their decks up to the maximum hand size (determined by the force point limit).

3. RESERVE CHECKS

From the start of the second round, starting with the player with initiative, each player alternates making a **reserve check** for one of their units in reserve.

D10 + adventure round # + half MIND of boss/commander

Deploy a unit that passes its check within 5" of the rear table edge of their deployment zone (or reserves entry point). On a critical success, the unit may be deployed within 5" of any edge. Models cannot be deployed within 5" of any enemy model.

ACTIVATION PHASE

1. DRAW FROM THE ACTION DECK

The player with initiative reveals their top action card.

2. PLAYER WITH INITIATIVE ACTIVATES A UNIT

The player with initiative activates one of their units that hasn't activated this round.

An activated unit may spend 1 AP to perform a **move**, **combat**, or **special** action. They may continue to perform actions, but if they perform the same category of action again, the cost is 2 APs instead.

Each individual special action can be taken only once per activation. A unit may only make a number of actions up to their **LIMIT**. A free action costs 0 AP and does not count towards a unit's **LIMIT**.

For +1 AP or 1 **FORTUNE**, a unit may **focus** an action to gain a +2 bonus (to the distance moved or to a check). **Special actions** may never be **focused**.

A unit with **FORTUNE** recovers its fortune points back up to its **FORTUNE** rating at the end of its own activation.

3. OPPOSING PLAYER ACTIVATES A UNIT

4. REPEAT UNTIL ALL UNITS HAVE ACTIVATED THIS ROUND

RESOLUTION PHASE

1. MOVE UNENGAGED MODELS

Starting with the player with initiative, both players alternate selecting one of their units that has models engaged with the enemy. Any unengaged models in that unit must move up to their **QUICK** towards a model in the enemy unit they are engaged with. This triggers a **backstab** reaction if a model moves into and then out of an enemy model's melee weapon range.

2. DISCARD UNWANTED ADVENTURE CARDS

Starting with the player with initiative, both players take it in turn to discard any number of their unwanted adventure cards.

3. CHECK VICTORY CONDITIONS

If victory has been achieved or the number of rounds specified has elapsed (usually 5), the player with the most VPs wins. If one player has no models in the play area at this time, their opponent scores an additional number of VPs equal to the current round number, and the game immediately ends.

ACTIONS

MOVE ACTIONS

RUN Each model can move up to their **QUICK**. When they are within **MELEE** range of an enemy unit, both units are **engaged**. Units on stadium bases can move straight ahead, use the **turning template**, move backwards (count as using difficult ground), or spend a **run** action to pivot on the spot.

SPRINT For 2 AP, the unit may make a **run** action with a **D5 sprint bonus**. This run action can be *focused* as normal.

GET IN If the entire unit is within 5" of an empty friendly *transport* unit and the unit has enough capacity, the unit may **embark**. Unless the transport unit has a *firing platform*, a unit cannot make any further actions in the same activation. **An embarked unit cannot be targeted by attacks.**

GET OUT The entire embarked unit leaves a friendly unengaged *transport* unit and is placed in coherency within 5" of it. They may be the target of a **give 'em hell** reaction.

CLIMB Move across terrain higher than the unit's **SIZE**. Make a **QUICK** check with -1 per **SIZE** that the terrain is higher. If failed, the unit's **move** action ends.

JUMP A unit may never jump further than the distance allowed by its move action. If crossing a gap greater than their **SIZE**, make a **QUICK** check with a +1 for each inch between their starting position and the gap; if they succeed, they can continue to move normally. If they fail, the models in the unit fall.

FALLING Make a **GRIT** check with **piercing** -1 if the drop is higher than the unit's **SIZE**. The unit gains the *stunned* condition.

PORTAL MOVE All models from the unit must be within 3" of the portal marker base. The entire unit is placed in coherency within 3" of another portal. If they cannot be placed in coherency they are *disordered* and the portal collapses.

COMBAT ACTIONS

STRIKE May be made when a unit is engaged with an enemy unit. Make a **FIGHT** check for each **ROA**:

D10 + **FIGHT** +/- modifiers

Strike action has been *focused*: +2

Attacking unit has the *hunkered* condition: -1

The initial target is a unit of **SIZE 4** or **5**: +1

If the check is 10 or more, it hits. For each successful hit, the initial target must make a **GRIT** check or be wounded.

After the **strike** action has been resolved, any model in the attacking unit that was not in range of the initial target must make a free **run** action up to their **QUICK**, to bring them within their melee range of an enemy model in the engaged unit.

SHOOT Models may not make or assist in shoot actions if they are engaged or they have made a **charge action** this activation. Make an **AIM** check for each **ROA**:

D10 + **AIM** +/- modifiers

Shoot action has been *focused*: +2

Majority of the attackers are more than 10" away from the closest model in the target unit: -1

The initial target is a unit of **SIZE 4** or **5**: +1

Each model or terrain feature *obscuring* the initial target: -1

A target that has the *hunkered* condition and is more than 3" distant is considered *obscured*.

If the check is 10 or more, it hits. For each successful hit, the initial target must make a **GRIT** check or be wounded.

SPECIAL ACTIONS

FLIGHT A unit with *flight* may move up to 15" away, as long as it does not end up in impassable terrain or engaged.

HUNKER DOWN A unit not engaged may gain *hunkered*. A *stunned* unit, or one with the *immobile* or *machine* traits, cannot hunker down. You cannot make any more move actions this activation.

RAM A unit with *ram* may make a **run** action in a straight line. If they contact any unit, that unit must pass a **QUICK** check or suffer an automatic hit, and are wounded unless they pass a **GRIT** check with a **piercing** of -1. If the model survives, move it aside; the ramming unit continues up to its full **QUICK** (potentially ramming other models). Ram actions can trigger **backstab** reactions.

GO ON LOOKOUT A unit not engaged may gain *on lookout*.

CHARGE Units with a **FIGHT** of 1+ that have not completed a **shoot** action this activation may **charge**. Choose an enemy unit in LOS as the initial target. Then make a standard **run** action; the whole unit must end its movement closer to the target. Any model passing through area terrain must make a **QUICK** check or the unit gains the *disordered* condition at the end of the **charge** action, and any model that failed the check does not get the free **strike** action. If no model ends its **run** action engaged with the initial target, the unit fails the charge and must pass a **QUICK** check or gain the *disordered* condition.

After the **run**, any models in the unit within melee range of the initial target are engaged and may make a free **strike** action.

MANIPULATE PORTAL Make a **portal** check adding both **MIND** and **AIM**, with a penalty of -1 per inch between the targeted portal position and the closest model in the unit. If passed, remove the targeted portal or place a new one at the targeted location. If a new portal is placed, a second one may be placed within 10" of the first (use scatter). A portal placed within 1" of a model, impassable terrain, building, obstacle, or outside the play area is destroyed.

REACTIONS

You cannot focus a reaction or make one while *hunkered*.

BACKSTAB A model can make a free **strike** action against the first enemy model that leaves its melee range each activation. Models embarked in vehicles cannot make a backstab reaction.

GIVE 'EM HELL A unit with the *lookout* condition nominated as the initial target of a **combat** action may make this reaction. At any point during the enemy unit's combat action, this unit may make a free **strike** or free **shoot** action against them. If the unit would prefer not to react, it must pass a **MIND** check. If it fails, it must make the free combat action.

TAKING ONE FOR THE TEAM The initial target of a combat action may, as a reaction, spend 1 **FORTUNE** and select another friendly model within 3" of itself which is also in range and LOS of the combat action. That model becomes the initial target.

VETERAN INSTINCTS A model nominated as the initial target of a **combat** action may, at any point of that action as a reaction (but before **strike** or **shoot** tests), spend 2 **FORTUNE** to immediately make a free **strike** or free **shoot** action against the nominating unit. This reaction may not be used by *disordered* units.

COMBAT

Declare an **initial target** (closest model in the targeted unit to the attacking model) and which weapon you are using. Each model in the attacking unit within **range** and **LOS** of the initial target and using the same weapon adds their **ROA** to the attack.

A model on **higher ground** can **focus its aim checks for free**, and counts as *obsured* against any unit except those also on higher ground.

If the **target unit is engaged**, and the weapon does not use a template, the attacking unit suffers -4 **AIM**. If a critical failure is rolled, the hit is instead resolved against the closest unit to the initial target within 3" (if there is none the shot misses). If there is a choice of units, your opponent chooses.

GRIT CHECKS Make **GRIT** checks one at a time for each hit, starting with the closest model to the attacking unit within range and LOS.

D10 + GRIT +/- modifiers

Piercing value (P) of the weapon used: -P.
Unit affected by the *hunkered* condition: +2

If the check fails, the unit suffers a **wound**. Only units within range and LOS of the damage source are affected.

If the initial target has been removed from play, remaining hits and conditions are applied to the next closest model in range and LOS until the unit is wiped out or hits have been resolved.

A failed **GRIT** check may be rerolled for 1 point of **FORTUNE**.

MORALE CHECKS If a unit suffers 3 or more wounds in a single action, at the end of that action it must make a **MIND** check.

D10 + MIND

If it fails, the unit immediately makes a free **run** action at full **QUICK** directly away from the attacking unit, and gains *disordered* (if it already has that condition, it becomes *stunned*).

Units within 15" of a friendly commander can instead use that commander's **MIND** value.

FORTUNE

HIT THE DIRT Spend 1 **FORTUNE** to immediately gain the *hunkered* condition, whether it is your activation or not.

LUCKY SON OF A GUN After failing a check, spend 1 **FORTUNE** to reroll the die (whether it is your activation or not).

PUSH IT Spend 1 **FORTUNE** as an AP multiple times during an activation. The first AP gained this way costs 1 point of **FORTUNE** per activation, the second 2 points, and so on.

WALK IT OFF Spend 1 point of **FORTUNE** during your activation to immediately remove any and all *stunned*, *disordered*, and *hazard* conditions.

SPECIAL RULES

COMMAND Units within 15" of a friendly commander may spend the commander's **FORTUNE** as if it was their own, and use their commander's **MIND** value while making morale checks.

LARGESSE While this unit is in the play area and not *hunkered*, other units in the same posse may spend its **FORTUNE**.

METTLE When this unit receives wounds from a **combat** action, it is not destroyed but receives *disordered*. Units already *disordered*, or receiving more wounds than their **LIMIT**, are destroyed.

THE QUICK AND THE DEAD A **SIZE** 1 or 2 model (not stadium base) nominated as the initial target of a **shoot** action may make this reaction. If it passes a **QUICK** check it may immediately move up to its **QUICK** either out of range, out of LOS, or into base contact with terrain. All dice in the **shoot** action are cancelled and the model gains the *hunkered* condition. If the check is failed, or the model cannot reach the appropriate position, the **shoot** action is resolved.

TARGET PRIORITY Unless within 5", this unit may not be the target of a **shoot** action unless it is the closest enemy unit. This doesn't apply if this model is **SIZE** 3 or greater or is on a stadium base.

TEAMWORK Once a *boss* within 15", or a *commander* anywhere, completes its activation, you may activate a single unactivated unit in the same posse or detachment with this rule.

SPECIAL ACTIONS

FLIGHT A unit with *flight* may move up to 15" away, as long as it does not end up in impassable terrain or engaged.

HUNKER DOWN A unit not engaged may gain *hunkered*. A *stunned* unit, or one with the *immobile* or *machine* traits, cannot hunker down. You cannot make any more move actions this activation.

RAM A unit with *ram* may make a **run** action in a straight line. If they contact any unit, that unit must pass a **QUICK** check or suffer an automatic hit, and are wounded unless they pass a **GRIT** check with a **piercing** of -1. If the model survives, move it aside; the ramming unit continues up to its full **QUICK** (potentially ramming other models). Ram actions can trigger **backstab** reactions.

GO ON LOOKOUT A unit not engaged may gain *on lookout*.

CHARGE Units with a **FIGHT** of 1+ that have not completed a **shoot** action this activation may **charge**. Choose an enemy unit in LOS as the initial target. Then make a standard **run** action; the whole unit must end its movement closer to the target. Any model passing through area terrain must make a **QUICK** check or the unit gains the *disordered* condition at the end of the **charge** action, and any model that failed the check does not get the free **strike** action. If no model ends its **run** action engaged with the initial target, the unit fails the charge and must pass a **QUICK** check or gain the *disordered* condition.

After the **run**, any models in the unit within melee range of the initial target are engaged and may make a free **strike** action.

MANIPULATE PORTAL Make a **portal** check adding both **MIND** and **AIM**, with a penalty of -1 per inch between the targeted portal position and the closest model in the unit. If passed, remove the targeted portal or place a new one at the targeted location. If a new portal is placed, a second one may be placed within 10" of the first (use scatter). A portal placed within 1" of a model, impassable terrain, building, obstacle, or outside the play area is destroyed.

REACTIONS

You cannot focus a reaction or make one while *hunkered*.

BACKSTAB A model can make a free **strike** action against the first enemy model that leaves its melee range each activation. Models embarked in vehicles cannot make a backstab reaction.

GIVE 'EM HELL A unit with the *lookout* condition nominated as the initial target of a **combat** action may make this reaction. At any point during the enemy unit's combat action, this unit may make a free **strike** or free **shoot** action against them. If the unit would prefer not to react, it must pass a **MIND** check. If it fails, it must make the free combat action.

TAKING ONE FOR THE TEAM The initial target of a combat action may, as a reaction, spend 1 **FORTUNE** and select another friendly model within 3" of itself which is also in range and LOS of the combat action. That model becomes the initial target.

VETERAN INSTINCTS A model nominated as the initial target of a **combat** action may, at any point of that action as a reaction (but before **strike** or **shoot** tests), spend 2 **FORTUNE** to immediately make a free **strike** or free **shoot** action against the nominating unit. This reaction may not be used by *disordered* units.

COMBAT

Declare an **initial target** (closest model in the targeted unit to the attacking model) and which weapon you are using. Each model in the attacking unit within **range** and **LOS** of the initial target and using the same weapon adds their **ROA** to the attack.

A model on **higher ground** can **focus its aim checks for free**, and counts as *obsured* against any unit except those also on higher ground.

If the **target unit is engaged**, and the weapon does not use a template, the attacking unit suffers -4 **AIM**. If a critical failure is rolled, the hit is instead resolved against the closest unit to the initial target within 3" (if there is none the shot misses). If there is a choice of units, your opponent chooses.

GRIT CHECKS Make **GRIT** checks one at a time for each hit, starting with the closest model to the attacking unit within range and LOS.

D10 + GRIT +/- modifiers

Piercing value (P) of the weapon used: -P.
Unit affected by the *hunkered* condition: +2

If the check fails, the unit suffers a **wound**. Only units within range and LOS of the damage source are affected.

If the initial target has been removed from play, remaining hits and conditions are applied to the next closest model in range and LOS until the unit is wiped out or hits have been resolved.

A failed **GRIT** check may be rerolled for 1 point of **FORTUNE**.

MORALE CHECKS If a unit suffers 3 or more wounds in a single action, at the end of that action it must make a **MIND** check.

D10 + MIND

If it fails, the unit immediately makes a free **run** action at full **QUICK** directly away from the attacking unit, and gains *disordered* (if it already has that condition, it becomes *stunned*).

Units within 15" of a friendly commander can instead use that commander's **MIND** value.

FORTUNE

HIT THE DIRT Spend 1 **FORTUNE** to immediately gain the *hunkered* condition, whether it is your activation or not.

LUCKY SON OF A GUN After failing a check, spend 1 **FORTUNE** to reroll the die (whether it is your activation or not).

PUSH IT Spend 1 **FORTUNE** as an AP multiple times during an activation. The first AP gained this way costs 1 point of **FORTUNE** per activation, the second 2 points, and so on.

WALK IT OFF Spend 1 point of **FORTUNE** during your activation to immediately remove any and all *stunned*, *disordered*, and *hazard* conditions.

SPECIAL RULES

COMMAND Units within 15" of a friendly commander may spend the commander's **FORTUNE** as if it was their own, and use their commander's **MIND** value while making morale checks.

LARGESSE While this unit is in the play area and not *hunkered*, other units in the same posse may spend its **FORTUNE**.

METTLE When this unit receives wounds from a **combat** action, it is not destroyed but receives *disordered*. Units already *disordered*, or receiving more wounds than their **LIMIT**, are destroyed.

THE QUICK AND THE DEAD A **SIZE** 1 or 2 model (not stadium base) nominated as the initial target of a **shoot** action may make this reaction. If it passes a **QUICK** check it may immediately move up to its **QUICK** either out of range, out of LOS, or into base contact with terrain. All dice in the **shoot** action are cancelled and the model gains the *hunkered* condition. If the check is failed, or the model cannot reach the appropriate position, the **shoot** action is resolved.

TARGET PRIORITY Unless within 5", this unit may not be the target of a **shoot** action unless it is the closest enemy unit. This doesn't apply if this model is **SIZE** 3 or greater or is on a stadium base.

TEAMWORK Once a *boss* within 15", or a *commander* anywhere, completes its activation, you may activate a single unactivated unit in the same posse or detachment with this rule.

WEAPON QUALITIES



Melee weapons may only be used in a **strike** action.



Ranged weapons are used primarily for **shoot** actions. You may only use 1 ranged weapon per shoot action. Except where specified, ranged weapons cannot be used if the unit made a **charge** action in that activation.

AMMO CLIP: When declaring this weapon will be used in a **combat** action, as well as its normal quality, you may choose one of these additional qualities for the duration of the action: *brutal, lethal, shred, or stun*.

ATTUNED: When this unit *focuses* a **combat** action, any *attuned* weapon it is using increases its **piercing** value by 1.

BLAST: Centre the circular blast template over the initial target. All models touched by the template are automatically hit.

When used in a free **shoot** action, this weapon does not use the template and instead causes D5 hits on the target (with a maximum of 1 hit per model).

BRUTAL: Once per **combat** action, after resolving any successful wounds on a target, the target receives a further wound on the same unit.

CLOSE WORK: This weapon may be used as a melee weapon in a **strike** action, using the model's **FIGHT** rather than its **AIM**. For the remainder of the round it has a melee range of 1", and when used in a **strike** action it suffers a -3 penalty to the **FIGHT** check.

DISORDER: This weapon inflicts the *disordered* condition on the initial target. If the unit already has that condition the weapon gains the *lethal* quality instead.

FATAL: Successful hits from this weapon ignore the *mettle* rule.

HAZARDOUS: This weapon inflicts the *hazard* condition on the initial target. If the unit already has that condition the weapon gains the *lethal* quality instead.

HEAVY: Unless carried by a model with the *machine* trait, the unit may not perform any **move/charge** action during its activation when using this weapon. If it has already made such an action it cannot use this weapon in a **combat** action during the same activation. A model may spend +1 AP to ignore this quality.

INDIRECT: This weapon ignores LOS and *obscured* penalties. Centre the blast template over the initial target; it then **scatters** D5+1" in a random direction. Any models then covered by the template are automatically hit. Use the centre of the template for determining its direction when determining the *obscured* bonus.

When using this weapon in a **shoot** action, if a critical success is rolled for the **AIM** check it does not scatter.

LETHAL: Successful **GRIT** checks against hits from this weapon must be rerolled.

LINKED: **Combat** actions using this weapon may reroll failed **AIM** or **FIGHT** checks.

REFINED: Actions made by this weapon score a critical success on a natural roll of 9 or 10.

SHOCK: This weapon inflicts the *disordered* and *stunned* conditions on the initial target. If the unit already has either of those conditions the weapon gains the *lethal* quality as well.

SHRED: Attacks made with this weapon ignore any *obscured* modifiers to **AIM** conferred from any terrain in its path. Intervening models confer *obscured* as normal.

SPECIAL: This weapon may only be used by the model once per its unit's activation. Weapons used with this quality are **special** actions, not combat actions.

STUN: This weapon inflicts the *stunned* condition on the initial target. If the unit already has that condition the weapon gains the *lethal* quality instead.

TANGLE: Any initial target successfully hit by this weapon must also pass a **FIGHT** check (as well as the standard **GRIT** check), or the unit immediately gains both the *stunned* and *disordered* conditions.

THROWN: Once per activation, this weapon may be used as a ranged weapon with a 5" range (with the **RATE OF ATTACK** indicated).

TORRENT: After successfully hitting an initial target, place the narrow end of the teardrop-shaped template in base contact with the attacker, with its centreline touching the initial target.

All models touched by the template (excluding the attacker) are automatically hit. Models that have their LOS completely blocked from the original attacker can still be affected, but cannot be the initial target.

When used in a free **shoot** action, this weapon does not use the template and instead rolls 1 die to hit, with a success causing D5 hits on the initial target (with a maximum of 1 hit per model).

UNWIELDY: A model suffers a -2 penalty to any **AIM** or **FIGHT** check when using this weapon.

CONDITIONS

Conditions remain in play until the model/unit's next activation. Multiple instances of a condition are not cumulative.

An attribute can never be reduced below 1.

If a model is affected by several conditions, resolve them in the following order.



Disordered: If any model in a unit receives this condition, it applies to the whole unit. The unit loses the *on lookout* condition if it has it, and has its **LIMIT** reduced by 1.

A unit loses this condition at the end of its next activation unless they are out of coherency (in which case the condition remains). If a unit gains this condition again while already disordered, it gains the *stunned* condition.



Hunkered: A *hunkered* unit gains +2 **GRIT** and is considered *obscured* if the attacker is further than 3" away. They also suffer -1 **FIGHT**, -1 **AIM** and -2 **QUICK**, and cannot make reactions.

A unit loses this condition at the start of its next activation unless they are in base contact with terrain (in which case the condition continues without the need for another **hunker down** action).



Hazard: The affected model cannot make **special** or **free** actions (including reactions) until the end of their next activation, and loses the *hunkered* condition if it has it.

The model must pass a **GRIT** check at the end of its activation (before regaining any fortune), or it is wounded and the *hazard* condition remains. If it passes the check, remove the condition. *Spirit* models are unaffected by this condition.



Stunned: A model affected by this condition suffers -1 to all attributes (excluding **LIMIT**) to a minimum of 1. Remove this condition at the start of the unit's next activation.

If a unit gains this condition again while already stunned, it gains the *disordered* condition. A unit with the *machine*, *structure*, or *artefact* traits cannot normally be stunned.



On lookout: A unit with this condition may make a **give 'em hell** reaction against an enemy unit targeting them. This condition is removed at the start of the unit's activation or if they have made a **give 'em hell** reaction.

WEAPON QUALITIES



Melee weapons may only be used in a **strike** action.



Ranged weapons are used primarily for **shoot** actions. You may only use 1 ranged weapon per shoot action. Except where specified, ranged weapons cannot be used if the unit made a **charge** action in that activation.

AMMO CLIP: When declaring this weapon will be used in a **combat** action, as well as its normal quality, you may choose one of these additional qualities for the duration of the action: *brutal, lethal, shred, or stun*.

ATTUNED: When this unit *focuses* a **combat** action, any *attuned* weapon it is using increases its **piercing** value by 1.

BLAST: Centre the circular blast template over the initial target. All models touched by the template are automatically hit.

When used in a free **shoot** action, this weapon does not use the template and instead causes D5 hits on the target (with a maximum of 1 hit per model).

BRUTAL: Once per **combat** action, after resolving any successful wounds on a target, the target receives a further wound on the same unit.

CLOSE WORK: This weapon may be used as a melee weapon in a **strike** action, using the model's **FIGHT** rather than its **AIM**. For the remainder of the round it has a melee range of 1", and when used in a **strike** action it suffers a -3 penalty to the **FIGHT** check.

DISORDER: This weapon inflicts the *disordered* condition on the initial target. If the unit already has that condition the weapon gains the *lethal* quality instead.

FATAL: Successful hits from this weapon ignore the *mettle* rule.

HAZARDOUS: This weapon inflicts the *hazard* condition on the initial target. If the unit already has that condition the weapon gains the *lethal* quality instead.

HEAVY: Unless carried by a model with the *machine* trait, the unit may not perform any **move/charge** action during its activation when using this weapon. If it has already made such an action it cannot use this weapon in a **combat** action during the same activation. A model may spend +1 AP to ignore this quality.

INDIRECT: This weapon ignores LOS and *obscured* penalties. Centre the blast template over the initial target; it then **scatters** D5+1" in a random direction. Any models then covered by the template are automatically hit. Use the centre of the template for determining its direction when determining the *obscured* bonus.

When using this weapon in a **shoot** action, if a critical success is rolled for the **AIM** check it does not scatter.

LETHAL: Successful **GRIT** checks against hits from this weapon must be rerolled.

LINKED: **Combat** actions using this weapon may reroll failed **AIM** or **FIGHT** checks.

REFINED: Actions made by this weapon score a critical success on a natural roll of 9 or 10.

SHOCK: This weapon inflicts the *disordered* and *stunned* conditions on the initial target. If the unit already has either of those conditions the weapon gains the *lethal* quality as well.

SHRED: Attacks made with this weapon ignore any *obscured* modifiers to **AIM** conferred from any terrain in its path. Intervening models confer *obscured* as normal.

SPECIAL: This weapon may only be used by the model once per its unit's activation. Weapons used with this quality are **special** actions, not combat actions.

STUN: This weapon inflicts the *stunned* condition on the initial target. If the unit already has that condition the weapon gains the *lethal* quality instead.

TANGLE: Any initial target successfully hit by this weapon must also pass a **FIGHT** check (as well as the standard **GRIT** check), or the unit immediately gains both the *stunned* and *disordered* conditions.

THROWN: Once per activation, this weapon may be used as a ranged weapon with a 5" range (with the **RATE OF ATTACK** indicated).

TORRENT: After successfully hitting an initial target, place the narrow end of the teardrop-shaped template in base contact with the attacker, with its centreline touching the initial target.

All models touched by the template (excluding the attacker) are automatically hit. Models that have their LOS completely blocked from the original attacker can still be affected, but cannot be the initial target.

When used in a free **shoot** action, this weapon does not use the template and instead rolls 1 die to hit, with a success causing D5 hits on the initial target (with a maximum of 1 hit per model).

UNWIELDY: A model suffers a -2 penalty to any **AIM** or **FIGHT** check when using this weapon.

CONDITIONS

Conditions remain in play until the model/unit's next activation. Multiple instances of a condition are not cumulative.

An attribute can never be reduced below 1.

If a model is affected by several conditions, resolve them in the following order.



Disordered: If any model in a unit receives this condition, it applies to the whole unit. The unit loses the *on lookout* condition if it has it, and has its **LIMIT** reduced by 1.

A unit loses this condition at the end of its next activation unless they are out of coherency (in which case the condition remains). If a unit gains this condition again while already disordered, it gains the *stunned* condition.



Hunkered: A *hunkered* unit gains +2 **GRIT** and is considered *obscured* if the attacker is further than 3" away. They also suffer -1 **FIGHT**, -1 **AIM** and -2 **QUICK**, and cannot make reactions.

A unit loses this condition at the start of its next activation unless they are in base contact with terrain (in which case the condition continues without the need for another **hunker down** action).



Hazard: The affected model cannot make **special** or **free** actions (including reactions) until the end of their next activation, and loses the *hunkered* condition if it has it.

The model must pass a **GRIT** check at the end of its activation (before regaining any fortune), or it is wounded and the *hazard* condition remains. If it passes the check, remove the condition. *Spirit* models are unaffected by this condition.



Stunned: A model affected by this condition suffers -1 to all attributes (excluding **LIMIT**) to a minimum of 1. Remove this condition at the start of the unit's next activation.

If a unit gains this condition again while already stunned, it gains the *disordered* condition. A unit with the *machine*, *structure*, or *artefact* traits cannot normally be stunned.



On lookout: A unit with this condition may make a **give 'em hell** reaction against an enemy unit targeting them. This condition is removed at the start of the unit's activation or if they have made a **give 'em hell** reaction.

TERRAIN

Decide before the adventure which terrain features are uneven or impassable. Everything else is open ground and does not impede movement at all.

Give obstacles, area terrain, and buildings a **SIZE**; turn a base on its shortest edge and compare it to the physical height of the terrain. Terrain equal to or smaller than **SIZE 1** is treated as **SIZE 1**. Terrain taller than **SIZE 5** blocks all LOS.

Uneven ground is sand dunes, scrub, crops, hills, walkways between buildings, railway tracks. Units move half their **QUICK**, so every half inch counts as an inch. If a unit moves through both uneven and open ground, move the models in uneven ground first to make maintaining coherency easier.

Impassable ground cannot be entered.

OBSTACLES

A model must move around an obstacle, or make a **climb** action to move over it. If the model's base can reasonably balance on the obstacle, they may climb on top of it. Depending on its height, players may consider this *higher ground*.

TERRAIN FEATURES

Dangerous: Models in base contact immediately gain the *hazard* condition.

Impassable: No model may ever be placed on this terrain. Any model that would be moved onto to it involuntarily stops as soon as it touches the terrain.

Steep: Models must successfully make a **climb** action to cross this terrain upwards or horizontally. While crossing it downwards, models may *focus* their move action actions free.

Uneven: Halves distance travelled for **move** actions that cross it.

AREA TERRAIN

Loose groups of individual pieces. While any part of any model's base is inside area terrain, it is affected by its features. All area terrain gives the *obscured* bonus unless specified otherwise.

Deep river: Uneven, dangerous.

Cliff face: Impassable.

Scree slope: Steep, dangerous.

Hot springs: Uneven, dangerous.

Dilapidated bridge: Uneven.

Tar pit: Uneven, dangerous.

Forest, Jungle: Uneven.

Hills: Uneven.

Mountainside: Steep.

Mesa: Uneven.

Shallow stream: Uneven.

Ravine: Impassable.

BUILDINGS

Only **SIZE 1** or 2 models may enter buildings. Models draw LOS to other models in a building as normal. Models can only pass through spaces that their base can fit through.

Doors: A door is always considered open for the purposes of movement and LOS.

Windows: Models can fire out of windows and be targeted through them. If they are on the ground floor, windows are treated like doors. If a model is within 1" of a window it can draw LOS to a target through the window, and be targeted by models outside who can draw LOS to the window (though the target inside counts as *obscured*).

Walls: Walls block movement and LOS completely (if no part of the target model is visible). A model whose base is partially blocked by part of a wall is *obscured*. Treat a broken section of a wall like a window.

Stairs: Stairs can be climbed by measuring the distance from the bottom to the top. A model can stop at any point if it doesn't have enough movement to reach the top.

Rooftops: Units on rooftops usually have *higher ground* and are not considered to be inside or in base contact with the building.

PORTALS

Portal markers are **SIZE 2** tokens, and only models of **SIZE 3** or less may use them. You may always choose a friendly portal as the initial target of an attack.

You may travel through any friendly or enemy portal by passing a **MIND** check with a -1 for each enemy portal in play (ignore this penalty if the unit has the *portal mastery* special rule). If the check is failed, you must exit through a friendly portal (if there isn't another one you must leave by the portal you entered).

TERRAIN

Decide before the adventure which terrain features are uneven or impassable. Everything else is open ground and does not impede movement at all.

Give obstacles, area terrain, and buildings a **SIZE**; turn a base on its shortest edge and compare it to the physical height of the terrain. Terrain equal to or smaller than **SIZE 1** is treated as **SIZE 1**. Terrain taller than **SIZE 5** blocks all LOS.

Uneven ground is sand dunes, scrub, crops, hills, walkways between buildings, railway tracks. Units move half their **QUICK**, so every half inch counts as an inch. If a unit moves through both uneven and open ground, move the models in uneven ground first to make maintaining coherency easier.

Impassable ground cannot be entered.

OBSTACLES

A model must move around an obstacle, or make a **climb** action to move over it. If the model's base can reasonably balance on the obstacle, they may climb on top of it. Depending on its height, players may consider this *higher ground*.

TERRAIN FEATURES

Dangerous: Models in base contact immediately gain the *hazard* condition.

Impassable: No model may ever be placed on this terrain. Any model that would be moved onto to it involuntarily stops as soon as it touches the terrain.

Steep: Models must successfully make a **climb** action to cross this terrain upwards or horizontally. While crossing it downwards, models may *focus* their move action actions free.

Uneven: Halves distance travelled for **move** actions that cross it.

AREA TERRAIN

Loose groups of individual pieces. While any part of any model's base is inside area terrain, it is affected by its features. All area terrain gives the *obscured* bonus unless specified otherwise.

Deep river: Uneven, dangerous.

Cliff face: Impassable.

Scree slope: Steep, dangerous.

Hot springs: Uneven, dangerous.

Dilapidated bridge: Uneven.

Tar pit: Uneven, dangerous.

Forest, Jungle: Uneven.

Hills: Uneven.

Mountainside: Steep.

Mesa: Uneven.

Shallow stream: Uneven.

Ravine: Impassable.

BUILDINGS

Only **SIZE 1** or 2 models may enter buildings. Models draw LOS to other models in a building as normal. Models can only pass through spaces that their base can fit through.

Doors: A door is always considered open for the purposes of movement and LOS.

Windows: Models can fire out of windows and be targeted through them. If they are on the ground floor, windows are treated like doors. If a model is within 1" of a window it can draw LOS to a target through the window, and be targeted by models outside who can draw LOS to the window (though the target inside counts as *obscured*).

Walls: Walls block movement and LOS completely (if no part of the target model is visible). A model whose base is partially blocked by part of a wall is *obscured*. Treat a broken section of a wall like a window.

Stairs: Stairs can be climbed by measuring the distance from the bottom to the top. A model can stop at any point if it doesn't have enough movement to reach the top.

Rooftops: Units on rooftops usually have *higher ground* and are not considered to be inside or in base contact with the building.

PORTALS

Portal markers are **SIZE 2** tokens, and only models of **SIZE 3** or less may use them. You may always choose a friendly portal as the initial target of an attack.

You may travel through any friendly or enemy portal by passing a **MIND** check with a -1 for each enemy portal in play (ignore this penalty if the unit has the *portal mastery* special rule). If the check is failed, you must exit through a friendly portal (if there isn't another one you must leave by the portal you entered).

GUSTAVE EIFFEL

COMMANDER, ENLIGHTENED, HUMAN, MOUNTED, TAINTED



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE	FORTUNE
7	3	8	5	6	6	3	3
WEAPON							
	RANGE	PIERCING	ROA	QUALITIES			
⚡ Atomic blunderbuss	-	-2	1	HAZARDOUS, TORRENT, BRUTAL ⚡			
🔧 Servo-claws	1"	0	2	REFINED, SPECIAL, TANGLE, -3 PIERCE ⚡			
🗡 Basic melee attack	-	0	1				

DEPLOYMENT

Trailfinder

After both sides are deployed, starting with player B, each player alternates choosing one of their units with *trailfinder* and making a free run action with it. This does not count as the unit's activation.

SPECIAL ACTIONS

Carpathogen

Pass a **MIND** check to affect all *construct* units within 7". They each return a model previously destroyed to their unit (place in coherency). The unit cannot have more models than it started with.

Does not apply to mounted units or units that have been completely destroyed.

COMMAND

Command

Units within 15" of a friendly commander may spend the commander's **FORTUNE**, and use their commander's **MIND** while making morale checks.

Chain of Command

If there is another unit from its detachment within 12", this unit restores its **FORTUNE** at the end of its activation as normal. Otherwise it restores **FORTUNE** at the end of the round.

This unit's **FORTUNE** cannot be used by another unit with the *commander* or *boss* trait.

MOVEMENT

Agile

This model passes **QUICK** checks for climbing and jumping automatically and may reroll failed **GRIT** checks from falling.

Skitter

This model moves as if it was on a regular base and does not use the turning template.

When this unit is the initial target of a shoot action or ranged special action it is considered **SIZE 2** when determining *obscured* modifiers.

DEFENCE

Elusive

Backstab reactions against this unit suffer a -4 penalty.

Mettle

When this unit receives any wounds from a **combat** action it is not destroyed but (after **GRIT** checks) receives the *disordered* condition (even if it may not usually be *disordered*). Units already *disordered*, or receiving more wounds than their **LIMIT**, are destroyed.

EMILY NOUGUIER

FACE, ENLIGHTENED, OUTLAWS, HUMAN, MERCENARY



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE
4	3	7	5	5	5	1
WEAPON						
	RANGE	PIERCING	ROA	QUALITIES		
🔧 Servo-claw	1"	0	1	REFINED, SPECIAL, TANGLE, -3 PIERCE ⚡		
🗡 Basic melee attack	-	0	1			

SPECIAL ACTIONS

Jury-Rig Automata

This unit must successfully pass a **MIND** check to affect an *automata* unit within 5". That unit returns a model previously destroyed to their unit (place in coherency). The unit cannot have more models than it started with.

If the check fails the automata unit is *stunned*.

Override Automata

This unit may target an *automata* unit (friend or foe) within 5", who must make a **MIND** check. If it fails, a model in that unit (or the entire unit, if friendly) must immediately make a move or combat action of this unit's choice. This is a free action which cannot be focused or use **FORTUNE**. For the duration of this action, the compelled unit or model counts as friendly to this unit. You cannot compel models with the *legendary* trait.

COMMAND

Teamwork

Once a *boss* within 15" of this unit, or a *commander* anywhere in the play area, completes its activation, you may immediately activate a single unit in the same posse or detachment with this rule that has not yet activated.

REPAIR

Repair

Any *structure*, *artefact* or friendly *machine* or *construct* unit (excluding this unit) within 7" may reroll failed **GRIT** checks unless the attack has the *shock* or *shred* qualities.

MOVEMENT

The Quick and the Dead

If this model is nominated as the initial target of a shoot action it may make this reaction. If it passes a **QUICK** check it may immediately move up to its

QUICK either out of range, out of LOS, or into base contact with terrain. All the shoot action dice are cancelled and the model gains the *hunkered* condition.

COMBAT

Target Priority

Unless within 5", this unit may not be the target of a shoot action unless it is the closest enemy unit.

Mettle

When this unit receives any wounds from a combat action, it is not destroyed but (after **GRIT** checks) receives the *disordered* condition (even if it may not usually be *disordered*).

Units already *disordered*, or receiving more wounds than their **LIMIT**, are destroyed.

CONSTRUCT CAVALRY

SUPPORT, ENLIGHTENED, CONSTRUCT, MACHINE, IRON HORSE, MOUNTED, TAINTED



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE
7	2	3	3	3	5	2
WEAPON						
	RANGE	PIERCING	ROA	QUALITIES		
⚡ Gatling guns	15"	-1	4	SPECIAL, BRUTAL		
🗡 Basic melee attack	-	0	1			

SPECIAL ACTIONS

Failsafe Detonator

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 an automatic hit with a -2 **piercing**. This action cannot cause a hit on other models in this unit.

MOVEMENT

Bulky

This unit can never be *hunkered*.

Sure Foot

The unit ignores the penalty for uneven ground and may reroll **QUICK** checks.

COMBAT

Durable

This unit may ignore the first point of piercing from an attack, unless it has the *brutal*, *blast* or *torrent* quality.

LOBOTOMISED

This unit may reroll failed morale checks. If the unit fails a morale check and is a single model, the unit is destroyed.

STRIDER-CAV

SUPPORT, ENLIGHTENED, CONSTRUCT, MACHINE, TAINTED



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE
5	2	3	4	4	6	3
WEAPON		RANGE	PIERCING	ROA	QUALITIES	
Web launcher		-	0	1	TANGLE, TORRENT, LETHAL ✖	
Industrial drills		-	-1	2	LETHAL ✖	

+ SPECIAL ACTIONS

Failsafe Detonator

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 an automatic hit with a -2 **piercing**. This action cannot cause a hit on other models in this unit.

↑ MOVEMENT

Agile

This model passes **QUICK** checks for climbing and jumping automatically and may reroll failed **GRIT** checks from falling.

Skirmishers

Unit coherency of 4".

Skitter

These models move as if they were on a regular base and do not use the turning template.

When this unit is the initial target of a shoot action or ranged special action it is considered **SIZE 2** when determining *obscured* modifiers.

✖ COMBAT

Elusive

Backstab reactions against this unit suffer a -4 penalty.

🛡 DEFENCE

Durable

May ignore the first point of piercing from an attack, unless it has *brutal*, *blast* or *torrent*.

✓ MORALE

Monstrous

If an enemy unit takes a morale check within 5" of this unit, it must be rerolled if successful.

MONO-CAV

SUPPORT, ENLIGHTENED, CONSTRUCT, MACHINE, RAM, TAINTED



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE
6	2	3	4	4	6	2
WEAPON		RANGE	PIERCING	ROA	QUALITIES	
Heavy manreapers		15"	-1	2	BRUTAL, LETHAL ✖	
Basic melee attack		-	0	1		

+ SPECIAL ACTIONS

Failsafe Detonator

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 an automatic hit with a -2 **piercing**. This action cannot cause a hit on other models in this unit.

↑ MOVEMENT

Bulky

This unit can never be *hunkered*.

Deadly Ram

This unit wounds models with a -2 penalty to their **GRIT** (instead of -1) when making ram actions.

Rapid

When this unit makes a focused move action, or the free move action as part of a charge, it moves an additional 3" (instead of 2"). It also adds +1 to any sprint rolls it makes.

Skirmishers

Unit coherency of 4".

🛡 DEFENCE

Durable

This unit may ignore the first point of piercing from an attack, unless it has *brutal*, *blast* or *torrent*.

SMASH & GRAB / CREATION XIX

FACE, ENLIGHTENED, AUTOMATA, MACHINE, CONSTRUCT, RAM, TAINTED



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE
4	3	4	6	4	6	2
WEAPON		RANGE	PIERCING	ROA	QUALITIES	
Crushing claw		-	-2	1	LETHAL ✖	
Mighty hammer		1"	-1	1	STUN, REFINED, BRUTAL ✖	

+ WHEN ACTIVATED

Beserker

When the unit activates it must pass a **MIND** check to activate as normal. If it fails, the unit is **berserked**. A berserked unit must try any actions possible to travel to engage the closest enemy unit to it within 20" and LOS. It must always travel by the shortest route possible to that closest unit.

Split Personality

When activated, the unit must discard their action card and draw a new action card from the deck. Apply new card immediately.

☀ COMMAND

Teamwork

Once a **boss** within 15" of this unit, or a **commander** anywhere in the play area, completes its activation, you may immediately activate a single unit in the same posse or detachment with this rule that has not yet activated this round.

↑ MOVEMENT

The Quick and the Dead

If this model is nominated as the initial target of a shoot action it may make this reaction. If it passes a **QUICK** check it may immediately move up to its **QUICK** either out of range, out of LOS, or into base contact with terrain. All the shoot action dice are cancelled and the model gains the *hunkered* condition.

✖ COMBAT

Forceful Strike

Once during its activation after making a fight check, this unit may spend 1 AP to increase the **piercing** of a melee weapon by -2 for that attack.

Dying Breath

Should this unit be destroyed (but not if it is otherwise removed from play) it can make a free combat action or special action before being removed from the play area.

🛡 DEFENCE

Target Priority

Unless within 5", this unit may not be the target of a shoot action unless it is the closest enemy unit.

Durable

May ignore the first point of piercing from an attack, unless it has *brutal*, *blast* or *torrent*.

Hardy

May reroll failed **GRIT** checks, unless the attack has *blast* or *torrent*.

Mettle

When this unit receives any wounds from a combat action, it is not destroyed but (after **GRIT** checks) receives the *disordered* condition (even if it may not usually be *disordered*). Units already *disordered*, or receiving more wounds than their **LIMIT**, are destroyed.

✓ MORALE

Monstrous

If an enemy unit takes a morale check within 5" of this unit, it must be rerolled if successful.

NIKOLAI TESLA

COMMANDER, UNION, HUMAN, AGENT



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE	FORTUNE
5	3	9	6	5	6	2	3
WEAPON	RANGE	PIERCING	ROA	QUALITIES			
⚡ Galvanic discharge	7"	-1	3	SPECIAL, BRUTAL, SHOCK ⚡			
⚡ Shock gauntlets	1"	-1	2	BRUTAL, REFINED, SHOCK ⚡			

+ SPECIAL ACTIONS

Sky-Leap

May make a sky-leap special action: place him up to 7" from his position at the start of the action. Ignore any terrain restrictions, but the move must not end in impassable terrain or engaged in combat. You cannot focus a sky-leap action.

● ACTIONS

Prodigious

Gains +3 for focused action checks instead of +2.

⚡ COMMAND

Command

Units within 15" of a friendly commander may spend the commander's **FORTUNE**, and use their commander's **MIND** while making morale checks.

Chain of Command

If there is another unit from its detachment within 12", this unit restores its **FORTUNE** at the end of its activation as normal. Otherwise it restores **FORTUNE** at the end of the round.

This unit's **FORTUNE** cannot be used by another unit with the *commander* or *boss* trait.

↑ MOVEMENT

Magnetic Attraction

May make a single free run action each activation if the move is in a straight line towards a model within 10" with the *construct*, or *machine* traits.

The Quick and the Dead

If this model is nominated as the initial target of a shoot action it may make this reaction. If it passes a **QUICK** check it may immediately move up to its **QUICK** either out of range, out of LOS, or into base contact with terrain. All the shoot action dice are cancelled and the model gains the *hunkered* condition.

🛡 DEFENCE

Target Priority

Unless within 5", this unit may not be the target of a shoot action unless it is the closest enemy unit.

Impervious

Ignores the *fatal* quality and negative *piercing* modifiers when taking **GRIT** checks.

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 condition.

Mettle

When this unit receives any wounds from a combat action, it is not destroyed but (after **GRIT** checks) receives the *disordered* condition (even if it may not usually be *disordered*).

Units already *disordered*, or receiving more wounds than their **LIMIT**, are destroyed.

CARL FREDRICKSON

FACE, UNION, LAWYER, OUTLAWS, HUMAN, MERCENARY, AGENT



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE
4	3	5	5	5	5	1
WEAPON	RANGE	PIERCING	ROA	QUALITIES		
🔫 Rail pistol	15"	-2	1	CLOSE WORK, SHRED		
🧤 Vortex glove	-	-2	1	SPECIAL, LETHAL ⚡		
🔪 Iron ASP baton	1"	0	1	REFINED, STUN ⚡		

↓ DEPLOYMENT

Form Up On Me

After both sides have deployed, this unit and a *troops* or *hands* unit within 3" may immediately make the same free move action. This does not count as either unit's activation.

+ SPECIAL ACTIONS

A *troops* or *hands* unit within 3" of this unit may immediately make a free move action. This does not count as that unit's activation. Once complete, either unit may add or remove the *hunkered* condition from itself even if in contact with terrain.

Portal Shunt

This model may be placed anywhere in the play area within a number of inches from its current position equal to 2d10 plus it's **MIND**. If either d10 is a 1, this unit becomes *stunned* once placed. The unit must not end this action in impassable terrain or engaged in combat.

● ACTIONS

Derring-Do

May choose to count the **guts** bonus provided by a single adventure card played during their activation as being +1 **LIMIT** instead of the bonus.

⚡ COMMAND

Teamwork

Once a *boss* within 15" of this unit, or a *commander* anywhere in the play area, completes its activation, you may immediately activate a single unit in the same posse or detachment with this rule that has not yet activated.

↑ MOVEMENT

The Quick and the Dead

If this model is nominated as the initial target of a shoot action it may make this reaction. If it passes a **QUICK** check it may immediately move up to its **QUICK** either out of range, out of LOS, or into base contact with terrain. All the shoot action dice are cancelled and the model gains the *hunkered* condition.

✂ COMBAT

Revolver Fan

Once per activation, this unit may spend an AP to receive +2 to its **ROA** with its *rail pistol* in a shoot action. The model receives -1 **AIM** and cannot focus the action.

🛡 DEFENCE

Target Priority

Unless within 5", this unit may not be the target of a shoot action unless it is the closest enemy unit.

Mettle

When this unit receives any wounds from a combat action, it is not destroyed but (after **GRIT** checks) receives the *disordered* condition (even if it may not usually be *disordered*).

Units already *disordered*, or receiving more wounds than their **LIMIT**, are destroyed.

UNION BELLE {ALANA}

FACE, LEGENDARY, UNION, HUMAN



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE	FORTUNE
4	3	5	6	5	6	1	1
WEAPON		RANGE	PIERCING	ROA	QUALITIES		
⚡ Galvanic discharge		7"	-1	3	SPECIAL, BRUTAL, SHOCK ⚡		
🔨 Hammerhands		-	0	2	STUN, BRUTAL ⚡		

TRAITS

Inspirational

Any friendly unit (excluding this unit) within 5" of one or more units with this rule may reroll 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.

COMMAND

Teamwork

Once a boss within 15" of this unit, or a *commander* anywhere in the play area, completes its activation, you may immediately activate a single unit in the same posse or detachment with this rule that has not yet activated this round.

MOVEMENT

Bullrush

May focus the free strike action in a charge special action for free.

Magnetic Attraction

May make a single free run action each activation provided the move is in a straight line towards a model within 10" with the *construct*, or *machine* traits.

The Quick and the Dead

If this model is nominated as the initial target of a shoot action it may make this reaction. If it passes a **QUICK** check it may immediately move up to its **QUICK** either out of range, out of LOS, or into base contact with terrain. All the shoot action dice are cancelled and the model gains the *hunkered* condition.

COMBAT

Forceful Strike

Once during its activation after making a fight check, this unit may spend 1 AP to increase the **piercing** of a melee weapon by -2 for that attack.

DEFENCE

Target Priority

Unless within 5", this unit may not be the target of a shoot action unless it is the closest enemy unit.

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 condition.

Mettle

When this unit receives any wounds from a combat action it is not destroyed but (after making **GRIT** checks) receives the *disordered* condition (even if it may not usually be *disordered*).

Units already *disordered*, or receiving more wounds than their **LIMIT**, are destroyed.

UR-31E IRON EAGLE

SUPPORT, UNION, AUTOMATA, MACHINE, MOUNTED, IRON EAGLE, RAM



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE
6	2	3	3	5	6	2
WEAPON		RANGE	PIERCING	ROA	QUALITIES	
⚡ Heavy electrocarbines		15"	-1	4	LINKED, SPECIAL, REFINED, SHOCK ⚡	
🔪 Basic melee attack		-	0	1		

MOVEMENT

Bulky

This unit can never be *hunkered*.

Sure Foot

The unit ignores the penalty for uneven ground and may reroll **QUICK** checks.

DEFENCE

Durable

This unit may ignore the first point of piercing from an attack, unless it has the *brutal*, *blast* or *torrent* quality.

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 condition.

UR-31E TESLABOT GUARDS

TROOPS, UNION, AUTOMATA, MACHINE, VITRUVIAN SIMULACRA



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE
4	2	3	5	4	6	1
WEAPON		RANGE	PIERCING	ROA	QUALITIES	
🔪 Electro baton		-	0	1	STUN, DISORDER ⚡	

SPECIAL ACTIONS

Shield Aura

Gains +1 **GRIT** for the remainder of the round, unless the attack has the *shock*, *blast* or *torrent* quality.

DEFENCE

Durable

This unit may ignore the first point of piercing from an attack, unless it has the *brutal*, *blast* or *torrent* quality.

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 condition.

UR-31E TESLABOT RIFLEMEN

TROOPS, UNION, AUTOMATA, MACHINE, VITRUVIAN SIMULACRA



QUICK	LIMIT	MIND	FIGHT	AIM	GRIT	SIZE
4	2	3	5	4	6	1
WEAPON		RANGE	PIERCING	ROA	QUALITIES	
⚡ Electrocabines		15"	-1	1	SHOCK ⚡	
🔪 Basic melee attack		-	0	1		

DEFENCE

Durable

This unit may ignore the first point of piercing from an attack, unless it has the *brutal*, *blast* or *torrent* quality.

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 condition.