



For Revision 1.08
11-Jul-18

STUDIO COMMENTARY

RULES V1.08

How Does This Document Work?

The following commentary is intended to complement the Wild West Exodus rulebook, unit and posse cards. For ease of reference we have presented our comments as a series of questions and answers; the questions are based on ones that have been asked by the community, and the answers are provided by the studio to clarify how the rules are intended to be used. Our commentaries are updated regularly. **Sections in red are recent changes or are important and worth particular attention.**

The commentary helps provide an official ruling for your games and tournament organisers, but like any of the rules in Wild West Exodus in friendly games the players are free to discuss the rules before a game, and adopt changes as they see fit if they both are in agreement.

FORCE BUILDING

Can a Posse just be a Boss or do you need to fill the first slot?

You can take a Boss on their own but to gain any of the allegiances or special rules of a Posse you must take at least one slot in the Posse.

SET UP

Can models be deployed onto the table already embarked in a vehicle?

Yes units may start the game embarked in a vehicle and both the unit and the vehicle are deployed as a single deployment.

FORTUNE

My model has hazard condition and no available Fortune. When I end my activation what happens first? Do I regain Fortune or do I make the check for hazard? It's relevant because I might need to reroll that dice check.

Regaining Fortune is the very last step at the end of an activation. All condition rolls are made first so you cannot use regained fortune to re-roll a failed condition check.

Can Morgan Earp use Largesse if he is taken in the 5th slot of the Tombstone Theme Posse?

He can use Largesse in exactly the same way he would if he were the only Boss in the Posse.

What happens if the model I nominate for Take One for the Team is out of range of the attack?

The target model you are using to 'Take One for the Team' must be in range and line of sight of the attack.

ADVENTURE CARDS

How does Interrupt work? Does it change turn order or does it just switch it for that one activation?

Interrupt switches the turn order for that set of activations only. After that set the turn order continues as normal. This essentially means that both players will get two turns in a row.



Can I use the Restore! Cared at any time?

Yes you can. When you use it restore your chosen unit's fortune back up to their starting value. So if they have a fortune rating of 2 then restore back to 2 regardless of what Fortune they had left.

Can I use Guts cards to gain a bonus to an attribute in my opponent's activation and does it last for the whole of their activation?

Yes you can use Guts cards that provide bonuses to attributes at any time during the turn and can be combined or stacked as you wish. This can even be during your opponent's activation. Guts bonuses last for the whole of that activation.

MOVE ACTIONS

How far can a model jump?

You can jump up to a maximum of your Quickness attribute. For each full inch of movement before the jump you gain a +1 to your jump roll.

COMBAT ACTIONS

Can a model being transported by a vehicle be targeted by an attack, if they can be targeted do they gain any bonuses to grit for cover etc?

Yes a unit that is embarked in a vehicle can still be targeted as long as the attacking unit has line of sight to the vehicle. The vehicle provides cover and the embarked unit is considered to be Hunkered.

How do template weapons affect units inside buildings?

Template weapons will only hit one occupant of a building unless it has the Engulf quality.

How do the Twin Linked & Moving Target interact with each other if combined in the same combat action?

They both take effect on the roll. Twin Linked re-rolls the misses and Moving Target re-rolls the hits. In this situation you would pick up all the dice and roll them again applying the result of the second roll.

CONDITIONS

If I fail a grit check caused by a Hazard condition at the end of my activation and I use Mettle to keep them alive do I keep the hazard condition on the unit?

Yes. As the Grit check was not passed the Hazard condition persists.

If a model in a unit has the Hazard condition and their unit is hit again by a weapon that has the Hazardous quality, does the hit gain the Lethal quality even though some models in the unit do not have the Hazard condition?

Yes. As one or more models in the unit have the Hazard condition, a hit from a weapon with the Hazardous Quality is Lethal.

If a unit suffers from multiple Negative Conditions. Which order should I resolve them?

This really only applies to Disordered and Hazard which are both resolved at the end of a unit's Activation. In cases like this, the Conditions should be resolved in the order they appear in the rulebook: Disorder, Hazard, Stunned.

A unit moves to a piece of cover and makes an In Cover Free Move Action. During my opponent's Activation my unit becomes Disordered. Does my unit lose the benefit of the In Cover Action?

No, while a unit cannot make In Cover Actions while Disordered, the unit was not affected by Disorder when it made the In Cover Action in its activation.

UNIT COMMON RULES

What happens if a unit has Tough and is hit by a weapon with the Stun or Disrupt Quality?

Every model in the unit may always re-roll failed Grit checks, regardless of whether it is suffering from the Stunned Condition. The Initial target in the unit benefits from the second part of the Tough Common Rule, however once the model becomes Stunned, the model cannot benefit from the second part of the Tough rule (even against remaining hits from the same Attack) until it loses the Stunned Condition.

If I use Quick and the Dead and succeed, are all subsequent actions from the same unit ignored? Does the attacking unit then need to target another unit if it has further actions to take?

Quick and the Dead negates all hits that would be rolled from a single combat action and must be declared before the dice are rolled. This means that if you are targeted by a multiple model unit you can only negate one of the attacks from one model in the unit. All subsequent combat actions are unaffected by the use of Quick and the Dead.

Can a model continue to use Tough until it is removed from the table?

Yes. The model with Tough can re-roll a failed Grit check even when stunned (albeit with the -1 penalty due to the Stun condition) but cannot automatically pass a failed Grit test if they are already stunned.

What happens if a unit has Mettle and is hit by a weapon with the Disorder or Disrupt Quality?

The Initial target in the unit benefits from the Mettle Common Rule and when the model fails a Grit Check the entire unit becomes disordered rather than have the model Wounded (they also potentially receive other conditions that might be applied on the failed Grit Check). Against a subsequent failed Grit check the unit cannot benefit from Mettle (even against remaining hits from the same Attack) as it has the Disordered Condition.

Does the -2 to Aim from the Firing Platform Special Rule already include the -1 for Hunkered or is it -3 overall?

The -2 to Aim includes the -1 for being Hunkered. The penalty is -2 overall.

UNIT SPECIAL RULES

When using the Arcane ability do I still take all modifiers into consideration?

Yes all modifiers are still taken into account as normal unless specifically stated otherwise.

Can you stack both Creation and Forceful Strike in the same action to double the piercing value twice?

Yes you can. If the piercing of the weapon is -1 you can use Creation to take it to -2 and then forceful strike to take it to -4.

A question about murderous. It says that any successful checks cause a further hit. So if a rate of attack 2 murderous model hits with both dice. Would it be 3 hits or 4?

That would make a total of 4 hits as each successful dice roll will add another hit.

If only part of a unit are within 8" of a Hexalith does the whole unit gain the Shrouded ability?

Yes the whole unit will gain the benefit.

When does the Gambler ability take effect?

The ability takes effect as soon as that unit is activated and before it performs any actions.

I have 2 K9 Gun Dogs in a unit, one fitted with a Liberty Gatling Gun, the other fitted with a Gallant Rocket Pod; how does Tasked interact with this?

They will both need to target the same unit. If one removed the unit from the table the other loses its action.

Do Smokescreens block line of sight?

The smokescreen will fill an area the size of the template stated and the height of the width of the base. If this is larger than the base size of the target then line of sight will be blocked entirely by the smokescreen.

