



GUNSLINGER EVENTS

STARTING YOUR JOURNEY INTO WILD WEST EXODUS

Gunslinger Events are Warcradle Studios Organised Play for Wild West Exodus. They are a great way for clubs and store communities to learn the game and challenge each other in friendly competitions.

LEAGUES

Starting with Warcradle Studios Gunslinger Leagues players are encouraged to begin learning the game with the posse set for their chosen faction and then expand their collection over the course of six weeks and eventually end in a full 1200-point force. The Gunslinger League rewards both the player's in-game victories and their skill with a brush. In fact, eager hobbyists can enter the league and score points just for assembling and painting their models!

TOURNAMENTS

As part of the Gunslinger organised play experience, two Gunslinger Tournaments are available to players: The Gunslinger Posse Challenge use models from any Posse set up to 600 points total while the Gunslinger Most Wanted in which players face off with 1200-point forces. For rules on organising and running Gunslinger tournaments see the tournament section later in this document.

All Gunslinger events are designed to be easy for players of any skill level to participate in and track their results. You don't need complicated tables or charts to run or play in a Gunslinger event. All you need is an enthusiastic desire to destroy your foes and, if you choose to paint your newly acquired models, a bit of creativity.

EVENT SCHEDULE

Gunslinger is primarily designed for new players to learn the models in their force at a reasonable pace, without being overwhelmed by too many options at once. The force composition rules help facilitate this process and should be strictly followed, unless all participants are experienced players and the Event Organizer (EO) approves a different schedule.

From 11th November 2019, all Gunslinger Events use the 1.09 revision of the rules and unit cards.





GUNSLINGER AWARDS

Players have a shot at winning three Gunslinger awards during a Gunslinger Event: Murderous (Most Gunslinger Points), Prodigious (Best-Painted), and Largesse (Most Sporting). EO's are free to add additional prize categories and awards as they wish. The aim should be to reward fair play and effort.

The winner in each award category at the end of the Event receives a gold WWX pin badge and a stack of 5 gold Fortune Chips. These are included in the official Gunslinger Prize Kit which retailers can purchase from their distributor (or from wildwestexodus.com) to support their store event.

Only one player can win each award. While it is technically possible for the same player to win all three awards in a single event, at the discretion of the Event Organizer (EO), it is acceptable to announce at the start of the event that a player can only win one Gunslinger Award. When the EO chooses this option, a player eligible to win more than one award claims one of them, and the next best player in the other category wins that award.



PRODIGIOUS (BEST-PAINTED)

At the beginning of the event, the EO determines a category for which the Prodigious award will be chosen, such as Best Single Model, Best Posse, Best Unit, or Best Force. It is up to the EO to choose a category that will work well for the players in the event.

At the end of the event (or at a suitable point decided by the EO) players should submit their eligible painted model entries to the EO. There are two ways the winner of the Prodigious award can be determined: the EO can choose the winner, or all participants in the event can hold a blind vote. When using a blind vote, the EO must display all submitted entries to the participants. Participants write their choice on a piece of paper, keeping it secret from others, and give that paper to the EO. A player can vote for his own submission. The EO counts the votes and announces the winner. In the case of a tie, the EO must break the tie by either choosing the winner or holding a second blind vote among only the tied entries.

LARGESSE (MOST SPORTING)

Playing tabletop wargames is ultimately about having fun with friends (and foes) as you destroy each other's carefully crafted forces. Good sportsmanship creates an environment of mutual respect and fellowship that ensures both players have a great time during their battle.

At the end of the event, the EO should announce the winner of the Largesse award. The winner should be determined by using either of the two methods described above in the Prodigious award section.

MURDEROUS (MOST GUNSLINGER POINTS)

In the case of the Posse Challenge or Most Wanted, Gunslinger points are earned throughout the tournament rather than week to week.

In the League, players track how many games they have played each week, and how many of those games they have won. These results should be reported to the EO. At the end of each full league week, the EO compares all player reports and determines which player won the most games. Each player who painted any new units that week, the EO adds 1 to that player's "games won" total. When determining if players receive this bonus for painted models, only models within that player's Faction are counted. Additionally, the model(s) must begin the week unpainted (priming the model beforehand is okay) and end the week fully painted and based.

The player with the highest "games won" total wins a Gunslinger point for that week. In the case of a tie, the player with the highest "games won" total but the fewest "games played" total wins the Gunslinger point. If there is still a tie, each tied player wins a Gunslinger point. Games played and won do not carry over from week to week, so to win multiple Gunslinger points, a player must continue to dominate the battlefield each week.

When the event ends, the player with the most Gunslinger points wins the Murderous award. In the case of a tie, each tied player should face off in a 700-point single Posse game (or series of games in the case of multiple tied players) using only models from their final force list to determine who is the most Murderous of all!



MODELING AND PAINTING

Warcradle Studios encourages players to have a fully painted force on the table. Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in Warcradle Studios organized play events must be Warcradle Studios miniatures from the Wild West Exodus range. Each model must be fully assembled on the appropriately sized base as indicated on the latest unit card.

The use of non-Warcradle Studios models, unassembled models, or inappropriately based models is not permitted. Units that are listed on the Wild West Exodus website as being 'Unreleased' at the time of the event are not permitted.

The use of official alternate versions of models (such as holiday incarnations or alternate poses) is permitted in Gunslinger events. To use alternate Warcradle Studios models, the player must clearly indicate to their opponent what unit the model represents and allow them to view the standard model's unit card so that both players can see the corresponding attributes, special rules, weapons etc.



MODEL CONVERSIONS

The following rules apply to the use of converted models in Gunslinger events (as well as other Warcradle Studios organised play events). These rules are intended solely to ensure that models on the table are represented legally and unambiguously, not to unduly limit a player's creativity or modelling options. An EO can make exceptions to these rules to approve any reasonable conversions.

- ♣ A player cannot use a model as a proxy (stand-in) for another model. Using the Walks Looking miniature on a Medium base to count as Legendary Walks Looking would be an example of an illegal conversion.

- ♣ Models cannot be converted in such a way that any part of the model represents the intellectual property of any party except Warcradle Studios, including copyrighted logos, symbols, iconic elements, or other iconography. Painting your force to match the colours of your favourite sports team or superheroes is fine provided that you do not include any logos. Paint schemes are not conversions.
- ♣ More than half of a converted model's volume must be composed of parts from Warcradle Studios models. To avoid confusion, the conversion should include key elements of the model it is intended to represent such as weapons and be of a roughly comparable size.
- ♣ A weapon on a model can be converted as long as the conversion represents the same type of weapon (e.g. the model's rifle is still a rifle and not a grenade).
- ♣ A weapon can be completely swapped for another weapon as long as the new weapon is of the same type (e.g. a blade for a blade, a rifle for a rifle).
- ♣ A weapon cannot be removed unless it is replaced by another weapon; a weapon cannot be added unless it is replacing a removed weapon.
- ♣ Models must be mounted on appropriately sized plinth-style bases. Added scenic details can overhang the base's edge but must not obscure the edge in a way that makes accurate measuring during a game difficult or impossible.
- ♣ Any conversions must be clearly pointed out to the opponent before the game, and the end result of any conversion must be clearly identifiable as the intended model. The golden rule of converting models for organised play is simply this: If the EO cannot independently, easily, and accurately determine which model your conversion represents, the model is not legal for organised play purposes.



GUNSLINGER LEAGUE

GUNSLINGER FORCE LISTS

At the start of each week, players must submit their force list to the EO for that week. Players cannot alter their force list during the week; they may only do so at the beginning of each new week.

Players must begin the league using one of the Posses described below unless the EO approves otherwise. Again, this change should be allowed only if the participants are all experienced players.

At the start of each week after the first, when players submit their force list to the EO, their new force list must contain all the models/units used in their previous week's force list. The only exception to this rule is that during week four, players can change the Boss unit they were using to a new Boss (or upgraded Face with the Underboss rule) but must use either that new Boss or the original Boss for the remainder of the league. From week four they may include both Boss units in their force each with a Posse if they wish.

Model entries with variable point costs, such as a Hands unit, can be adjusted each week. *Example: Luke adds a unit of Spica to his force on week three and plays them as a minimum sized unit. In week four, Luke must include Spica in his force, but he can play them at any size unit up to their maximum.)* Weapon changes can also vary week to week (but not game to game) and must be modelled accordingly.

Unless decided otherwise by the EO, each week the players in the Gunslinger Leagues play a specific Common Adventure on a 4x4 Play Area, as indicated in the table below. The Common Adventures are found on page 50 of the Wild West Exodus rulebook.

A player can play as many games each league week as he likes, but he cannot record a game against an opponent when the last game he played was against that same opponent. *Example: If Luke plays Daren and records his game on his player sheet, he cannot record any more games against Daren until he has played at least one different opponent.*

CONTENDER BONUS

After being paired up for a game, if one player has a force that is ten or more points under their opponent's points total, then they receive an additional Adventure card in their hand for the first round only.



WEEK	POINTS	FORCE COMPOSITION	ADVENTURE
1	500	Units from Posse Set only	Treasure Hunt
2	650	Posse Set plus Face, Hands and/or Support units	Stake a Claim
3	800	Posse Set plus Face, Hands and/or Support units	Supply Run
4	1000	Posse Set plus Face, Hands or Support units - Can replace Boss	Treasure Hunt
5	1200	Posse Set plus Boss, Face, Hands or Support units	Stake a Claim
6	1200	Posse Set plus Boss, Face, Hands, Support or Strategic units	Send a Message



GUNSLINGER TOURNAMENTS

In the Gunslinger tournaments, entrants face off to prove they are the best player with their Faction. In this format, players bring their chosen Faction and battle one another in a series of matches.

Gunslinger Tournaments are ideal accompaniments for the Gunslinger League and cater for all sizes of competitive play.

Unless decided otherwise by the EO, Gunslinger Tournaments use the Common Adventures and as found on page 50 of the Wild West Exodus rulebook and/or the Badlands Adventures as found at <https://www.wildwestexodus.com/media>

CONTENDER BONUS

After being paired up for a game, if one player has a force that is ten or more points under their opponent's points total, then they receive an additional Adventure card in their hand for the first round only.

NUMBER OF ROUNDS

During a Gunslinger Tournament, a player gains 5 Gunslinger points for a win, 3 for a tie and 1 point for a loss each round. The tournament runs until one player has more Gunslinger points than any other player at the end of a round. Once this condition is met, the tournament ends without additional games.

The number of players in the tournament determines the maximum number of rounds usually required to determine a winner, as shown in the following table.

PLAYERS	ROUNDS
8	3-round tournament
9 to 16	4-round tournament
17 to 32	5-round tournament
33 to 64	6-round tournament
65 to 128	7-round tournament



FIRST-ROUND PAIRINGS

Shuffle all the player record sheets together and then randomly determine all of the player pairings for the first round. If there is an odd number of players, see "Byes & Odd Number of Players" below. Once the pairings are completed, players must write their opponent's name on their player record sheet in the indicated section. When the round ends, record the Gunslinger points (5 for a win, 3 for a tie, 1 for a loss), victory points, and force points destroyed for each player.

SUBSEQUENT PAIRINGS

Players should not face an opponent they have already played earlier in the tournament. After the first round, all pairings are based on current gunslinger point totals and pairings from previous rounds. Once all games in the previous round have been completed, sort the player record sheets into piles based on the number of Gunslinger points. Players should be grouped with opponents who have the same number of Gunslinger and then paired so that each pairing has a similar number of Victory Points where possible.

If a pile has an odd number of players, pair the last player in the pile with the highest number of Gunslinger points against someone from the pile with the next-highest Gunslinger points - this is called "pairing down." Ideally a player should not be paired down more than once per tournament. As before, once all pairings are determined, players should write their opponent's name on their player record sheet and record the appropriate information when the round ends.

BYES & ODD NUMBER OF PLAYERS

In the case of an odd number of players, one player receives a bye each round. A player who receives a bye does not play in the current round. Instead, he receives 5 Gunslinger Points and two thirds of the force point level for the tournament (rounded up). In the first round, the Event Organiser (EO) randomly determines which player receives the bye. In each subsequent round, the EO selects a player randomly from those with the lowest Gunslinger point totals. A player should not receive a bye more than once per tournament.



GUNSLINGER POSSE CHALLENGE

There are two Gunslinger events available to Wild West Exodus players. The most accessible (and for many the most tactical) is the Gunslinger Posse Challenge. Each player in this 600-point tournament may only use models from one Posse set.

REQUIREMENTS:

- ♣ Tournament participant minimum: 8
- ♣ Qualifiers: Not allowed. Tournament must be open to all players.
- ♣ Format: 600 points. All models in force must be sourced from a single Posse set and the force must follow the Wild West Exodus Building a Force guidelines found in the WWX rulebook.

GUNSLINGER MOST WANTED

The largest of the beginner focused Gunslinger events available has Wild West Exodus players face off with their recently completed 1200-point forces using their week six list or a standard 1200-point list chosen as normal using the rules found in the latest version of the rulebook.

REQUIREMENTS:

- ♣ Tournament participant minimum: 8
- ♣ Qualifiers: Not allowed. Tournament must be open to all players.
- ♣ Format: 1200 points on a 4x4 table. Either all the Tournament uses Week Six force lists from the Gunslinger League, or they follow the Wild West Exodus Building a Force guidelines found in the WWX rulebook.