



# ENLIGHTENED HANDBOOK

This document is the Faction Handbook for the Enlightened, known in shorthand as a Handbook. Once you have agreed the points limit for your Adventure, each player must consult the Handbook for their chosen Faction. This Handbook allows a player to create a Force for the Enlightened in games of Wild West Exodus. We have made Unit cards available too, for quick reference in games. **Important:** For the avoidance of doubt, the rules presented in the latest version of the Handbook always take precedence over any Unit or Detachment rules presented elsewhere.

Each Enlightened Force must include one or more Detachments. A Detachment is a group of Units that are always led by a Commander. There are a number of Detachments available to the Enlightened each with an array of units to choose from and some even with additional rules or benefits.

- **Posses and Detachments are selected from the following composition rules. Each bullet point is self-contained. You cannot satisfy a requirement from a different bullet point in the composition rules.**
- **A Detachment may only ever include one COMMANDER Unit unless the Detachment composition specifically states otherwise. A Detachment cannot include a BOSS Unit.**
- **Up to half the Units in a Detachment may have the SUPPORT Trait.**
- **Each Detachment (but not Posse) included in the Force allows for a single Angry Mob Unit or Civilians Unit to be included. These are considered Friendly Units but are not part of any Detachment.**

## DETACHMENTS

### **ENLIGHTENED FACTION DETACHMENT**

*This is the most flexible and commonly deployed Detachment found in the Enlightened. The broad range of Units available makes this an essential component of any Commander's Force.*

#### **COMPOSITION:**

- You **MUST** include One **COMMANDER** Unit with the **ENLIGHTENED** Trait.
- You **MUST** include a Unit with the **ENLIGHTENED** and **TROOPS** Trait.
- You **MAY** include up to a further four Units with the **ENLIGHTENED** Trait.

#### **LIMITATION:**

- You may not include more than one of any Unit.

**BONUS:** None.





**COURT OF THE NAZOMBU POSSE**

This Posse may be included in a Hex, Enlightened or an Outlaw Force.



**COMPOSITION:**

- You **MUST** include **Marie Laveau** as the Posse Boss.
- You **MUST** include two Units with the **NAZOMBU** Trait which **MAY** include up to two of the following: **CONFEDERATE HANDS** or **Construct Menials** (both of which gain the **NAZOMBU** Trait).
- You **MAY** include up to a further Four Units with the **NAZOMBU** Trait
- You **MAY** include a Unit with both the **CONFEDERATE** and **FACE** Traits. It gains the **NAZOMBU** Trait.

**LIMITATION:**

- This Posse may **NOT** include **LEGENDARY NAZOMBU** Units in an Outlaws or Enlightened Force, with the exception of **Opie – Creation VIII** and **Cemetery Kriminal**.

**BONUS:** Units with the **NAZOMBU** Trait automatically pass all Morale checks.

**COVENANT SYMPOSIUM DETACHMENT**

**COMPOSITION:**

- You **MUST** include **Burson Carpathian** as the Detachment Commander.
- You **MUST** include two Units with both the **ENLIGHTENED** and **COMMANDER** Traits.
- You **MAY** include up to a further three Units with both the **ENLIGHTENED** and **COMMANDER** Traits.
- All Models in the Detachment lose the Command Rule.

**BONUS:** All Units in this Detachment receive +1 to their Fortune.

**DISCORDANT SYMPHONY DETACHMENT**

**COMPOSITION:**

- You **MUST** include **Thomas Edeson** as the Detachment Commander.
- You **MUST** include **Mina Edeson**.
- You **MUST** include a Unit with both the **ENLIGHTENED** and **PHONIC** Traits.
- You **MAY** include up to a further Four Units with both the **ENLIGHTENED** and **PHONIC** Traits.
- **Phonic Blaster Menials** lose the Limited Numbers rule.

**BONUS:** When taken in this Detachment, **K9 Gun Dogs** gain the **PHONIC** Trait and must replace their Gatling Guns with Phonic Blasters for no additional cost. Phonic Blasters may make Attacks using either of these two profiles.

	TYPE	RANGE	PIERCE	ROA	QUALITY	CRIT
Phonic Blaster (High Freq)	Ranged	15"	-2	1	Refined	Stun
Phonic Blaster (Low Freq)	Ranged	-	-1	1	Torrent	Disorder



### DIXIE RESURRECTION DETACHMENT

This is a Confederate Rebellion Detachment. It may be included in an Outlaw Force that also includes at least one other Confederate Rebellion Detachment or in an Enlightened Force.



#### COMPOSITION:

- You **MUST** include **Annabelle Hamilton** as the Detachment Commander.
- You **MUST** include two Units with the **CONFEDERATE** and **FACE** Traits.
- You **MUST** include a further Unit with the **ENLIGHTENED** Trait.
- You **MAY** include up to three further Units with the **CONSTRUCT** or **CONFEDERATE** Traits.

#### LIMITATION:

- You may **NOT** include more than one of any Unit except those with the **CONSTRUCT** and **CONFEDERATE** Traits.

**BONUS:** All **CONSTRUCT** Units in the Detachment that start the Encounter with the maximum number of Models, gain the **CONFEDERATE** Trait.

### FATHER OF THE ENLIGHTENED DETACHMENT

#### COMPOSITION:

- You **MUST** include **Burson Carpathian** as the Detachment Commander.
- You **MUST** include a Unit with both the **ENLIGHTENED** and **FACE** Traits.
- You **MUST** include a further Unit with the **ENLIGHTENED** Trait.
- You **MAY** include up to a further Four Units with the **ENLIGHTENED** Trait.

#### LIMITATION:

- You may **NOT** include more than one of any Unit except **Brute Fire Teams**.

**BONUS:** Units of **Brute Fire Teams** in this Detachment that start the Encounter with the maximum number of Models gain +1 Grit.

### GALVANIC MYSTERIES DETACHMENT

#### COMPOSITION:

- You **MUST** include **Augusta Byron** as the Detachment Commander.
- You **MUST** include two Units with both the **ENLIGHTENED** and **CONSTRUCT** Traits.
- You **MAY** include a Unit with the **ENLIGHTENED** Trait.
- You **MAY** include up to a further Three Units with the **ENLIGHTENED** and **CONSTRUCT** Traits.

**BONUS:** Once per Round when **Augusta Byron** or a **CONSTRUCT** in this Detachment within 10" of Augusta Byron is declared as an Initial target of an attack, Augusta Byron takes a Mind check. If passed, Augusta Byron or the targeted Unit may remove a single Condition that has already been applied to it at that time. If failed, the Condition remains as normal.



## MEAT GRINDER DETACHMENT

### COMPOSITION:

- You **MUST** include **Kyle the Black** as the Detachment Commander.
- You **MUST** include **two Units** with all three of the following Traits: **ENLIGHTENED**, **CONSTRUCT** and **TROOPS**.
- You **MAY** include up to a further two Units with the **ENLIGHTENED** Trait.
- You **MAY** include up to a further three Units with the **ENLIGHTENED**, **CONSTRUCT** and **TROOPS** Traits.

### LIMITATION:

- You may **NOT** include more than one of any Unit except those with all three of the following Traits: **ENLIGHTENED**, **CONSTRUCT** and **TROOPS**.

### BONUS:

Units using the Carpathogen rule in the Detachment have the range of that rule increased to 10”.

## MURDER OF HELLION POSSE

This Posse may be included in an Enlightened Force or an Outlaw Force.



### COMPOSITION:

- You **MUST** include **Caym** as the Posse Boss.
- You **MUST** include **two Units** with all three of the following Traits: **ENLIGHTENED**, **CONSTRUCT** and **HELLION**.
- You **MAY** include **Vlad Ursul**.
- You **MAY** include up to a further Four Units all three of the following Traits: **ENLIGHTENED**, **CONSTRUCT** and **HELLION**.

### LIMITATION:

- You may **NOT** include any **COMMANDER** Units.

**BONUS:** Caym has the range of his Carpathogen rule for **HELLION** Units in the Posse increased to 15”.

## REGULATORS POSSE

This Posse may be included in an Enlightened, Hex, or an Outlaw Force.



### COMPOSITION:

- You **MUST** include **Billy the Kid** as the Posse Boss.
- You **MUST** include two Units with the **REGULATORS** Trait.
- You **MAY** include up to a further Four Units with the **REGULATORS** Trait.
- You **MAY** include one Unit with the **OUTLAW** and **K9 SIMULACRA** Traits.

**BONUS:** Each Unit in the Posse gains the **TAINTED** Trait. Once per Activation, if a Unit in the Posse wipes out the last Model in an enemy unit with a Combat Action the **REGULATORS** Unit gains +1 Fortune (even if they do not have a Fortune value) for the duration of that Round.



## SPIDER IN THE WEB DETACHMENT

### COMPOSITION:

- You **MUST** include **Gustave Eiffel** as the Detachment Commander.
- You **MUST** include either a **Strider-Cav** or **Widower** Unit.
- You **MUST** include a further Unit with the **ENLIGHTENED** Trait.
- You **MAY** include up to three Units with the **ENLIGHTENED** Trait.
- You **MAY** include any combination of up to three in total of the following: **Strider-Cav** or **Widower** Units.

### LIMITATION:

- You may **NOT** include more than one of any Unit except **Strider-Cav** or **Widower** Units.

**BONUS:** **Strider-Cav** and **Widower** Units may Focus the Movement part of their Charge Special Action for free (even though normally not allowed to).

## SOUL HUNTERS DETACHMENT

This Posse may be included in an Enlightened Force or an Outlaw Force.



### COMPOSITION:

- You **MUST** include **Warwick Hudson** as the Detachment Commander.
- You **MUST** include **two** Units with the **SOUL HUNTER** Trait.
- You **MAY** include up to a further Five Units with the **SOUL HUNTER** Trait.

**BONUS:** You **MAY** include an **Aetheric Apparition** Unit for each Unit with the **SOUL HUNTER** Trait. **These Aetheric Apparition Units cost 5pts per Model.**

## TAINED BIOLOGY POSSE

This Posse may be included in an Enlightened Force, Hex Force or an Outlaw Force.



### COMPOSITION:

- You **MUST** include **Viktor Beitel** as the Posse Boss.
- You **MAY** include **Skip McKidney**.
- You **MUST** include three Units with the **MUTATION** Trait.
- You **MAY** include up to a further Four Units with the **MUTATION** Trait.

### LIMITATION:

- This Force may not include more than one Unit that has each of the following Traits: **NAZOMBU**, **DARK NATION** or **CARCOSA**. If a Unit has more than one of those Traits, it counts as both.
- This Posse may not include any **BOSS** or **COMMANDER** Units except for **Viktor Beitel**.

**BONUS:** All Units in this Posse may re-roll Tainted Checks when taken, regardless of success or failure.



## **THE WAYWARD EIGHT POSSE**

This Posse may be included in an Enlightened, Lawmen or an Outlaw Force.



### **COMPOSITION:**

- You **MUST** include **Marcus Wayward** as the Posse Boss.
- You **MUST** include seven Units with the **WAYWARD EIGHT** Trait.
- You **MAY** include a Unit with the **OUTLAW** and **AUTOMATA** Traits.
- You **MAY** include a Unit with the **AGENT** Trait. The Unit cannot have the **TAINTED** Trait.
- You **MAY** include a **Mercenary Ironhide**.

**BONUS:** Units in this Posse may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Fortune instead of the actual bonus printed on the card. The bonus lasts for the duration of their Activation.



## ENLIGHTENED ARMOURY

**IRON HORSES:** Any Unit with the **IRON HORSE** Trait in an Enlightened Force may replace its Gatling Guns with one of the following weapons for no additional cost. Each Model in the Unit must be armed with the same replacement weapons:

WEAPON	TYPE	RANGE	PIERCE	ROA	QUALITY	CRIT
Flamethrowers	Ranged	-	0	2	Hazardous, Torrent	-2 Pierce
Rocket Pods	Ranged	15"	-2	2	Special, Indirect	Stun

**FIRE TEAM:** Any Unit with the **FIRE TEAM** Trait in an Enlightened Force may replace its Gatling Gun with one of the following weapons for no additional cost. Each Model in the Unit must be armed with the same replacement weapons:

WEAPON	TYPE	RANGE	PIERCE	ROA	QUALITY	CRIT
Flamethrower	Ranged	-	0	1	Hazardous, Torrent	-2 Pierce

**K9 GUN DOG:** Any Unit with the **K9 SIMULACRA** Trait in an Enlightened Force may replace its Gatling Gun with one of the following weapons for no additional cost. Each Model in the Unit must be armed with the same replacement weapons:

WEAPON	TYPE	RANGE	PIERCE	ROA	QUALITY	CRIT
Flamethrower	Ranged	-	0	1	Hazardous, Torrent	-2 Pierce
Rocket Pod	Ranged	15"	-2	1	Special, Indirect	Stun



## **APPENDIX**

### **CLASSIC WILD WEST EXODUS MINIATURES**

The following is the official 'Counts As' guide for players to make use of older and out of production Classic Wild West Exodus miniatures in games. These are official guidelines and so may be used for tournaments, organised play and any other sanctioned events.

The models **MUST** be taken as indicated here. Any Unit upgrades listed must be taken and no other options are available to the Unit from the Handbook. That way, an opponent that encounters a Classic Model in games will know exactly what it represents without further explanation or note keeping.

**Important:** As the range of units for the Faction expands with new releases, this list will adapt to include other Classic Miniatures that are now able to Counts as one of these Units in the game. So, if there is a classic miniature in your collection that is not listed below, do not worry, it will be added as the range expands and it gains something it can 'count as'.

<b>Classic Name</b>	<b>Counts As</b>	<b>Notes</b>
Haupt Heavy Borer	Enlightened Ironhide	Upgrade: Haupt Heavy Boring Gear
Flame Truck	Enlightened Ironhide	None