



THE ORDER

HANDBOOK

This document is the Faction Handbook for the Order, 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 Order 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 Posse rules presented elsewhere.

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

- **Posses 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 Posse may only ever include one BOSS Unit unless the Posse composition specifically states otherwise. Posses cannot include COMMANDER Units.**
- **Up to half the Units in a Posse may have the SUPPORT Trait.**
- **Each Posse included in the Force allows for a single Civilians Unit to be included. These are considered Friendly Units but are not part of any Posse.**

POSSES

ORDER FACTION POSSE

This is the most flexible and commonly deployed Posse found in the Order. The broad range of Units available makes this an essential component of any Boss' Force.

COMPOSITION:

- You **MUST** include One **BOSS** Unit with the **ORDER** Trait.
- You **MAY** include up to a further four Units with the **ORDER** Trait.

LIMITATION:

- You may not include more than one of any Unit.
- **No more than half the Units in the Posse can have the COR CAROLI Trait.**

BONUS: None





CONQUISTADORES

This Posse may be included in an Outlaws, Order or Warrior Nation Force.



COMPOSITION:

- You **MUST** include **Juan Ponce de Leon** as the Posse Boss.
- You **MUST** include two Units with the **CONQUISTADOR** Trait.
- You **MAY** include up to a further Four Units with the **CONQUISTADOR** Trait.

LIMITATION:

- You may not include any **TAINTED** or **AUTOMATA** Units in this Posse Unless it is in an Outlaws Force.

BONUS: Each time a **CONQUISTADOR** Unit in the Posse destroys a **TAINTED** or **Unit with Fortune**, the **CONQUISTADOR** Unit gains +1 Limit and + 1 Fortune (even if they do not have a Fortune value) for the remainder of that Round.

DIVINE INTERVENTION POSSE

COMPOSITION:

- You **MUST** include **Makara** as the Posse Boss.
- You **MUST** include two Units with the **COR CAROLI** Trait.
- You **MAY** include up to a further four Units with the **COR CAROLI** Trait.

BONUS: All **COR CAROLI** Units in this Posse may re-roll failed Grit Checks unless caused by an Attack with the Attuned, Lethal or Fatal qualities.

PORTAL VANGUARD POSSE

COMPOSITION:

- You **MUST** include **Elita Nura** as the Posse Boss.
- You **MUST** include two Units with the **ASTREA** Trait.
- You **MAY** include up to a further Three Units with the **SPICA** Traits.

BONUS: All Units in the Posse within 5" of a Portal Marker may Focus the Movement part of their Combat Actions for free.

SILVER VENATORS POSSE

COMPOSITION:

- You **MUST** include **Brigid Macleirigh** as the Posse Boss.
- You **MUST** include two Units with the **VENATOR** Trait.
- You **MAY** include up to a further Three Units with the **VENATOR** Trait.

BONUS: Nominate a Posse or Detachment in the Enemy Force. All Friendly **VENATOR** Units may re-roll Aim or Fight Checks where Units in that Posse are the Initial Target.



ORDER ARMOURY

HEAVY INTERCEPTOR: Any Unit with the **HEAVY INTERCEPTOR** Trait in an Order Force may replace its Twin Hyper-V Rifle with one of the following weapons for no additional cost:

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'.

Classic Name	Counts As	Notes
Spear of Light	Spica Interceptor	
Pillar of Light	Spica Ironhide	