



# THE OUTLAWS

## HANDBOOK

This document is the Faction Handbook for the Outlaws, 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 Outlaws 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 Outlaws 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 Outlaws each with an array of units to choose from and some 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 Posse may only ever include one BOSS Unit unless the Posse composition specifically states otherwise. Posses cannot include COMMANDER Units.
- A Detachment may only ever include one COMMANDER Unit unless the Detachment composition specifically states otherwise. Detachments cannot include BOSS Units.
- Outlaw Forces contain a wide variety of Posses and Detachments all opposed to the Union their rule of Law. There are some notable groupings within the Outlaws (Golden Army, Confederates and Conquistadors) that usually operate together but will ally with others that have the same immediate goals. Players may thematically create their Force solely from one of these groupings if they wish.
- Outlaws Players may want to use one of the leaders in the major groups in the Outlaws (Golden Army, Confederates and Conquistadors) to take charge of an Outlaws Faction Posse, representing a gang assembled by that charismatic leader specifically for the Adventure at hand.
- Up to half the Units in a Posse or Detachment may have the SUPPORT Trait.
- Each Posse (but not Detachment) included in the Force allows for a single Civilians Unit and Angry Mob Unit to be included. These are considered Friendly Units but are not part of any Posse.
- **The Force May include Wayland the Smith and/or Panday Beck. They are not part of any Posse or Detachment but are considered friendly Units.**



# POSSES

## OUTLAWS FACTION POSSE

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

### COMPOSITION:

- You **MUST** include One **BOSS** Unit with the **OUTLAWS** Trait.
- You **MUST** include One Unit with the **OUTLAWS** Trait. It cannot have the **CONFEDERATE**, **GOLDEN ARMY** or **CONQUISTADOR** Traits.
- You **MAY** include up to a further four Units with the **OUTLAWS** Trait.



### LIMITATION:

- You may not include more than one Unit with the **CONFEDERATE**, **GOLDEN ARMY** or **CONQUISTADOR** Traits unless this Posse's **BOSS** also has that Trait.
- You may **NOT** include more than one of any Unit.

**BONUS:** None

## THE BLOODY ESPINOSAS

This is a Golden Army Posse. **This Posse may be included in a Hex or Outlaw Force.**



### COMPOSITION:

- You **MUST** include **Felipe Espinosa** as the Posse Boss.
- You **MUST** include an **ESPINOSA** Unit or a Unit with the **GOLDEN ARMY** and **HANDS** Traits.
- You **MUST** include a further **ESPINOSA** Unit.
- You **MAY** include up to **Five ESPINOSA** Units or Units with the **GOLDEN ARMY** and **HANDS** Traits.
- You **MAY** include a Unit with the **OUTLAW** and **AUTOMATA** Traits.

**BONUS:** During deployment, **GOLDEN ARMY HANDS** Units in this Posse gain +1 Grit and the **ESPINOSA** Trait. After both sides are deployed each **ESPINOSA** Unit may make a Free Run Action. This does not count as the Unit's Activation.



## CONFEDERATE REBELLION DETACHMENT

This is a Confederate Rebellion Detachment.

### COMPOSITION:

- You **MUST** include **Stonewall Jackson** as the Detachment Commander.
- You **MUST** include two Units with the **CONFEDERATE** Traits.
- You **MAY** include up to four further Units with the **CONFEDERATE** Traits.
- You **MAY** include up to two Units with the **OUTLAW** and **AUTOMATA** Traits.

**BONUS:** Any Friendly **CONFEDERATE** Units that Activate from Rebel Yell used by Units in this Posse may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Fortune Point instead of the actual bonus printed on the cards. This bonus is lost at the end of their Activation.

## CONQUISTADORES POSSE

This is a Conquistador Posse and 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.
- You may include up to two Units with the **OUTLAWS** and **K9 SIMULACRA** Traits.

### 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 Point (even if they do not have a Fortune value) for the remainder of that Round.

## 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.



## THE COWBOYS POSSE

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



### COMPOSITION:

- You **MUST** include **Johnny Ringo** as the Posse Boss.
- You **MUST** include two Units with the **COWBOYS** Trait.
- You **MAY** include up to a further Four Units with the **COWBOYS** Trait.
- You **MAY** include up to Two Units with the **MERCENARY** and **HANDS** Traits.
- You **MAY** include up to two Units with the **OUTLAW** and **K9 SIMULACRA** Traits.

**BONUS:** Units of **MERCENARY HANDS** in the Posse gain the **COWBOYS** Trait. Units with the **COWBOYS** Trait in the Posse that destroy a **UNIQUE** enemy Unit immediately gains a point of Fortune until the end of its next Activation.

## DEAD OR ALIVE POSSE

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



### COMPOSITION:

- You **MUST** include **Lilith Hart** as the Posse Boss.
- You **MUST** include five of the following: **Broad Arrow Jack, Jim Petersen, Longtree, "The Masked Marshal" Jim McClain, Thomas Tate Tobin, and Yann "The Wraith" Packer.**
- You **MAY** include one of the following: **Broad Arrow Jack, Jim Petersen, Longtree, "The Masked Marshal" Jim McClain, Thomas Tate Tobin, and Yann "The Wraith" Packer.**

**BONUS:** Before the Adventure begins, nominate an enemy Posse or Detachment. Once per Round, for the duration of their Activation, each Unit in this Posse may gain a point of Fortune while within 10" of any enemy Unit from that nominated Posse or Detachment.

## DEADLY SEVEN POSSE

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



### COMPOSITION:

- You **MUST** include **Earle Shepherd** as the Posse Boss.
- You **MUST** include **Brutus.**
- You **MUST** include a further Unit with the **DEADLY SEVEN** Trait.
- You **MAY** include up to a further Five Units with the **DEADLY SEVEN** Trait.

**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 Limit instead of the actual bonus printed on the card.



### 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.
- You **MAY** include one Unit with the **OUTLAW** and **K9 SIMULACRA** 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.

### FAITHFUL OF CASTILLA POSSE

This is a Conquistador Posse.

#### COMPOSITION:

- You **MUST** include **Madre Monica Perez** as the Posse Boss.
- You **MUST** include two Units with the **CONQUISTADOR** and **MOUNTED** Traits.
- You **MAY** include up to a further Four Units with the **CONQUISTADOR** Trait.

**BONUS:** Units in this Posse anywhere in the Play Area, or any **CONQUISTADOR** Units in the Force within 15" of **Madre Monica Perez**, may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards.

### THE GOLDEN ARMY POSSE

This is a Golden Army Posse.

#### COMPOSITION:

- You **MUST** include **Pancho Villa** as the Posse Boss.
- You **MUST** include two Units with the **GOLDEN ARMY** Trait.
- You **MAY** include up to a further Four Units with the **GOLDEN ARMY** Trait.
- You **MAY** include a Unit with the **OUTLAW** and **AUTOMATA** Traits.

**BONUS:** **GOLDEN ARMY** Units in this Posse lose the Twitchy Rule.



## HONOUR AMONG THIEVES POSSE

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



### COMPOSITION:

- You MUST include **Jesse James** as the Posse Boss.
- You MUST include **Frank James** or a Unit with the **MERCENARY** and **HANDS** Trait.
- You MUST include a Unit with both the **MERCENARY** and **MOUNTED** Traits.
- You MAY include up to a further Four Units with both the **HUMAN** and **MERCENARY** Traits.
- You MAY include up to two Units with the **OUTLAW** and **AUTOMATA** Traits.
- You MAY include a Unit with the **OUTLAW** and **CONFEDERATE** Traits.

### LIMITATION:

- You may NOT include more than one of any Unit except **Blackjack** or **Dustcutter** Units.

**BONUS:** While within 15" of **Jesse James**, any **MERCENARY** Units in this Posse gain +3 for Focused Action checks rather than the usual +2.

## 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".



### ONLY GOD FORGIVES POSSE

This Posse may be included in a Lawmen or Outlaw Force.



#### COMPOSITION:

- You MUST include **Giulianna Starr** as the Posse Boss.
- You MUST include four Units with the **MERCENARY** and **FACE** Traits.
- You MAY include up to a further four Units with the **MERCENARY** and **FACE** Traits.
- You MAY include a Unit with the **MERCENARY** and **BOSS** Traits. The Unit loses the **Largess** rule and replaces it with **Teamwork**.
- You MAY include one Unit with the **OUTLAW** and **K9 SIMULACRA** Traits.

**BONUS:** Provided there are at least five Units with the **MERCENARY** and **FACE** Traits in the Posse, any **MERCENARY BOSS** Units in the Posse gain +2 Fortune **Rating** for the duration of the Adventure.

### PRIDE OF THE NEKOMATA DETACHMENT

This Detachment may be included in an Empire Force, an Outlaw Force or a Warrior Nation Force.



#### COMPOSITION:

- You MUST include **Komanu Rayon** as the Detachment Commander.
- You MUST include **Nakano Gozen** or a Unit with the **EMPIRE** and **NEKOMATA** Traits.
- You MUST include a further Unit with the **EMPIRE** and **NEKOMATA** Traits.
- You MAY include up to a further five Units with the **EMPIRE** and **NEKOMATA** Traits.

**BONUS:** Once per Round, a single Unit in this Detachment may re-roll the dice in the Player's Check (even if successful). You may not re-roll part of the Check or another Player's Check using this rule, it must be all the dice and only in your own Check.

### QUANTRILL'S RAIDERS DETACHMENT

This is a Confederate Rebellion Detachment. This Detachment may be included in a Hex or Outlaw Force.



#### COMPOSITION:

- You MUST include **William Quantrill** as the Detachment Commander.
- You MUST include a Unit of **Bandit Outriders**. They gain the **CONFEDERATE** Trait.
- You MAY include up to a further Two Units of **Bandit Outriders**. They gain the **CONFEDERATE** Trait.
- You MAY include up to a further Three Units with both the **CONFEDERATE** and **MOUNTED** Traits.

**BONUS: BONUS:** **Bandit Outriders** do not count towards the **SUPPORT** Unit limit for this Detachment. Units in the Detachment gain the **TAINTED** Trait. Each time a **CONFEDERATE** Unit in the Detachment destroys a **UNION, Civilian, Angry Mob** or Unit with Fortune, the **CONFEDERATE** Unit gains +1 Fortune (even if they do not have a Fortune value) for the remainder of that Round.



### 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.

### SOUL HUNTERS DETACHMENT

This Detachment 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.
- You **MAY** include one Unit with the **OUTLAW** and **K9 SIMULACRA** Traits.

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

### TAINTED 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, Outlaw or Warrior Nation 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.

### WRATH OF THE NAUTILUS DETACHMENT

This Detachment may be included in a Crown Force or an Outlaw Force.



#### COMPOSITION:

- You **MUST** include **Rani Nimue** as the Detachment Commander.
- You **MUST** include two Units with the **NAUTILUS** Trait.
- You **MAY** include up to a further Five Units with the **NAUTILUS** Trait.
- You **MAY** include a single **Raider Gunmen** Unit and a single **Raider Cutthroat** Unit.
- You **MAY** include one Unit with the **OUTLAW** and **K9 SIMULACRA** Traits.

**BONUS:** **Raider Gunmen** and **Raider Cutthroat** Units in this Posse gain the **NAUTILUS** Traits. After deployment, each **NAUTILUS** Unit may make a Free Move Action. This does not count as the Unit's Activation.



## OUTLAWS ARMOURY

**IRON HORSES:** Any Unit with the **IRON HORSE** Trait in a Outlaws 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

**HEAVY INTERCEPTOR:** Any Unit with the **HEAVY INTERCEPTOR** Trait in a Outlaws Force may replace its Twin Hyper-V Rifle 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	2	Hazardous, Torrent	-2 Pierce
Rocket Pod	Ranged	15"	-2	1	Special, Indirect	Stun

**K9 GUN DOG:** Any Unit with the **K9 SIMULACRA** Trait in a Outlaws 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	2	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
Cole Younger	Buford Nash	None
Jim Younger	Bill Brocius	None
Robert Younger	Billy "Chef" Clanton.	None
Vaquero Heavy Buggy	Mercenary Ironhide	Cannot take any upgrades
Haupt Heavy Borer	Mercenary Ironhide	Upgrade: Haupt Heavy Boring Gear
Flame Truck	Mercenary Ironhide	Cannot take any upgrades
Dustcutter	Blackjack	None
Sandrail Buggy	Heavy Interceptor	Cannot take any upgrades