



THE UNION

HANDBOOK

This document is the Faction Handbook for the Union, 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 Union 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 Union 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 Union 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. Detachments cannot include BOSS Units.
- 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

UNION FACTION DETACHMENT

This is the most flexible and commonly deployed Detachment found in the Union. 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 UNION Trait.
- You MUST include a Unit with the UNION and TROOPS Trait.
- You MAY include up to a further three Units with the UNION Trait.

LIMITATION:

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

BONUS: None.





MANIFEST DESTINY DETACHMENT

COMPOSITION:

- You **MUST** include **Abraham Lincoln** as the Detachment Commander. He must have the **LEGENDARY** Trait.
- You **MUST** include two Units with both the **UNION** and **COMMANDER** Traits.
- You **MAY** include up to a further three Units with both the **UNION** and **COMMANDER** Traits.
- All Models in the Detachment lose the Command Rule.

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

BURNING THE BREEZE DETACHMENT

COMPOSITION:

- You **MUST** include **MOUNTED Willa Shaw** as the Detachment Commander.
- You **MUST** include two Units with both the **UNION** and **IRON HORSE** Traits.
- You **MAY** include up to a further Four Units with both the **UNION** and **MOUNTED** Traits.

LIMITATION:

- You may **NOT** include more than one of any Unit except those with both the **UNION** and **IRON HORSE** Traits.

BONUS: When **MOUNTED Willa Shaw** is destroyed, you may place a new **Willa Shaw** Unit (the one without the **MOUNTED** Trait) within 1" of the destroyed Unit. This new **Willa Shaw** Unit cannot be placed into Impassable Terrain. The **MOUNTED Willa Shaw** Unit is still considered Destroyed for victory points and other purposes. The new **Willa Shaw** Unit is the Detachment's Commander. The new **Willa Shaw** Unit has the Disordered Condition and may not Activate this Round.

FORLORN HOPE DETACHMENT

COMPOSITION:

- You **MUST** include **Armstrong Custer** as the Detachment Commander.
- You **MUST** include two Units with the **UNION**, **HUMAN** and **TROOPS** Traits.
- You **MAY** include a Unit with the **UNION** and **HUMAN** Traits.
- You **MAY** include up to a further Three Units with all three of the following Traits: **UNION**, **HUMAN** and **TROOPS**.

BONUS: All Units in the Detachment with the **HUMAN** Trait may Focus the Movement part of their Charge Special Action for free (even though normally not allowed to).



INFERNAL INVESTIGATIONS POSSE

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



COMPOSITION:

- You **MUST** include **Helena Miller** as the Posse Boss.
- You **MUST** include two Units with both the **LAWMEN** and **AGENT** Trait.
- You **MAY** include a Unit with at least two of the following three Traits: **UNION**, **LAWMEN** and **AGENT**.
- You **MAY** include up to a further Four Units with both the **LAWMEN** and **AGENT** Traits.
- You may include up to one Unit with the **UNION** and **K9 SIMULACRA** Traits.

LIMITATION:

- You may **NOT** include a **COMMANDER** in the Posse.

BONUS: Units in this Posse gain +3 for Focused Action checks rather than the usual +2.

IRRESISTIBLE FORCE DETACHMENT

COMPOSITION:

- You **MUST** include **Nikolai Tesla** as the Detachment Commander.
- You **MUST** include two Units with the **Tesla Masterwork** rule.
- You **MAY** include a Unit with the **UNION** Trait.
- You **MAY** include up to a further Three Units with the **UNION** and **AUTOMATA** Traits

LIMITATION:

- You may **NOT** include more than two Units with the **K9 SIMULACRA** Trait.

BONUS: At the start of each Round, you may remove the Disorder Condition from any Units in the Detachment with the **AUTOMATA** Trait within 10" of the Detachment Commander.

NO SURRENDER DETACHMENT

COMPOSITION:

- You **MUST** include **Odysseus Grant** as the Detachment Commander.
- You **MUST** include **Alfred Woodhouse**.
- You **MUST** include two Units with the **UNION** and **HUMAN** Traits.
- You **MAY** include up to two Units with the **UNION** Trait.
- You **MAY** include up to a further Three Units with all three of the following Traits: **UNION**, **HUMAN** and **TROOPS**.

BONUS: Units in this Detachment automatically pass Morale Checks. You may take a Charge Sergeant for each **TROOPS** Unit in the Detachment. These do not count towards the limit on the number of Units in the Detachment.



SECRET SERVICE DETACHMENT

COMPOSITION:

- You **MUST** include **Abraham Lincoln** as the Detachment Commander.
- You **MUST** include two Units with both the **UNION** and **AGENT** Traits.
- You **MAY** include a Unit with the **AGENT** Trait.
- You **MAY** include up to a further three Units with both the **UNION** and **AGENT** Traits.
- You **MAY** include up to Two Units with the **UNION** and **AUTOMATA** Traits.

LIMITATION:

- You may **NOT** include any Unit with the **MOUNTED** Trait unless it also has the **AGENT** Trait.

BONUS: Any Unit in this Detachment may lose the Undercover rule if they wish and deploy normally. 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.



UNION ARMOURY

IRON HORSES: Any Unit with the **IRON HORSE** Trait in a Union 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
Electrocannons	Ranged	20"	-2	3	Special, Stun	Shock
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 Union 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
Electrocannon	Ranged	20"	-2	2	Special, Stun	Shock
Flamethrower	Ranged	-	-1	1	Hazardous, Torrent	-2 Pierce
Rocket Pod	Ranged	15"	-2	1	Special, Indirect	Stun

FIRE TEAM: Any Unit with the **FIRE TEAM** Trait in a Union 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
Chace Sniper Rifle	Ranged	20"	-2	1	Refined	Fatal
Electrocannon	Ranged	20"	-2	2	Special, Stun	Shock
Flamethrower	Ranged	-	0	1	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 Union 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
Electrocannon	Ranged	20"	-2	2	Special, Stun	Shock
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
Rolling Thunder	Union Ironhide	None
Haupt Heavy Borer	Union Ironhide	Upgrade: Haupt Heavy Boring Gear
Flame Truck	Union Ironhide	None