



WARRIOR NATION

HANDBOOK

This document is the Faction Handbook for the Warrior Nation, 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 Warrior Nation 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 Warrior Nation 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 Warrior Nation each with an array of units to choose from and some even with additional rules or benefits.

- 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 (but not Detachment) 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. *Designers Note: It is imagined that these are Warrior nation tribespeople rather than colonial settlers, but of course players are free to represent them using whatever suitable Warcradle Miniatures they feel appropriate (making it clear to your opponent of course).*
- Each Posse included in the Force allows for a Greater Spirit Totem and three Small Spirit Totems to be included for free. These are considered Friendly Units but are not part of any Posse.

POSSES

WARRIOR NATION FACTION POSSE

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

COMPOSITION:

- You **MUST** include One Boss Unit with the **WARRIOR NATION** Trait.
- You **MUST** include a Unit with the **WARRIOR NATION** Trait.
- You **MAY** include up to a further four Units with the **WARRIOR NATION** Trait.

LIMITATION:

- You may **NOT** include more than one of any Unit.
- **At least half the Units in the Posse MUST have the HUMAN 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.

DEATH FROM ABOVE POSSE

COMPOSITION:

- You **MUST** include **Alcon the Sky Spirit** as the Posse Boss.
- You **MUST** include **Mahpia Napa the Cloud Runner** (she replaces the Largesse rule with the Teamwork rule if you do so), or two Units with both the **WARRIOR NATION** and **PEYASA** Traits.
- You **MAY** include up to a further three Units with the **WARRIOR NATION** and **PEYASA** Traits
- You **MAY** include up to two Units each of the following: **Great Thunderbirds** and **Fire Eagles**.

BONUS: When Units from this Posse are deployed in the Play Area, it can be anywhere provided it is at least 5" away from any edge of the Play Area, Units, buildings or impassable terrain features. Alternatively, the Unit may be held in Reserve.

HOUR OF THE WOLF POSSE

COMPOSITION:

- You **MUST** include **Ghost Wolf** as the Posse Boss.
- You **MUST** include a Unit with both the **WARRIOR NATION** and **WEYLYN** Traits.
- You **MUST** include a further Unit with the **WARRIOR NATION** Trait.
- You **MAY** include up to a further four Units with the **WARRIOR NATION** Trait.
- You may **NOT** include more than one of any Unit unless it is **Hunting Wolves** or has both the **WARRIOR NATION** and **WEYLYN** Traits.

BONUS: Units in this Posse 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.



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.

TRIBAL RETRIBUTION POSSE

COMPOSITION:

- You **MUST** include **Walks Looking** as the Posse Boss.
- You **MUST** include a **Great Spirit Shaman**.
- You **MUST** include a further Unit with the **WARRIOR NATION** Trait.
- You **MAY** include up to a further four Units with the **WARRIOR NATION** Trait.

LIMITATION:

- You may **NOT** include more than one of any Unit unless they are **Great Spirit Shaman**, **Hunting Wolves** or **HANDS** Units.
- You may **NOT** include Units with the **MOUNTED**, **SPIRIT ANIMAL** or **SPIRIT WALKER** Traits.

BONUS: Units in this Posse gain the Trailfinder special rule. Trailfinder: After both sides are deployed, starting with Player B, each player may choose one of their units with the Trailfinder make a Free Run Action with it. This does not count as the unit’s Activation. Trailfinder selection and movement alternates and continues until all units with Trailfinder have been moved once.

WARRIOR NATION ARMOURY

FIRE TEAM: Any Unit with the **FIRE TEAM** Trait in a Warrior Nation 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
Plainswalker Crossbow	Ranged	15”	-3	1	Refined, Special, Brutal	Lethal
Spirit Bow	Ranged	20”	-2	1	Attuned	Fatal



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
Little Claw	Great Spirit Shaman	