



# THE WATCHERS

## HANDBOOK

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

- 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.
- All Watchers Units have a Clade. This is indicated in their Traits as X CLADE, where X is the name of their Clade.

## DETACHMENTS

### WATCHERS FACTION DETACHMENT

*This is the most flexible and commonly deployed Detachment found in the Watchers. 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 **WATCHERS** Trait.
- You **MUST** include a Unit with the **WATCHERS** and **TROOPS** Traits.
- You **MAY** include up to a further four Units with the **WATCHERS** Trait.

#### LIMITATION:

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

**BONUS:** None



## **AMBER CLADE DETACHMENT**

### **COMPOSITION:**

- You **MUST** include **Jocasta – The Amber Alpha** as the Detachment Commander.
- You **MUST** include a Unit with both the **WATCHERS** and **VERMILLION CLADE** Traits.
- You **MUST** include a Unit with both the **WATCHERS** and **GREY CLADE** Traits.
- You **MAY** include up to a further four Units with the **WATCHERS** Traits.

### **LIMITATION:**

- You may **NOT** include more than one of any Unit except those with both the **WATCHERS** and **GREY CLADE** Traits.

**BONUS:** Once per Round, while within 5” of **Jocasta** or a **BETA** Unit, Units in this Detachment receive +1 Limit. The **BETA** cannot be of the same Clade as the Unit gaining the +1 Limit.

## **CERULEAN CLADE DETACHMENT**

### **COMPOSITION:**

- You **MUST** include a **Cerulean Prime** as the Detachment Commander.
- You **MAY** include up to two additional **Cerulean Prime** Units.
- You **MUST** include two Units with both the **WATCHERS** and **CERULEAN CLADE** Traits.
- You **MAY** include up to a further Three Units with the **CERULEAN CLADE** Traits.

**BONUS:** You **MAY** include an additional **Nightmare Manifestation** Unit for each **Cerulean Nightmare** in the Detachment. These do not count towards the limit on the number of Units or Support Units in the Detachment.

## **VIRIDIAN FORCE DETACHMENT**

### **COMPOSITION:**

- You **MUST** include the **Viridian Alpha** as the Detachment Commander.
- You **MUST** include **two** Units with both the **WATCHERS** and **VIRIDIAN CLADE** Traits.
- You **MAY** include up to a further Four Units with both the **WATCHERS** and **VIRIDIAN CLADE** Traits.

**BONUS:** Once per Activation any **ALPHA** or **BETA** in the Detachment may spend two Action Points to look at the top three cards from either their Adventure Deck or their Action Deck and replace them in any order on the top of that deck.



## WATCHERS ARMOURY

**FIRE TEAM:** Any Unit with the **FIRE TEAM** Trait in a Watchers Force may replace their Hyperbolt Launcher or Proton Disruptor with any of the following weapons for no additional cost. If each Model in the Unit replaces two weapons with the same type, they are treated as being armed with a single weapon and add +1 to the ROA for the duplicate weapon. Example: A Locust Beta with a pair of Proton Disruptors uses them with a single weapon profile with a ROA of 3 instead of the usual 2. All Models in the Unit must be armed with the same weapons:

WEAPON	TYPE	RANGE	PIERCE	ROA	QUALITY	CRIT
Artron Lance	Ranged	20"	-2	1	Special, Heavy	Fatal
Hyperbolt Launcher	Ranged	15"	0	3	Special, Heavy	Brutal
Nadeon Shredder	Ranged	-	-1	1	Special, Shred, Torrent	-
Proton Disruptor	Ranged	10"	-1	2	Special, Heavy, Refined	Stun

**TACTICAL TEAM:** Any Unit with the **TACTICAL TEAM** Trait in a Watchers Force may replace their Solar Rifles with one of the following weapons for no additional cost. All Models in the Unit must be armed with the same weapons:

WEAPON	TYPE	RANGE	PIERCE	ROA	QUALITY	CRIT
Deconstruction Rifle	Ranged	15"	-3	1	Special, Heavy	Fatal
Fusion Cannon	Ranged	15"	-2	1	Special, Heavy, Blast	Brutal
Heavy Drain Rifle	Ranged	20"	-1	3	Special, Refined	Disorder

## 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