



## STUDIO COMMENTARY

### RULES V1.091

#### How Does This Document Work?

The following commentary is intended to complement the Wild West Exodus rulebook, unit and posse cards. For ease of reference we have presented our comments as a series of questions and answers; the questions are based on ones that have been asked by the community, and the answers are provided by the studio to clarify how the rules are intended to be used. Our commentaries are updated regularly. **Sections in red are recent changes or are important and worth particular attention.**

The commentary helps provide an official ruling for your games and tournament organisers, but like any of the rules in Wild West Exodus in friendly games the players are free to discuss the rules before a game, and adopt changes as they see fit if they both are in agreement.

#### FORCE BUILDING

**Q: Can a Posse just be a Boss or do you need to fill the first slot?**

A: You can take a Boss on their own but to gain any of the rules found on a Posse card you must take at least one slot in the Posse.

#### SET UP

**Q: Can models be deployed onto the table already embarked in a vehicle?**

A: Yes units may start the game embarked in a vehicle and both the unit and the vehicle are deployed as a single deployment.

#### FORTUNE

**Q: My model has hazard condition and no available Fortune. When I end my activation what happens first? Do I regain Fortune or do I make the check for hazard? It's relevant because I might need to reroll that dice check.**

A: Regaining Fortune is the very last step at the end of an activation. All condition rolls are made first so you cannot use regained fortune to re-roll a failed condition check.

**Q: Can Morgan Earp use Largesse if he is taken in the 5th slot of the Tombstone Theme Posse?**

A: He can use Largesse in exactly the same way he would if he were the only Boss in the Posse.

**Q: What happens if the model I nominate for Take One for the Team is out of range of the attack?**

A: The target model you are using to 'Take One for the Team' must be in range and line of sight of the attack.

**Q: When a player spends a Fortune to declare Take One for the Team, where does the Fortune originate from?**

A: The initial target is the one that spends the Fortune.

**Q: Can you clarify the rules for Veteran Instincts?**

A: When this model is nominated as the Initial Target of an attack, this unit can spend two Fortune Chips to immediately gain the On Lookout Condition. You may make a Give 'Em Hell reaction to the attack as though you had the Condition prior to being targeted. You cannot use Veteran Instincts and taking One for the Team against the same attack. Veteran Instincts cannot be used by a model during its own activation.

#### ADVENTURE CARDS

**Q: How does Interrupt work? Does it change turn order or does it just switch it for that one activation?**

A: Interrupt switches the turn order for that set of activations only. After that set the turn order continues as normal. This essentially means that both players with get two turns in a row.

**When do you play the Guts side of the adventure card that has bonuses to a units' Attributes?**

A: Up to the moment the die is rolled. Adventure cards are applied immediately. The increased Attribute needs to have already occurred before you calculate the roll.

**Q: Can I use the Restore! Cared at any time?**

A: Yes you can. When you use it restore your chosen unit's fortune back up to their starting value. So if they have a fortune rating of 2 then restore back to 2 regardless of what Fortune they had left.

**Q: Can I use Guts cards to gain a bonus to an attribute in my opponent's activation and does it last for the whole of their activation?**

A: Yes you can use Guts cards that provide bonuses to attributes at any time during the turn and can be combined or stacked as you wish. This can even be during your opponent's activation. Guts bonuses last for the whole of that activation.



## MOVE ACTIONS

### Q: How far can a model jump?

A: You can jump up to a maximum of your Quickness attribute. For each full inch of movement before the jump you gain a +1 to your jump roll.

### Q: Can mounted models or models on M(O) bases use portals?

A: Yes.

### Q: The Heavy weapon trait says it can not be fired in an Activation that you make a Move Action. Can you shoot then move?

A: If you are carrying a heavy weapon, when you activate, you decide if you want to move or shoot. If you do one, then you forfeit the other.

### Q: If an enemy unit with a melee of 1" or more engages a unit inside a building. Is the unit inside a building trapped inside, as a unit can't exit a building if it is engaged?

A: Engaged units cannot perform Get Out Actions so cannot leave buildings.

## REACTIONS

Reactions are taken by a Model, who is currently not the Active Model, when it is the target of an Action (typically a Combat Action). You may only make one Reaction to an Action. Reactions are usually defined as such on their rule entry, but include the following:

Quick and the Dead  
Veteran Instincts  
Give 'em Hell  
Take one for the Team  
Amber Clade  
Blessings of the Allshard  
Even in Death  
Flight or Fight  
Indomitable  
Loyal Companion  
Meat Shields  
The Wayland Way

Reactions occur before the triggering Action is completed. Resolve the Reaction in full, then resolve the initial Action. Only one Reaction can be made to an Action. Models who are forced to make an Action under the Compel Ability cannot use Reactions for the duration of that Action.

## RESERVES

### Q: Are Reserves half the force or half the Posse?

A: Half the force. If you have a posse with five units and a second with four within your Force, up to five units from the force can be placed in Reserve. This could be all of the first posse or part of both.

### Q: Can a model in reserve use fortune to re-roll a failed Reserve test?

A: Yes

## COMBAT ACTIONS

### Q: How do you draw Line of Sight to a target?

A: Line of Sight is drawn from the activating model using its base size toward a targeting model. Both edges of the base of the attacker are drawn in a parallel line to the target base. If any portion of the line is interrupted, the target is obscured.



### Q: Can a model being transported by a vehicle be targeted by an attack, if they can be targeted do they gain any bonuses to grit for cover etc?

A: Yes a unit that is embarked in a vehicle can still be targeted as long as the attacking unit has line of sight to the vehicle. The vehicle provides cover and the embarked unit is considered to be Hunkered.

### Q: Do weapons like lasso or smoke bombs do damage?

A: Yes.

### Q: Does Brutal apply to per hit or per action?

A: Brutal only applies an extra wound per action. So a single attack will apply a maximum of 1 extra hit per action regardless of the Rate of Attack

### Q: When a weapon with a Rate of Attack higher than 1 achieves a critical success. What happens in that action?

A: The individual die that scores critical success gains the additional quality. The player controlling the Activated unit decides which shot to resolve in which order.

### Q: How do template weapons affect units inside buildings?

A: Template weapons will only hit one occupant of a building unless it has the Engulf quality.

### Q: If a model has more than one weapons with Parry, can you force the attacker to reroll as many dice as there are instances of the Parry rule?

A: You may only Parry one die per Action.

### Q: Where can a unit be deployed after a weapon with the Beacon Quality successfully hits a target?

A: As close to the target unit as possible within your deployment area.



**Q: When using a torrent weapon as a free shoot action are the hits automatic?**

A: No. You must roll one die to hit and then if that is a success against the target you score D5 hits with a max of 1 per model in the target unit.

**Q: Can you ever re-roll a critical miss?**

A: This can only happen if a rule specifically permits it. If a rule says "This unit may re-roll any failed combat checks" for example, that does not allow that unit to re-roll a critical miss.

**Q: Are building rooftops Area Terrain?**

A: Yes. It is advised to remember the heights of the building though.

**Q: How do the Linked & Moving Target interact with each other if combined in the same combat action?**

A: They both take effect on the roll. Linked re-rolls the misses and Moving Target re-rolls the hits. In this situation you would pick up all the dice and roll them again applying the result of the second roll.

## CONDITIONS

**Q: If I fail a grit check caused by a Hazard condition at the end of my activation and I use Mettle to keep them alive do I keep the hazard condition on the unit?**

A: Yes. As the Grit check was not passed the Hazard condition persists.

**Q: If a model in a unit has the Hazard condition and their unit is hit again by a weapon that has the Hazardous quality, does the hit gain the Lethal quality even though some models in the unit do not have the Hazard condition?**

A: Yes. As one or more models in the unit have the Hazard condition, a hit from a weapon with the Hazardous Quality is Lethal.

**Q: If a unit suffers from multiple Negative Conditions. Which order should I resolve them?**

A: This really only applies to Disordered and Hazard which are both resolved at the end of a unit's Activation. In cases like this, the Conditions should be resolved in the order they appear in the rulebook: Disorder, Hazard, Stunned.

**Q: A unit moves to a piece of cover and makes an In Cover Free Move Action. During my opponent's Activation my unit becomes Disordered. Does my unit lose the benefit of the In Cover Action?**

A: No, while a unit cannot make In Cover Actions while Disordered, the unit was not affected by Disorder when it made the In Cover Action in its activation.

**Q: When are negative conditions applied with weapons?**

A: Weapons with the Hazardous quality apply Hazard to the model immediately upon a successful Aim or Fight check with a weapon. Weapons with the Stun quality apply the Stunned condition to a target model on a

successful grit check. Weapons with the Disorder condition apply Disordered to the unit on a failed Grit check.

## UNIT COMMON RULES

**Q: What happens if a unit has Tough and is hit by a weapon with the Stun or Disrupt Quality?**

A: The Initial target in the unit benefits from the Tough Common Rule, however once the model becomes Stunned, the unit cannot benefit from the Tough rule (even against remaining hits from the same Attack) until it loses the Stunned Condition.

**Q: Does Moving Target last until the end of the turn or until the next activation?**

A: End of the turn.

**Q: Does Moving Target benefit from a Trailfinder move?**

A: Yes. Trailfinder Moves are part of the first turn.

**Q: Can you use Quick and the Dead against Strike actions?**

A: Yes

**Q: If I use Quick and the Dead (QatD) and succeed, are all subsequent actions from the same unit ignored? Does the attacking unit then need to target another unit if it has further actions to take?**

A: Quick and the Dead negates all hits that would be rolled from a single combat action and must be declared before the dice are rolled. This means that if you are targeted by a multiple model unit you can only negate one of the attacks from one model in the unit. All subsequent combat actions are unaffected by the use of QatD.

**Q: How does Quick and the Dead (QatD) work against Massed Fire?**

A: Normally, a successful QatD by the target, will negate all dice rolled in a Combat action. This means no dice are rolled and no effects triggered. Against a unit using Massed Fire, a successful QatD will reduce the total Rate of Attack by an amount equal to the QatD result. For example, if the target unit's QatD result was 15, it would reduce the Rate of Attack by 15.

**Q: If a unit with Mettle removes the disordered condition and is wounded again in the same turn can it use Mettle again?**

A: Yes.

**Q: What happens if a unit has Mettle and is hit by a weapon with the Disorder or Disrupt Quality?**

A: The Initial target in the unit benefits from the Mettle Common Rule and when the model fails a Grit Check the entire unit becomes disordered rather than have the model Wounded (they also potentially receive other conditions that might be applied on the failed Grit Check). Against a subsequent failed Grit check the unit cannot benefit from Mettle (even against remaining hits from the same Attack) as it has the Disordered Condition.



**Q: Does the -2 to Aim from the Firing Platform Special Rule already include the -1 for Hunkered or is it -3 overall?**

A: The -2 to Aim includes the -1 for being Hunkered. The penalty is -2 overall.

### UNIT SPECIAL RULES

**Q: Do you have to spend an Action Point for the Reserve move action in special rules like Blessings of the Allshard and Spectral Summoning?**

A: Yes, even though you spend the fortune to automatically pass the check in a Reserve move action, you still need the Action Point to do the action. Note: You have to be placed in base contact with the unit with these attributes. If you cannot be placed, then you lose these models.

**Q: If using the Arcane ability do you still take all modifiers into consideration?**

A: Yes all modifiers are still taken into account as normal unless specifically stated otherwise.

**Q: When using Combined Fire do you split every different weapon in its own group?**

A: Yes. When this unit makes a Shoot Action, each model may choose to forgo making its own Aim Check and instead add +1 to the Aim Attribute or -1 to the Piercing value of another model equipped with the same weapon in the unit.

**Q: Can you stack both Creation and Forceful Strike in the same action to double the piercing value twice?**

A: Yes you can. If the piercing of the weapon is -1 you can use Creation to take it to -2 and then forceful strike to take it to -4. Remember, if you use Forceful Strike in an Action that Action can only have a maximum Pierce of -6.

**Q: A question about murderous. It says that any successful checks cause a further hit. So if a rate of attack 2 murderous model hits with both dice. Would it be 3 hits or 4?**

A: That would make a total of 4 hits as each successful dice roll will add another hit.

**Q: If only part of a unit are within 8" of a Hexalith does the whole unit gain the Shrouded ability?**

A: Yes the whole unit will gain the benefit.

**Q: Rebel Yell has been used while no unit with the Confederate trait is within 8" (at the time the action has been made). During a subsequent activation in the same turn, a unit with the Confederate trait moves within 8" of the unit that used Rebel Yell. Does that activated unit gain +1 Limit?**

A: Yes.

**Q: When does the Gambler ability take effect?**

A: The ability takes effect as soon as that unit is activated and before it performs any actions.

**Q: What are the negatives and bonuses applied to models involving Trick Shot?**

A: The targeted model does not gain the cover bonus from terrain. It will gain the +1 bonus from being hunkered down. The Activated model gains the negative modifier to its Aim check from obscuring terrain.

**Q: I have 2 K9 Gun Dogs in a unit, one fitted with a Liberty Gatling Gun, the other fitted with a Gallant Rocket Pod; how does Tasked interact with this?**

A: They will both need to target the same unit. If one removed the unit from the table the other loses its action.

**Q: Do Smokescreens block line of sight?**

A: The smokescreen will fill an area the size of the template stated and the height of the width of the base. If this is larger than the base size of the target then line of sight will be blocked entirely by the smokescreen.

**Q: Does Compel count to your action limit?**

A: No, it is a free action. There is a cumulative +2 bonus to the unit making the Mind Check for each additional time the unit has been successfully Compelled this Activation.

**Q: How does Massed Fire work within a unit?**

A: When making a Shooting Action with a unit with Massed Fire the process is as follows:

First, The controlling player selects a model armed with a ranged weapon in the unit. This is the shooting model. Then every model with the same weapon in the unit that is in range and has line of sight must add its Rate of Attack to the shooting model. Every model that can do this must do this. Finally, the firing model, calculates obstructions and then rolls their new RoA barring any reactions from the targeted model.

If a model and/or models in the unit have different weapons than the nominated model and are in range they shoot separately. Following the same rules.

Models that have the same weapon but are not in range or LOS do not add to the RoA and can not fire separately.

**Q: How do Failsafe detonators work with Massed Fire?**

A: Massed Fire does not apply to weapons with a range of SELF. Each Model in a Unit can use these weapons independently of the Massed Fire rule.

**Q: How does Give Em Hell work with Massed Fire?**

A: A unit with Massed Fire must also do this with Give Em Hell reactions. All weapons go to RoA 1, but then nominate a firing model. Then all assisting models will add their ROA of 1 to the Shooting model's ROA of 1.