

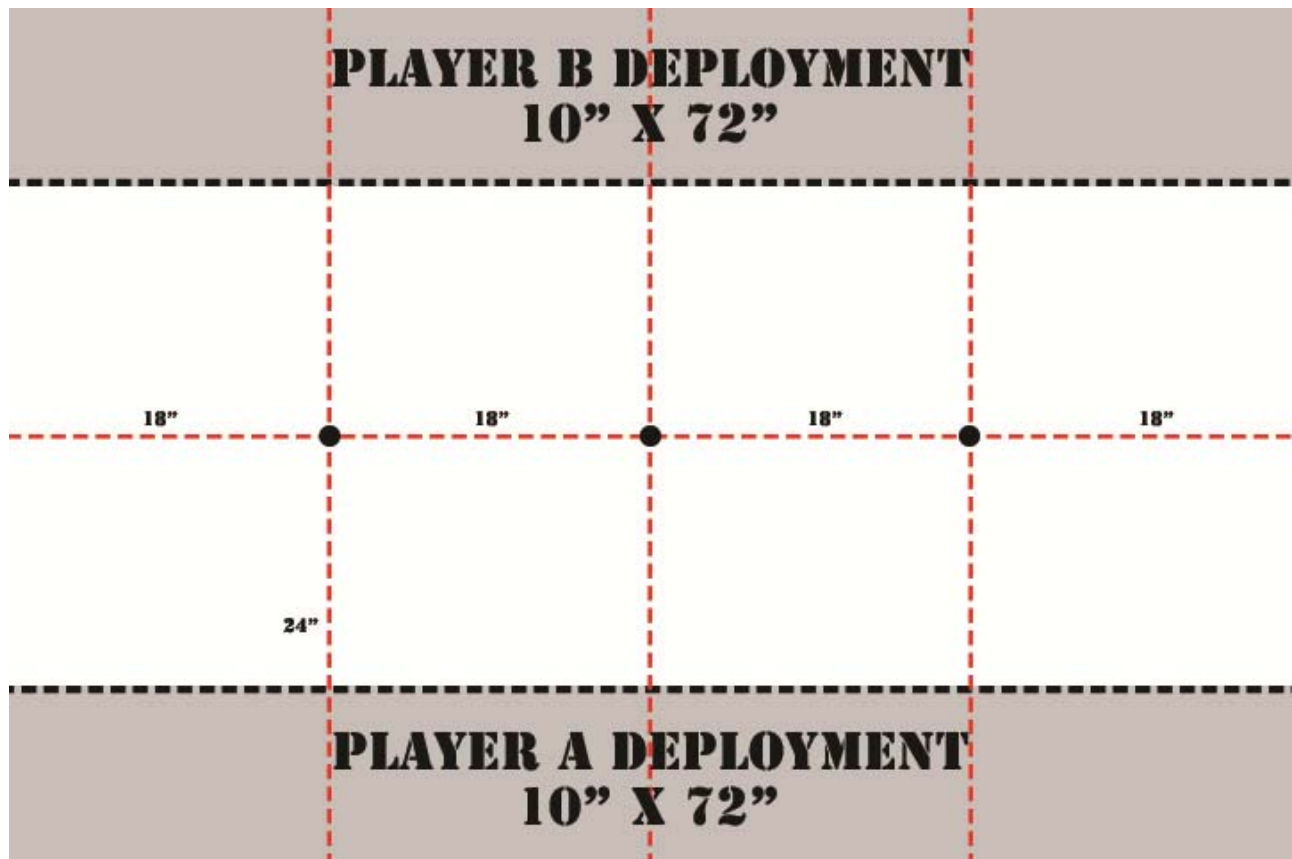


WILD WEST GUNNERS



GUNSLINGER

TOURNAMENT RULES



Scenario 1: Supply Control

Deployment: Both players deploy their posse within 10" of a long table edge. Players roll off using D10s, and the player with the higher number may choose their desired table edge and deploys their posse first. 3 Objectives are placed on the table along the midline of the table, 18" from center to center and 18" from each short table edge.

Initiative: Turn 1 Initiative is given to the player that deploys first. All turns after the first are determined as described in the Wild West Exodus rulebook.

Primary Scenario (7):

Starting on Turn 2, players score a Scenario Point at the end of the turn by controlling one of the 3 Objectives. A player may control up to 3 Objectives per turn.

A player may not score more than 7 Primary Scenario Points.

Secondary Scenarios (7):

- 'THIS IS MY LAND': Control an Objective using a Boss model (2)
- 'VERSATILITY': Over the course of the game, control two different objectives with the same model. (2)
- 'NOT TODAY, JUNIOR!': Kill a model controlling an Objective (1)
- 'REMOVE THE HEAD OF THE SNAKE': Kill the Enemy Boss (1)
- 'THE EVERLASTING': Have your Boss alive at the end of the game (1)

****Each Secondary Scenario point amount can only be scored once per game.****

Annihilation (7): Scored as normal.

PLAYER B DEPLOYMENT 10" X 72"

PLAYER A OPPONENT'S HALF

PLAYER B OPPONENT'S HALF

PLAYER A DEPLOYMENT 10" X 72"

Scenario 2: Supply Run

Deployment: Both players deploy their posse within 10" of a long table edge. Players roll off using D10s, and the player with the higher number may choose their desired table edge and deploys their posse first.

Initiative: Turn 1 Initiative is given to the player that deploys first. All turns after the first are determined as described in the Wild West Exodus rulebook.

Primary Scenario (7):

Before deploying, both players nominate 3 friendly Boss, Underboss, Sidekick or Hired Hand models to begin the game carrying a Supply Bag. A model carrying a Supply Bag can never mount a transport and can never benefit from a special rule that obscures vision to the model (etc. Living Spirit), but still may benefit from Terrain bonuses. A model may only be carrying one Supply Bag at a time. These models are deployed as normal. If a model with a Supply Bag is killed, the Supply Bag drops where the model was removed and an Objective marker is placed there. Another model may move into base-to-base with the Supply Bag and spent an Action Point to pick up the Supply Bag.

At the end of Turn 2, Players score a point at the end of the turn for each Supply Bag that is being carried by a friendly model on their opponent's half of the table.

A Supply Bag not being carried by a model is considered an Objective, and models may control/contest a Supply Bag as normal. A player scores a point if they control one or more Supply Bags on their opponent's half of the table.

Secondary Scenarios (7):

'SAFE SUPPLIES': No friendly model carrying a Supply Bag is removed from the game (2)

'DOUBLE TROUBLE': Control a Supply Bag objective with a model carrying a Supply Bag (2)

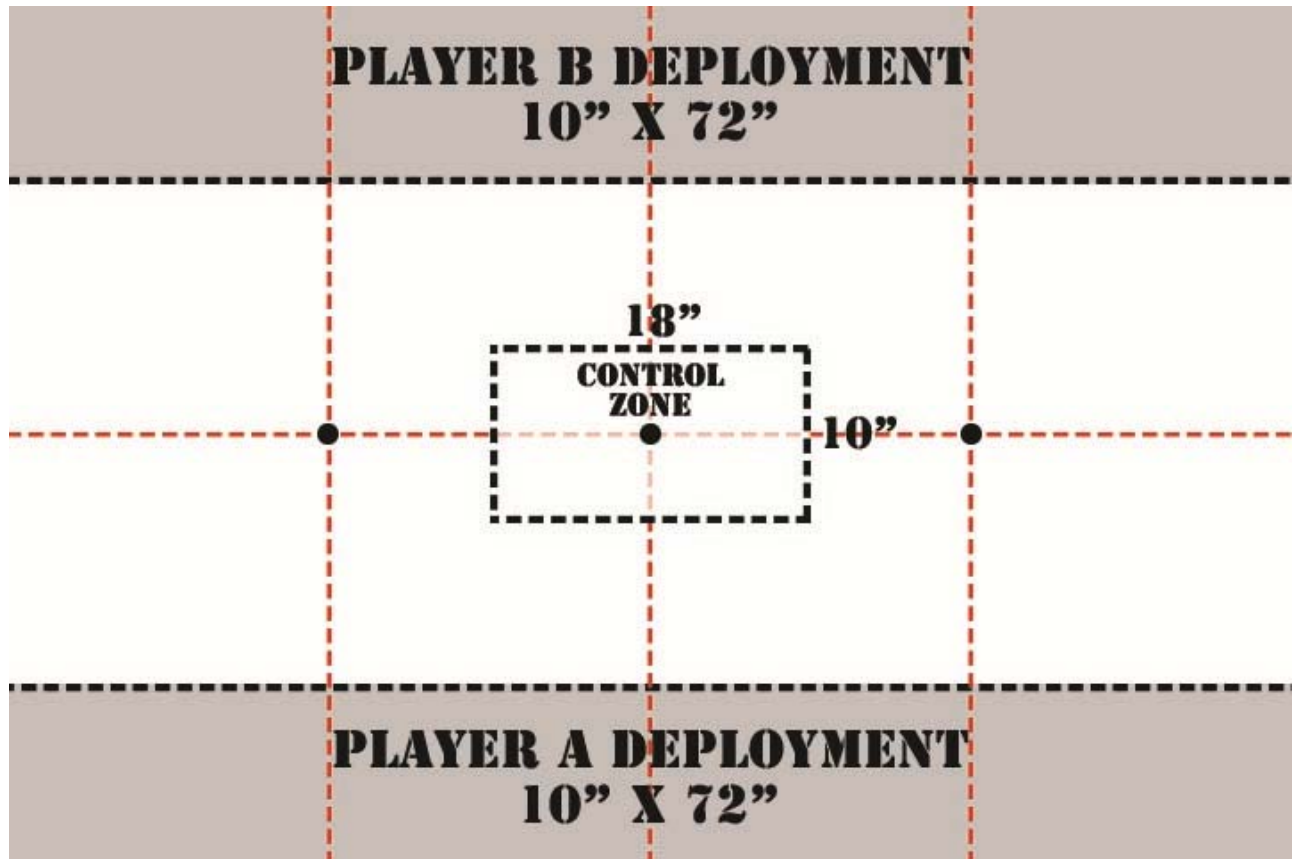
'I'LL TAKE THAT!': Kill a model carry a Supply Bag in Close Combat (1)

'THIS WAS YOUR LAND': End the game with all friendly models on the opponent's half of the table (1)

'DROP IT NOW!': Kill a model with a Supply Bag the turn it picks up the Supply Bag (1)

Each Secondary Scenario point amount can only be scored once per game.

Annihilation (7): Scored as normal.



Scenario 3: Stronghold

Deployment: Both players deploy their posse within 10" of a long table edge. Players roll off using D10s, and the player with the higher number may choose their desired table edge and deploys their posse first. 3 Objectives are placed on the table along the midline of the table, 18" from center to center and 18" from each short table edge. An 18" x 10" zone is placed centered on the board, with the middle objective in the center of the zone.

Initiative: Turn 1 Initiative is given to the player that deploys first. All turns after the first are determined as described in the Wild West Exodus rulebook.

Primary Scenario (7):

Starting on Turn 2, players score a Scenario Point at the end of the turn by controlling one of the 3 Objectives while within the Zone. A player may control up to 3 Objectives per turn.

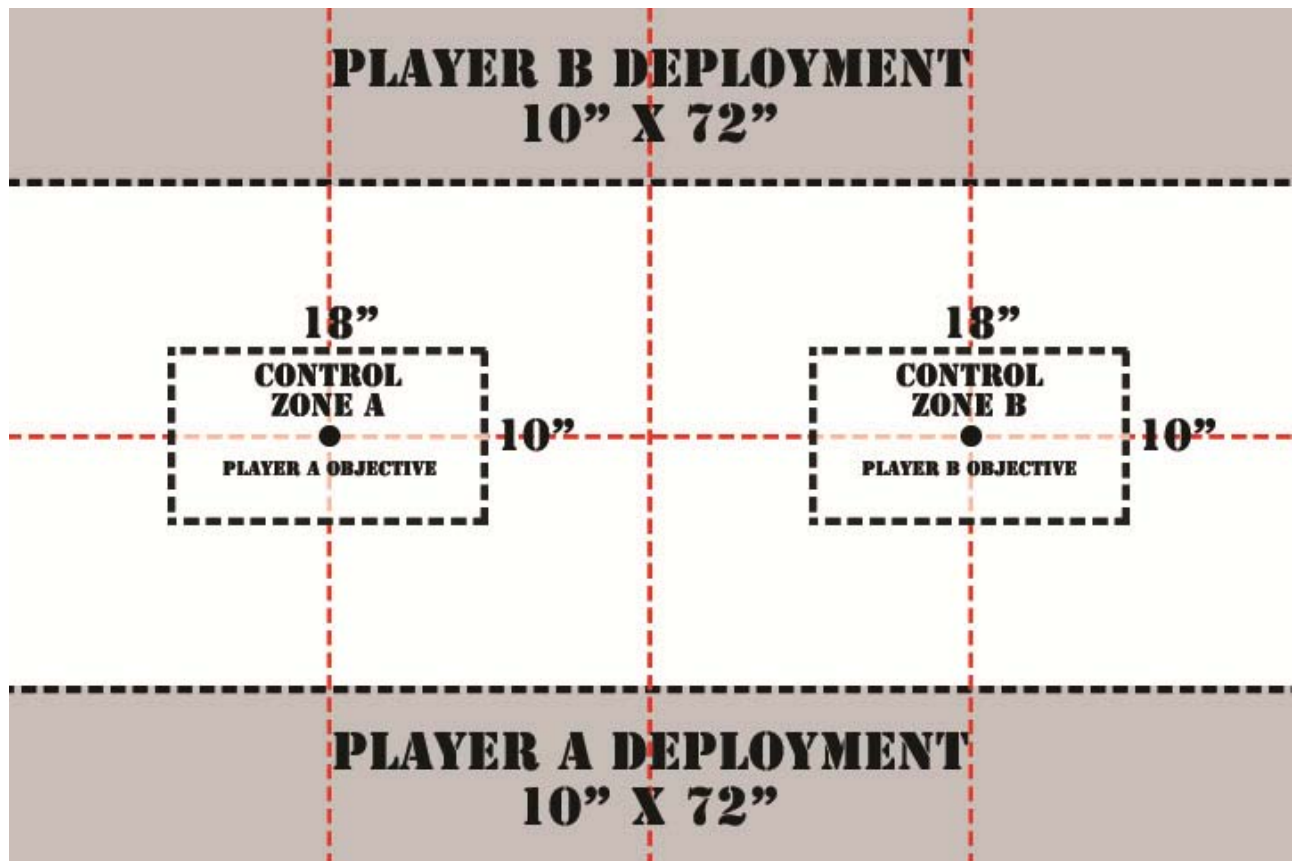
Starting on Turn 2, models may interact with the objective markers. While a model is in base-to-base with an objective, it may spend one Action Point to place an objective within 3" of its current location. A model may only move an objective once per activation.

Secondary Scenarios (7):

- 'HEAVY LIFTER': Move the same objective 3 times with the same model (2)
- 'LAND CLAIM': End the game with all living Friendly models in the Center Zone. (2)
- 'NOT TODAY, JUNIOR!': Kill a model controlling an Objective (1)
- 'REMOVE THE HEAD OF THE SNAKE': Kill the Enemy Boss (1)
- 'THE EVERLASTING': Have your Boss alive at the end of the game (1)

Each Secondary Scenario point amount can only be scored once per game.

Annihilation (7): Scored as normal.



Scenario 4: Limit Break

Deployment: Both players deploy their posse within 10" of a long table edge. Players roll off using D10s, and the player with the higher number may choose their desired table edge and deploys their posse first. 2 Objectives are placed on the table along the midline of the table, 36" from center to center and 18" from each short table edge. Two 18" x 10" zones are placed centered on the objectives as pictured. Each of the Objectives has 5 armor, 15 Lifeblood and counts as a friendly model for the corresponding player

Initiative: Turn 1 Initiative is given to the player that deploys first. All turns after the first are determined as described in the Wild West Exodus rulebook.

Primary Scenario (7):

Starting on Turn 1, Players may also score a Scenario Point by destroying the opposing player's objective.

Starting on Turn 2, players score 2 Scenario Points at the end of the turn by controlling the opposing player's zone while a friendly model is within their friendly zone.

Players may not score more than 7 Primary Scenario Points.

Secondary Scenarios (7):

'BYGONES BEING BYGONES': End the game without your objective being destroyed. (2)

'HEROES ALWAYS DIE': Kill all opposing Sidekicks and Underbosses. (3)

'BOSS MODE': Control a zone and kill an enemy model with your Boss in the same turn. (1)

'THE EVERLASTING': Have your Boss alive at the end of the game (1)

Each Secondary Scenario point amount can only be scored once per game.

Annihilation (7): Scored as normal.

**PLAYER B DEPLOYMENT
10" X 72"**

6"

**CONTROL
ZONE**

**PLAYER A DEPLOYMENT
10" X 72"**

Scenario 5: Domination

Deployment: Both players deploy their posse within 10" of a long table edge. Players roll off using D10s, and the player with the higher number may choose their desired table edge and deploys their posse first. A 72"x6" zone is marked across the middle of the table .

Initiative: Turn 1 Initiative is given to the player that deploys first. All turns after the first are determined as described in the Wild West Exodus rulebook.

Primary Scenario (7):

At the beginning of the game, each player designates one Boss, Underboss or Sidekick model to be their Champion. Every time the Champion kills an enemy model, the controlling player of that model immediately gains an Influence. This Influence, if not used, automatically goes away at the end of the round and does not replenish. If a player's Champion is killed, the opposing player immediately scores a Primary Scenario point.

Beginning on Turn 2: Models standing in the Control Zone score 1 Primary Scenario point when they deal the final Lifeblood damage to an enemy model. A Model standing in the Control Zone, when reduced to 0 Lifeblood, grants 1 Primary Scenario Point to the opposing player. A player may score a maximum of 3 Primary Scenario Points using the Control Zone per turn.

Secondary Scenarios (7):

'HEROES ALWAYS DIE': Kill all opposing Sidekicks and Underbosses. (3)

'WRECKING BALL': Deal the final Lifeblood of damage to 3 enemy models with a single model (2)

'REMOVE THE HEAD OF THE SNAKE': Kill the Enemy Boss (1)

'CHAMPION EVERLASTING': Have your Champion alive at the end of the game (1)

Each Secondary Scenario point amount can only be scored once per game.

Annihilation (7): Scored as normal.