



# WWX TRAIN HEIST

## NARRATIVE CAMPAIGN

*All over the West folks are talking about the Great Train Heist. An unknown posse of Outlaws have halted and robbed a Union Heavy Rail and ridden off with the loot. It is reportedly enough Juice to buy a small town and there are many folks who are now on the trail of the thieves in order to steal it back and take it for themselves.*

WWX Train Heist is a narrative Campaign allowing players to not only create some amazing stories in the Dystopian Age, but to also earn points for their store, their Faction and their Boss. The Campaign will be run over 2 months and once a month a new Adventure will be released that will allow players to follow the greater storyline. Players can play any Adventure, not only ones created specifically for this Campaign. However in order to earn clues, players can only gain those from the narrative Adventures. Players can also play through the Train Heist itself as a bonus Adventure.

### EVENT SCHEDULE

The WWX Train Heist Campaign is designed for both new and experienced players alike and although each Adventure will have a recommended Force Size, players can field a force of any size they like. The force composition rules help facilitate this process and should be strictly followed unless all participants are experienced players and the Event Organizer (EO) approves a different schedule.

The Campaign is designed to be easy for players of any skill level to participate in and track their results. You don't need complicated tables or charts to run or play in the Campaign. All you need is an enthusiastic desire to destroy your foes and if you choose to paint your newly acquired models, a bit of creativity.

### WWX TRAIN HEIST AWARDS

The driving goal for players is to gather enough clues to track down a missing cache of RJ-1027 and therefore, enable their faction to snatch the ultimate prize. At the end of the Campaign results will be collected from all clubs and stores taking

part and the 2019 Christmas Miniature will be a special character designed for the winning faction. So if you want a great festive miniature for your faction you need to get involved and grab those clues!





## **MODELING AND PAINTING**

Warcradle Studios encourages players to have a fully painted force on the table. Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in Warcradle Studios organized play events must be Warcradle Studios miniatures from the Wild West Exodus range. Each model must be fully assembled on the appropriately sized base as indicated on its latest unit card.

The use of non-Warcradle Studios models, unassembled models, or inappropriately based models is not

permitted. Models that have not yet been released to the general public at the time of the event are also not permitted, unless those models are readily available at the event venue (such as early release models in tournaments held at a convention).

The use of official alternate versions of models is permitted at Wild West Exodus events. To use alternate Warcradle Studios models, the player must clearly indicate to their opponent which unit the model represents and allow them to view the standard model's unit card so that both players can see the corresponding attributes, special rules, weapons etc.

## **MODEL CONVERSIONS**

The following rules apply to the use of converted models in Wild West Exodus events (as well as other Warcradle Studios organised play events). These rules are intended solely to ensure that models on the table are represented legally and unambiguously, not to unduly limit a player's creativity or modelling options. An EO can make exceptions to these rules to approve any reasonable conversions.

- A player cannot use a proxy (stand-in) for another model. Using the Walks Looking miniature on a Medium base to count as Legendary Walks Looking would be an example of an illegal conversion.
- Models cannot be converted in such a way that any part of the model represents the intellectual property of any party except Warcradle Studios, including copyrighted logos, symbols, iconic elements, or other iconography. Painting your force to match the colours of your favourite sports team or superheroes is fine provided that you do not include any logos. Paint schemes are not conversions.
- The majority of a converted model's volume must be composed of parts from Warcradle Studios models. To avoid confusion, the conversion should include key elements of the model it is intended to represent such as its weapons and be of roughly comparable size.



- A weapon on a model can be converted as long as the conversion represents the same type of weapon (e.g. the model's rifle is still a rifle and not a grenade).
  - A weapon can be completely swapped for another weapon as long as the new weapon is of the same type (e.g. a blade for a blade, a rifle for a rifle).
  - A weapon cannot be removed unless it is replaced by another weapon; a weapon cannot be added unless it is replacing a removed weapon.
  - Models must be mounted on appropriately sized plinth-style bases.
- Added scenic details can overhang the base's edge but must not obscure the edge in a way that makes accurate measuring during a game difficult or impossible.
- Any conversions must be clearly pointed out to your opponent before the game, and the end result of any conversion must be clearly identifiable as the intended model. The golden rule of converting models for organised play is simply this: If the EO cannot independently, easily, and accurately determine which model your conversion represents, the model is not legal for organised play purposes.

## CAMPAIGN RULES

Players may play any Adventure for the Campaign, although the new Campaign specific Adventures will allow players to follow the narrative as well as allow them to gain more clues for their faction. Any points value can be used for creating your Forces. The Event Organiser is responsible for collecting the results and should collate these weekly. The EO must record the payer's name, their faction, their main Boss (this is the player's choice for the Bosses in their Force), and the number of total Clues they have gained.



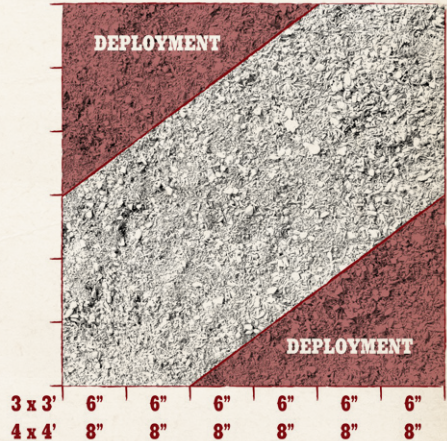


## PICKING UP THE TRAIL

The train robbers have long ridden off into the sunset after looting the Union Heavy Rail packed with RJ-1027 containers, but hopefully there is a fresh trail to follow. The first ones to find it and follow it to the thieves will be the ones to face them down and take enough RJ-1027 to make all their dreams come true.

After determining imitative, starting with Player B, each player takes 6 Small based Trail markers (small bases would be ideal). Taking it in turns, each player places one of the Trail markers on the Play Area no closer than 6" to an edge, their deployment zone or another marker.

**OBJECTIVE:** If a model is in base contact with a Trail marker, with no enemy models within 4", at any point in their Activation, they can make a Mind check to investigate the marker. This is a Special Action that cannot normally be focussed, but a unit with the Trailfinder Special Rule can focus the check for free. If the roll fails nothing happens and the check can be tried again on another activation. If the result of the check is a natural 1 the model has destroyed the tracks and the Trail marker is removed. On a success, the model gains a Clue and the marker is removed from play.



**VICTORY:** The game ends after 5 rounds. At the end of the game, each Clue is worth 3 VP. The player with the most Victory Points is the winner. In the case of a tie, the player with the most Clues is the winner. After the game has finished the VP are converted into Clues and this number should be registered with the EO along with details of who played and who was victorious.





## THE GREAT TRAIN HEIST - BONUS ADVENTURE

The Heavy Rail is the lifeblood of the Union. Goods, fuel, machinery and people are shunted all around the Union States and while these trains are often heavily armed and armoured and contain their own detachment of troops a large and expensive consignment can draw the attention of most Outlaw Gangs.

This Adventure requires a piece of scenery to represent the train. This can be the WWX train or any other appropriate model. Before placing terrain the Train must be placed across the centreline of the battlefield. The front of the train must not be within 6" of one table edge.

**FORCES:** Player A controls the Force attacking the train. Player B will control the Train Guards and the train. The Guard player will set up a number of 10 man Union Hands Units dependant upon the opposing Force.

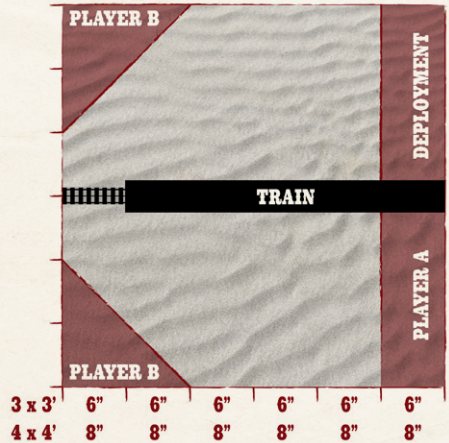
These Units must be set up within 3" of the Train.

At the start of each round Player B may set up a fresh Unit of Hands in the Secondary deployment zone. They may be freely activated as normal that round.

**SPECIAL RULES:** As long as Player A still has units left to activate, Player B can choose to not take an activation after drawing his Action card for the turn

**OBJECTIVE:** If a model is in base contact with the Vault Car of the train they may attempt to make a Special Action to blow the doors. The Unit spends 2 AP and makes a Mind or Quickness check (their choice). On a success, they have blown the doors and can loot the train. If they fail the check they have failed to blow the doors. The attempt can be taken again but note this is a Special Action. If they roll a 1 the Unit must take a Grit check with a -3 Pierce.

Once Player A has opened the vault that can grab a single loot token (loot tokens are generic tokens and are unlimited) by spending 1AP. Each model can carry only a single



Player A Force Points	No. of Hands Units
0 - 499	1
500 - 749	2
750 - 1,199	3
1,200 +	4

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loot token. While carrying a loot token a model may not focus any Move Actions or Dash. A model with a Loot token that is in their own deployment zone can be removed from play along with the token. Each Loot token removed in this way is worth 3 VP to Player A at the end of the game.

Player B will score 3 VP for each Unit removed from play by a failed Grit check.

The Game will end after 5 rounds. The Player with the most Victory Points is the winner.



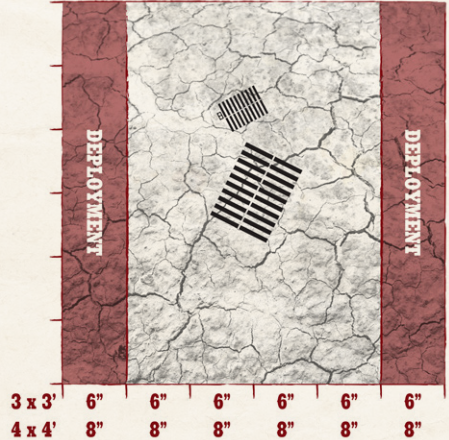


## THE HIDEOUT

After following the trail for days you have come upon a homestead with a farm. This could be the location of the thieves hideout, or maybe where they have stashed the goods. As the sun sets you can see figures moving around the buildings and as you approach you hear the sound of iron horses in the distance - you are not the only ones following the trail...

Before placing terrain set up a Homestead and a large barn (at least 6" x 8") in the centre of the play area. Additional terrain can then be placed as normal.

**SPECIAL RULES:** Before standard deployment each player will take it in turns (starting with Player A) to place a Neutral Hexbeast anywhere on the play area, at least 6" away from a deployment zone. This continues until each player has placed 3 Hexbeasts. After each players activation they may then choose to activate a Neutral Hexbeast that has not yet activated this turn. Each Neutral Hexbeast can only activate once per turn as normal and will activate as if it were a Unit of 1.



**NIGHTFALL:** Successful Aim Checks must be re-rolled unless they have the Linked or Indirect quality, or the unit has the Deadeye or Soulsight skill. Charge Actions during Nightfall move as though in Uneven terrain and so distances are halved.

**OBJECTIVE:** If a model is in the barn it can take a special move action to Search. The model makes a Mind Check. On a successful check the model will confirm that a large amount of RJ has been stored here (as if the Hexbeasts weren't enough of a clue!), and will earn 5VP. Once a successful Search Action has been made it is no longer available to any model for the rest of the Adventure. Each Neutral Hexbeast killed during this scenario is worth 1VP to the player who destroyed them.

TRAIN

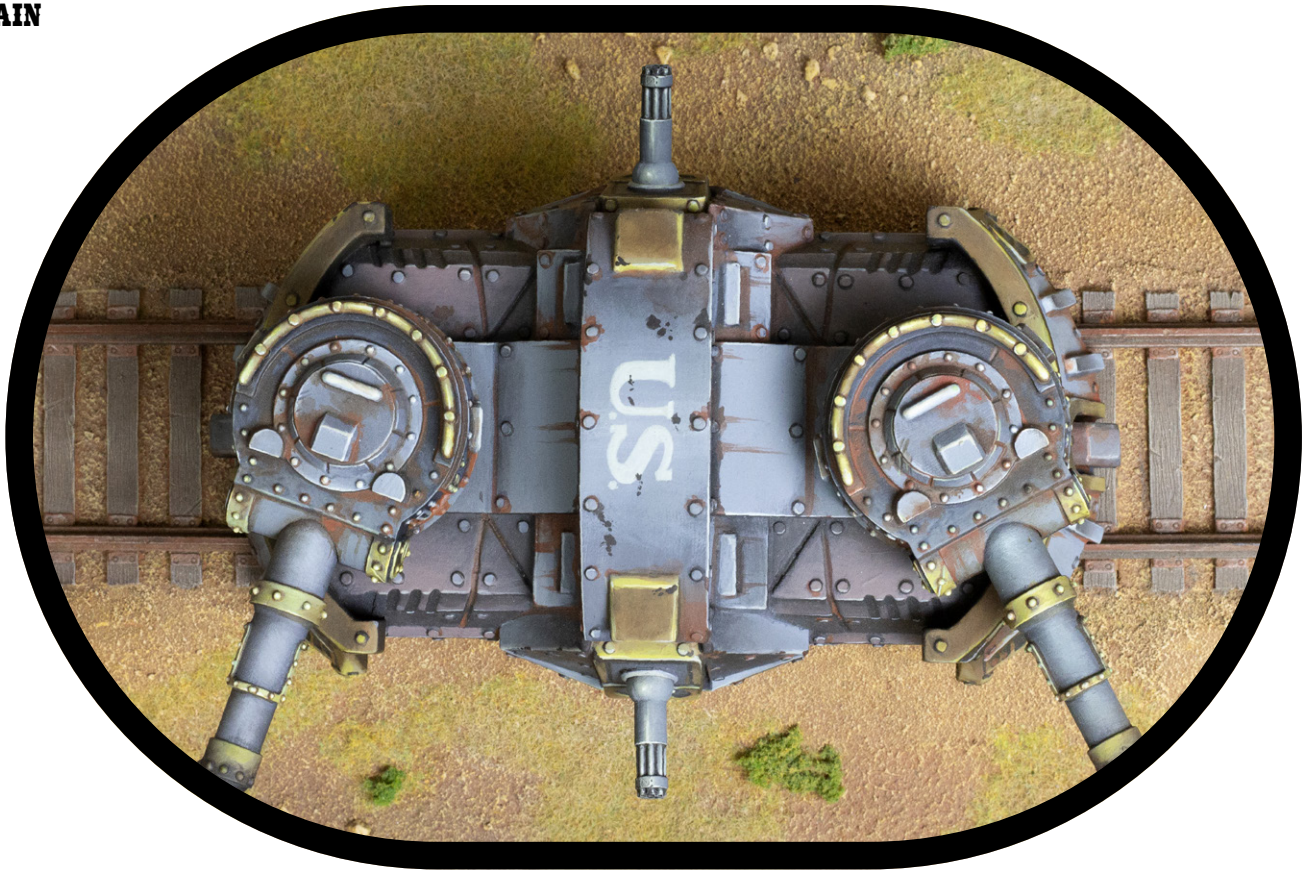


LOOT





TRAIN



UNION TROOPER



CLUE

