QUICK START: EXTRA DETAILS $^{v\,1.3.1}$

"When making experiences, attention to detail matters."
Richard Branson

Welcome to the WARSURGE Quick Start: Extra Details booklet. Here we will explain aspects of the game that aren't covered in the Quick Start: Basics booklet.

TRANSPORTS AND FIRE POINTS

Transport and Fire Points are two stats that we mentioned in the Quick Start: Basics booklet. They allow Units to act as vehicles or carriers of other Units, and even let the passenger Units attack while being relocated across the Battlefield.

Transport: This Stat is how many Points worth of Units the Transport Unit can carry. For example, a Unit that has Transport of 300 could carry a Unit worth 100 Points and also a Unit worth 200 Points. While inside a Transport, the passenger Unit is safe from being attacked but they cannot target anything outside the Transport.

Fire Points: This stat allows a Unit that is inside the Transport Unit to attack. The attacking Unit measures from the Transport Unit itself (as if the Transport itself was attacking). The drawback is that the Units inside the Transport can be targeted if the Transport is attacked in a Melee.

APC

|			
MOVE	12	DASH	9
DEFENCE	7	HP	5
ARMOUR	3+	AEGIS	5+
TRANSPORT	300	FIRE POINTS	Y

Transport and Fire Points are only used for Transport Units

Embarking and Disembarking a Transport

When a Unit wants to embark a Transport, position at least one model of a Unit into contact with the Transport. This can be done with a Move, Dash or even a Perk such as Blink. Embarking Units do not have to be placed inside the Transport model itself, but players are welcome to do so if they are able.

When a Unit wants to disembark, all models of the Unit will measure from the Transport itself, then make a Move or Dash from the Transport.
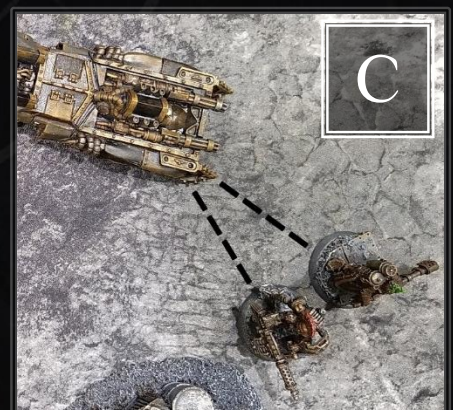
Example: *In pictures A and B above, a Unit of Troopers are embarking an Ursus APC. In A, one model in the Trooper Unit makes contact with the Ursus APC. In B, the whole unit has embarked the Ursus APC. Models by [Puppetswar](#).*

Example: *In picture C, a Unit is disembarking a Transport Unit. Models by [Wargame Exclusive](#).*

Movement of Passengers, Transports and Weapons

When Transport Units have Fire Points, they allow any embarked passengers to attack from the Transport. Due to Weapon Types, the passenger Units need to factor any movement they made as well as the Transport Unit itself.

If either the Unit or Transport has made a Move, the passengers cannot use Heavy Weapons, and likewise, if the passenger Unit or Transport Unit has attacked with Battle Weapons, the Transport Unit cannot Dash.
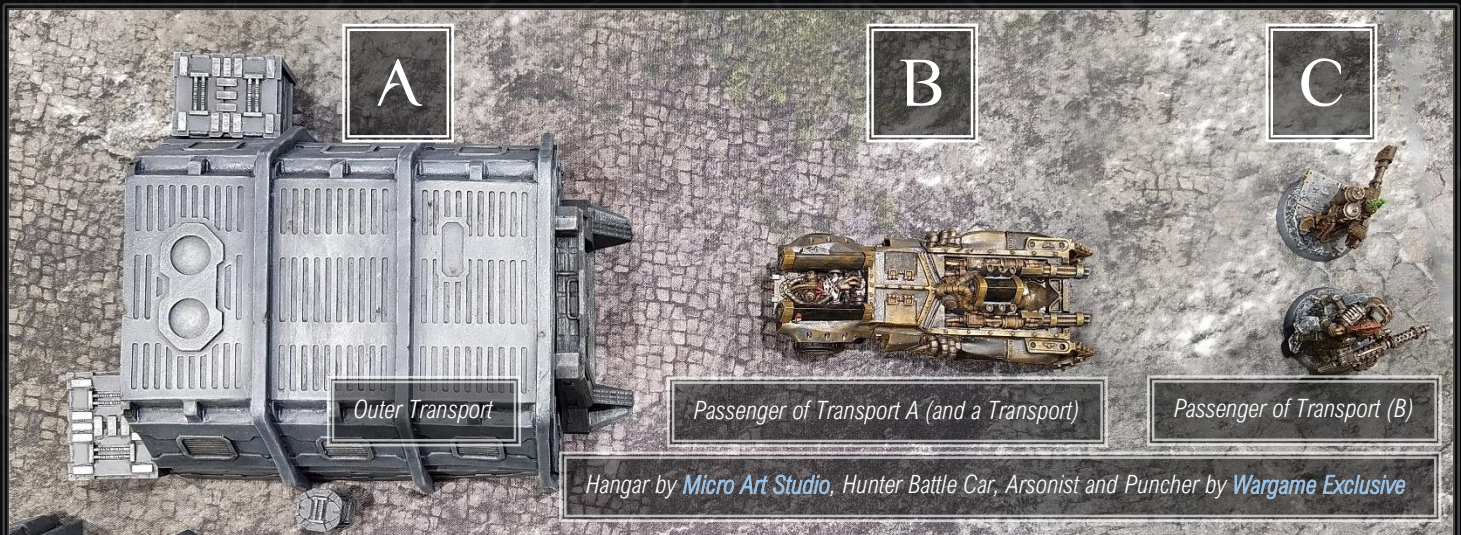
Transports within Transports

WARSURGE allows Transports to embark other Transports. A Transport needs to have a high enough Transport Stat to carry other Transport Units; you do not need to factor any passenger Units already in an embarking Transport.

However, you cannot keep creating layers of Transports within Transports. You may have the 'outer' Transport, who is carrying one or more Transports, then the passenger Units of those Transports.

Tower from Zealot Miniatures (by Tabletop World)

A — *Outer Transport*

B — *Passenger of Transport A (and a Transport)*

C — *Passenger of Transport (B)*

Hangar by Micro Art Studio, Hunter Battle Car, Arsonist and Puncher by Wargame Exclusive

Example: In the picture, we have a Hangar (A), a Hunter Battle Car (B) and Unit (C) consisting of two models (an Arsonist and a Puncher). The Hangar is a Transport, which can carry one Hunter Car. The Hunter Car is also a Transport that is carrying Unit C.

Casualties and Transports

When a Transport with passengers is removed as a casualty, any embarked Units are placed where the Transport was.

If the passengers take up more space than the Transport, place the other passenger models in an expanding circle where the Transport Unit was. If the passenger is only one model, still place it centrally from where the Transport Unit was.

Ursus APC and Shadow Hounds by Puppetswar

TRAVERSING THE BATTLEFIELD AND TERRAIN

In the first Quick Start booklet we instructed players to decorate the Battlefield. This can enrich games of WARSURGE and add extra detail for gameplay.

When setting up the Battlefield, players can define terrain pieces and surfaces as a type of ground, which affects Units that pass through it. There are three different types:

Difficult Ground: This slows the movement of Units that pass through it by half (50%, rounding down), with a minimum reduction of 1". For example, this makes 7 inches of Move or Dash become 3 inches.

Dangerous Ground: When entering this ground, the Unit takes damage. This can be represented with a Weapon Profile agreed to by the players. Ground can be both Difficult and Dangerous if desired.

Impassable Ground: This cannot be traversed by any Unit, unless it has a Movement Perk that allows it to do so. All Units count as Impassable Ground.
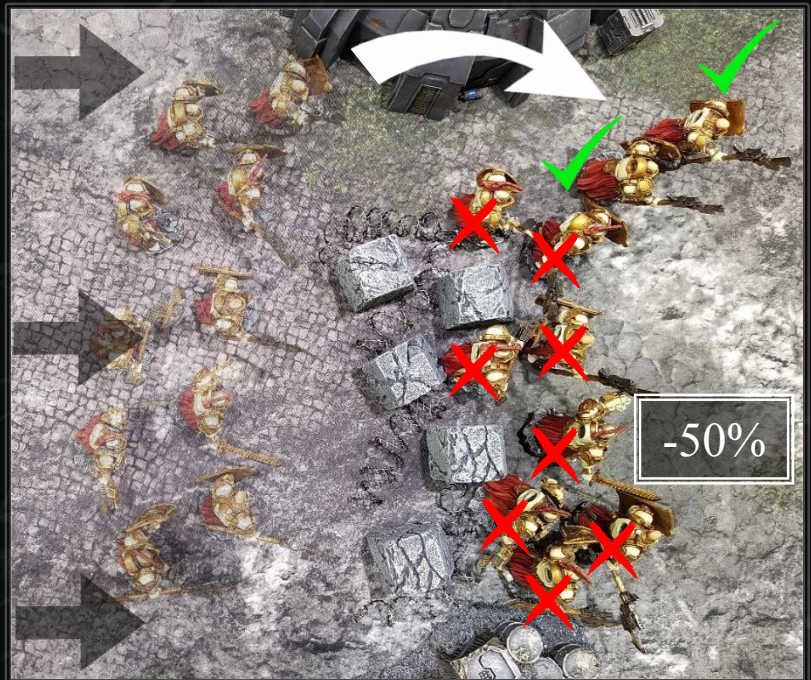
Above: The Unit of Legionaries can Move 9". The barbed wire and stones slow Movement by 1/2. The models with the red x had to Move 4". The models with the green tick went around the Difficult Ground and may Move their full distance. Legionaries by Scibor Miniatures, Gaming Mat by Deep-Cut Studio

Left: The Revengewing Bike (indicated with a black arrow), can't move into the red areas, which are blocked by other Units or Impassable Ground (there's a tall, giant rock blocking the path).

The Revengewing Bike is by Wargame Exclusive, Legionaries are by Scibor Miniatures.
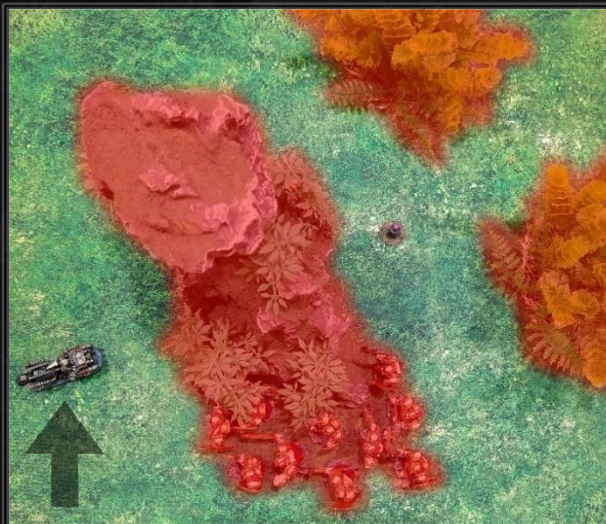
Coherency and Vertical Surfaces

When traversing terrain that goes vertically, keeping Unit Coherency can sometimes be a challenge. When measuring for Coherency across vertical surfaces such as buildings and platforms, the distance is 6" instead of 2".

Left: The Bikers are separated by a ramp, but they are still within Coherency, which vertically is 6".

Bikers by Puppetswar, scenery by Printable Scenery.

Cover Area

Players can designate areas such as ruins, debris and forests as Cover Area. This means that any Units within the area will receive a +1 Defence bonus like they are in cover, even if 50% of the Unit isn't 50% covered. The intention is that the Cover Area allows Units to duck, dive or hide behind an object at a moment's notice.

Banebrood (Megalith Games) seeking Cover Area in a jungle

OBSCURED SIGHT: TARGETING AND CASUALTIES

Although terrain can help create immersion, it can at times make it ambiguous or difficult to determine which models of a Unit are visible. Players look from the perspective of their models to determine which targets can be seen and attacked (see the image on the right). Models from the same Unit, or attached to the same Unit, do not count for blocking line of sight to a target.

When targeting a Unit, the base of a model counts as part of the model.

Obscured by rocks, the Dwarf Engineer and Warriors of Wrath can still see each other and therefore target each other (models by Avatars of War)
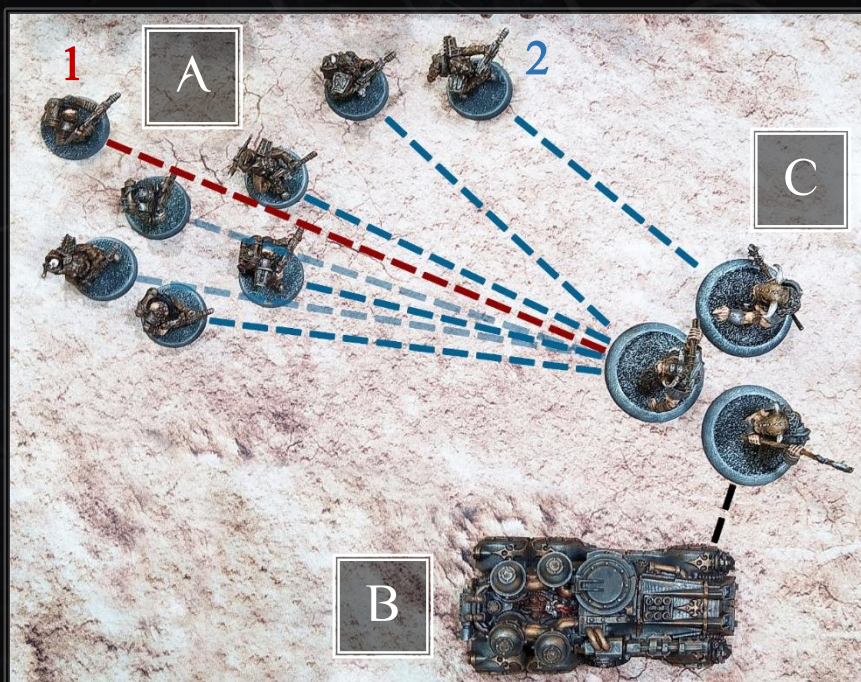

Models by Wargame Exclusive and Puppetswar, Gaming Mat by Deep-Cut Studio

Some Target Models out of Line of Sight

If a Unit is attacking an enemy Unit and they cannot see all the models, the attacker can only cause casualties to the models they can see. For example, in the diagram on the left, the models labelled 7 and 8 cannot become casualties as the attacking Unit does not have any models that can see them.

If a Unit cannot see any models of a Unit, they cannot attack them, even if they are in range.

Targeting and Line of Sight Example

In the diagram on the left, a Unit of Dead Dogs (A) and a Heavy Flamer Car (B) can target a unit of Fomorian Gut-Hackers (C). They measure to the closest model (which targets the whole Unit).

Each Dead Dog model measures from its base while the Flamer Car which does not have a base will instead measure from the model's body itself. Each model measures to the closest model in the Gut-Hackers Unit.

The solid black or blue lines indicate a clear shot. The faded blue lines are through a member of their own Unit which has no effect on targeting. Model 1 has a red line as its Weapon is out of range and cannot attack the Gut-Hackers, even though it can still see them. Model 2 measures up against the closest Gut-Hacker.

Models by Wargame Exclusive and Megalith Games, Gaming Mat by Deep-Cut Studio

FULL ATTACK DICE CHART

In the first Quick Start booklet, we had a partial Attack Dice Chart to compare Power and Defence. In WARSURGE, Power goes up to 20, and Defence goes up to 15.

When a player needs to roll something such as 6/6/5, this requires a series of rolls. Each Attack Dice must first get a 6. Then pick up the dice that were 6 and roll again to get another 6. Next, pick up those 6's then roll again. The dice that result in a 5+ will become Saves for the opponent to roll.

When Power is very high, it can cause Automatic damage or even multiply it with x2, x3, x4 or more. The attacking player in this case does not roll attack dice, but counts up all the attacks, then multiplies it by the number listed. For example, 10 attacks with Ax3 becomes 30 instead. We then move onto rolling saves, where the opposing player would need to roll 30 saves instead of 10.

Equal Power and Defence is always a 4+ to succeed. Each difference of 1 causes the dice to change by 1. For example, Power and Defence of 5 requires a 4+. However, if the Power is increased to 6 which is a difference of +1, the required roll improves from a 4+ to a 3+.

UNIT DEFENCE

WEAPON POWER	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
1	A	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5	6/6/6	6/6/6	6/6/6
2	A	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5	6/6/6	6/6/6
3	A	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5	6/6/6
4	A	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5
5	A	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4
6	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3
7	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2
8	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6
9	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5
10	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4
11	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3
12	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2
13	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+
14	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+
15	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+
16	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+
17	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+
18	Ax7	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+
19	Ax7	Ax7	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+
20+	Ax8	Ax7	Ax7	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+

Dice Modifiers to Attack Dice

Dice Modifiers occur when Battle and Heavy Weapons are used in a Melee (-1 for Battle and -2 for Heavy), and are used by several Perks. Dice Modifiers lower or raise the chance of a dice roll's success. Dice Modifiers can increase an Attack Dice to go to a maximum of 2+ (unless it is already A on the chart), and decrease to a minimum of 6/6/6. Negative modifiers against 'A' will lower it to be 2+ and so forth, but any existing Attack Dice damage multipliers such as x2 will still apply. An example of -1 to an Attack Dice would lower a 4+ to being a 5+, while a +1 would raise a 4+ to a 3+.

PERKS

Perks are special rules or upgrades to Units and Weapons. When and how they are used depends on the nature of the Perk itself.

The Playstyle of the game also influences how Perks are used. Basically, a Playstyle is how to play WARSURGE; in Standard we use the Phases discussed in the Quick Start: Basics booklet. Advanced is a skirmish style of play, which we shall discuss in detail with the next Quick Start booklet.

Standard Playstyle: In Standard, Perks are used by a Unit once per Game Turn. Any number of Perks can be used by a Unit before and/or after any action, such as Deploy, Move, Attack or Dash. If a Unit wants to use a Perk but does not wish to make an action, they may still use the Perk.

Advanced Playstyle: For Advanced Games, the 'Use Perk' Action allows a Unit to use all their Perks at once. Perks can be activated multiple times in a single Game Turn.

EXPANDING WITH THE CORE RULES

The Core Rules has more information than this quick guide. If you find yourself in a situation that you are unsure of, have a look at the Core Rules for the solution.

Remember, the most important rule is to have fun with the game!

See you on the Battlefield!