

D10 MODE

v 1.3.1

“To the soldier, luck is merely another word for skill.”
Patrick MacGill, Navy, Journalist, Poet and Novelist

The D10 Mod is an alternative dice method for those who prefer to use D10 (ten-sided dice) instead of D6 (six-sided dice) or using the WARSURGE App’s Dice Generator. With this modification, D10 becomes the primary dice used during a game.

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Even with D10 Mode, **three D6 are still needed** to resolve the Scatter Arrow manually: 1D6 for Scatter and 2D6 for distance. Refer to the Scatter Arrow in **Book 2. Perks** for details. Any other events where D6 are used can be converted with the D10 table on the right.

D10 Armour Saves and AP

Unless using the Dual Dice Mod (see bottom of this page) when referring to Armour Saves, AP must be translated for D10. For example, AP 5+ on D6 becomes AP 7+ for D10.

	1	2	3	4	5	6
	↓	↓	↓	↓	↓	↓
	0-1	2	3-4	5-6	7	8-9
	(FAIL)	2+	3+	5+	7+	8+

D10 ATTACK DICE

When rolling Attack Dice with D10, refer to the chart below instead of the one used in the Core Rules. A reference point is that equal Power and Defence always requires a 5+ to succeed. A roll of ‘0’, is always a fail. **Note:** Some D10 use 1-10 instead of 0-9. If that is the case, 10 becomes 0 for WARSURGE.

A: Stands for Automatic Damage. No dice roll is needed, the Attack Dice is treated as successful.

x2, x3, x4, x5, x6, x7, x8: This means that successful Attack Dice are multiplied by the number listed.

9/: The ‘9/’ before a number means dice rolls will require a roll of 9 before rolling the next number.

UNIT DEFENCE

WEAPON POWER

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

Mod: Dual Dice

Use both D6 and D10 during a game. D10 for Attack Dice and Roll-Offs, D6 for everything else (Saves, Perks, etc).