

PERK TEMPLATES_{v 1.2.13}

“Power tends to corrupt and absolute power corrupts absolutely.”
Lord John Acton, Historian

In WARSURGE, many Weapons with a ‘Mode’ Perk use a ‘template’ or other means to determine how many Units or models are struck. In this section, we will discuss these templates, provide instruction for crafting them or provide links to download for 3D Printing, which can be handled by our affiliates on our website, www.warsurge.com. In particular, affiliates such as Printable Scenery and OTP Terrain are ideal for 3D Printing, but an online search may produce results closer to your location.

TEMPLATE DOWNLOAD AREA

www.warsurge.com/downloads

Our templates are free, but you’ll need to 3D print them, or have a business print them for you. Several of our affiliates can do this, check out this section of our website:

www.warsurge.com/affiliates

The circular and droplet templates below are 3D printed using a black semi-transparent resin. You could also print them in a clear resin for optimal visibility.

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 More details can be found in WARSURGE Book 1. Core Rules.



A selection of templates downloadable at WARSURGE, created by Orakio's Studio

3D PRINT or CRAFT

Whether you buy online or go the crafting route is purely up to you. If you plan to play a lot of games, you might want to acquire our templates and print them – they are simple to work with (allowing you to see the models through the template when produced with clear resin) as opposed to home-made templates.



However, even if you intend to have templates printed or produced, you may be in a pinch or need something temporary to play within short notice. In that case, these instructions will get you on your way!

Materials

We recommend a sturdy cardboard or if you have a more sophisticated set up, you could use something that allows you to see through the template (which helps when targeting enemies). The easiest and fastest materials to make templates include metal wire, cardboard or paper.

Metal Wire: You could bend metal wire with pliers (or by hand) to suit the shape of the template – such as from a thin metal coat hanger. This would make it easy to target and count up enemy models that are underneath it. It can be sturdy too.

Paper: You could cut the shape out and use it as a template, though if the paper is thick, it may be more challenging to see through it and count up the number of models under it. The other issue is that paper is weak and can be floppy.

Cardboard: A more solid, sturdier version of paper. This will last better than paper and be stronger, but could be harder to count up models and will still not be as effective as having a proper template.

TEMPLATE SPECIFICATIONS

Circular Template

These are used for the Blast, Explode and Nova Perks.

They are perfectly circular 'discs', varying in size by the Perk's rank.

If you are using metal wire, bend it to the sizes we are about to describe as a circle.

If drawing onto paper or cardboard, draw a line over your cardboard or product you are using, referring to a length below (for example, 3"). Get a compass at the exact centre point and draw a circle that lines up from one side of the line to the other.



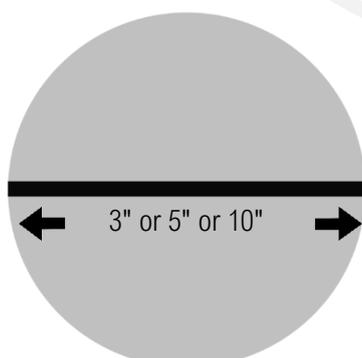
Blast/Explode/Nova I – Draw a 3" (76mm) line, then draw a circle around the centre (1.5" or 38mm) with a compass

Blast/Explode/Nova II – Draw a 5" (127mm) line, then draw a circle around the centre (2.5" or 63.5mm) with a compass

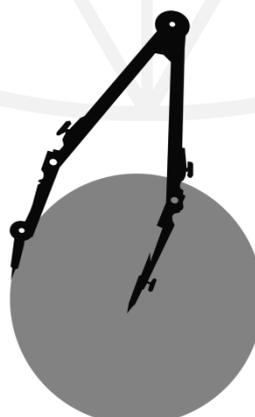
Blast/Explode/Nova III - Draw a 10" (254mm) line, then draw a circle around the centre (5" or 127mm) with a compass

From there, cut the template out with tools appropriate to the material you've used (likely scissors or a knife, unless you made it out of metal wire, which could require metal clippers to finish the shape). If you've made the template out of metal wire, you may need to glue or otherwise link the ends of the circle together to finish it.

Step 1) Draw Line



Step 2) Use Compass



Step 3) Cut Out



Droplet

Droplets are used for the Cone I and Cone II Perks. They are long tear shaped templates forming a circle at the end, varying in size by the Perk's rank.

To create your own, draw two lines on the material you are using as per the specifications below.

Place a compass at the location detailed under the Perk rank and draw a semi-circle that lines up from one side of the wide end to the other.

Finish drawing the outline of the Cone, making straight lines to the narrow end, curving the narrow tip.

Alternatively, bend metal wire such as a coat hanger to suit the shape as described.

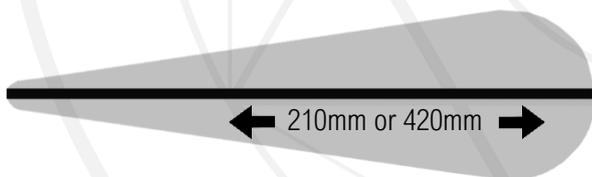
Cone I

- 1) Draw a 210mm line, which is the length. This is the first line.
- 2) 180mm along the length line, draw the width line of 60mm. This is the second line.
- 3) Finish the tear drop shape from the second line, drawing a semi-circle to the end and other side of the width with a compass. Finish the droplet by rounding it off at the narrow end too.
- 4) If using paper or cardboard, cut the template out.

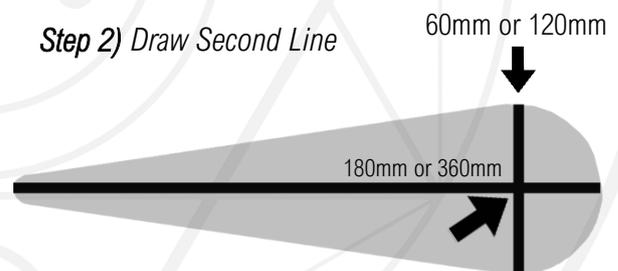
Cone II

- 1) Draw a 420mm line, this is the length.
- 2) 360mm along the length line, draw the width line of 120mm.
- 3) Finish the tear drop shape from the second line, drawing a semi-circle to the end and other side of the width with a compass. Finish the droplet by rounding it off at the narrow end too.
- 4) If using paper or cardboard, cut the template out.

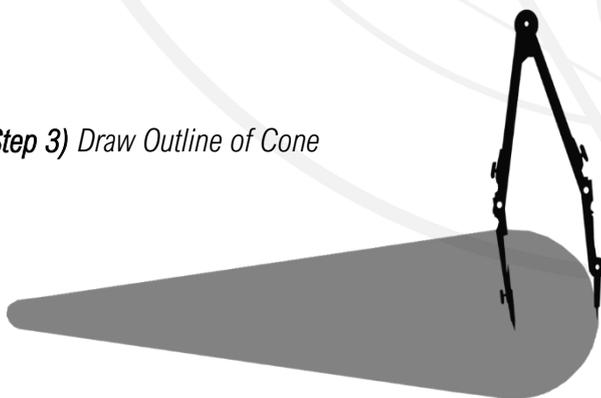
Step 1) Draw First Line



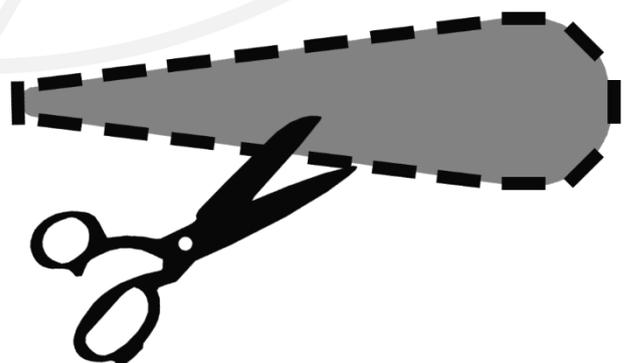
Step 2) Draw Second Line



Step 3) Draw Outline of Cone



Step 4) Cut Out



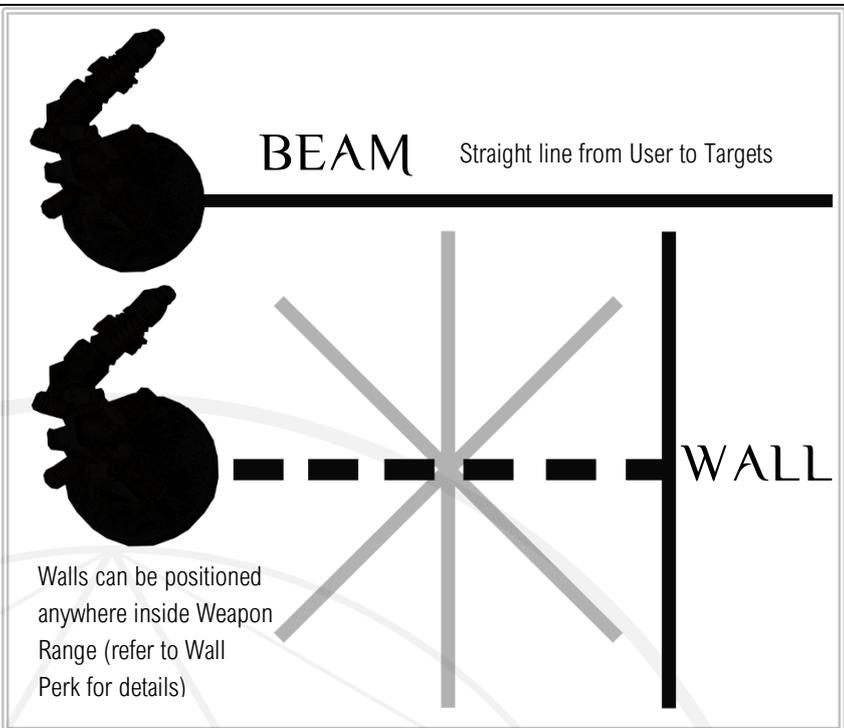
1mm Line (Beam and Wall)

1mm Lines are used by Beam and Wall Weapons and are perfectly straight.

Beams are directed from the model using the Weapon in a straight line, while Walls have a straight line anywhere inside Weapon Range, the length defined by the Perk.

You can use a tape measure or a measuring stick to resolve the Weapon. However, remember that Beam and Wall attacks are very thin (1mm), so just look at one edge of the tape measure to see who is struck.

An alternative could be thin string or even dental floss in conjunction with a measuring tape to resolve Beam and Wall Weapons.



The model used above is a Kataton Battle Servitor by Wargame Exclusive

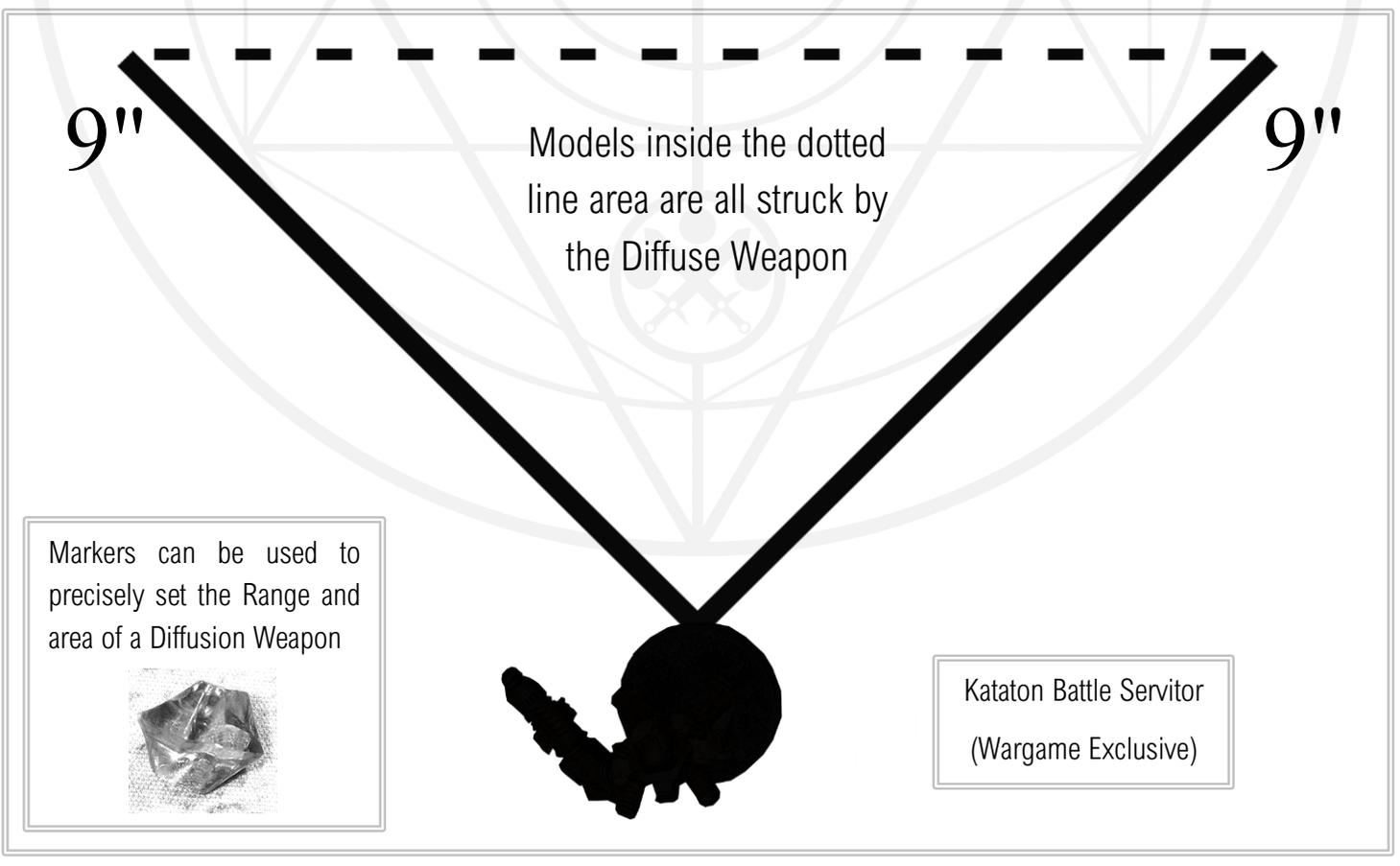
Diffusion

Diffusion is a 90 degree arc from the model that is using the Weapon, using a V shape. The Range can be set to 3" to 12".

If not using a template, two carefully placed tape measures are able to resolve a Diffusion Weapon. Extra care should be given to ensure that the arc is not more or less than 90 degrees. Each tape measure is set to the maximum range of the Weapon, then any Units between the two tape measures (represented by the dotted line) are targeted by the Weapon.

Alternatively, you can use markers (such as the green rock at the bottom left of this page) to note the range of the Diffusion, which is handy if you only have one tape measure.

Example: The picture below demonstrates a Diffuse Weapon with a maximum Range of 9". Any Units inside the 9" area are struck by the Diffusion Weapon.



Markers can be used to precisely set the Range and area of a Diffusion Weapon



Kataton Battle Servitor
(Wargame Exclusive)