WARSURGE CASUAL RULES

"Sometimes you don't want to think, and just roll dice."
– Craig Walmsley, CW Tabletop Games

WARSURGE® COPYRIGHT OF THREE BROTHERS GRIM

The Casual Rules contain the core essentials to play a simple game of Warsurge. The numbers (**1.1**, etc) refer to the Free Rules and the full Rulebook. Get the free app to build your army via the QR Code. For more features and details, then get the 'Free Rules' at:

www.warsurge.com/freerules

What You Need

1.1 – You will need several **Dice** (**D6**), **a Tape Measure** and the Warsurge App (or printed profiles).

1.2 – Make up **Units** of any size with one or more **models**, miniatures, toys or whatever you want to play with.

1.3 – Bases of models **count as part of the model**.

1.4 – Use **D6 Dice**. Rolls of 1 always fail. Low rolls are worse, higher rolls are better.

Unit and Weapon Stats

1.5 – Unit Stats on your profiles have the following:

Move – How far a model can Move in inches (").

Dash – How far a model can Dash in inches (").

Defence – How tough a model is.

HP – How many times a model can be hit before it dies.

Armour – Dice chance to prevent losing HP.

AEGIS – Another dice chance to prevent losing HP.

Transport – The Unit can carry other Units up to a value in Points.

Fire Points – If Unit is a Transport, can models attack while being transported? N means No, Y means Yes.

Perks – These are special rules for a Unit (or Weapon).

1.6 – Weapon Stats on your Weapon profiles:

Range – How far a Weapon can reach to attack in inches ("). 0 means it is used in a **Melee** (touching enemy Unit).

Attacks – The number of dice a Weapon rolls.

Power – How hard a Weapon hits.

AP – Armour Piercing, tells you what **Armour Saves** a Weapon ignores. **E.G.:** *AP 5+ ignores Armour 5+ and 6+.*

Type – Heavy (HV), **Battle (BT)** and **Assault (AS)**, defines if a model can Move and/or Dash with the Weapon. Heavy requires standing still to attack, Battle allows a model to Move but not Dash, and Assault allows a model to Move and Dash while Attacking.

Deflect, Ward and Parry – These Stats are not recommended when playing with Casual Rules, but they can be used to improve Saves when some models have equipment such as shields. Read the Free Rules or full Rulebook for details (Section 5.16).

Phases, Rosters, Deployment and Actions

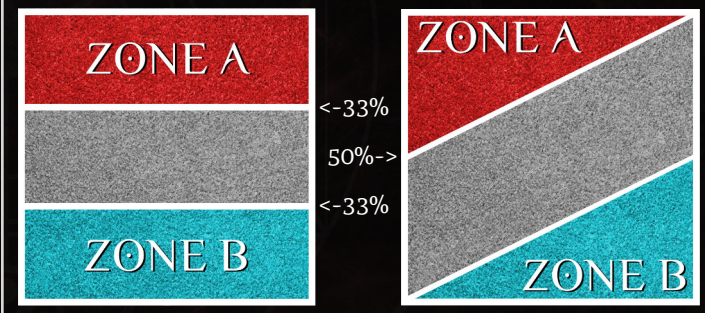
2.1 – A game of Warsurge is made up of four Game Turns with **four Phases: Deploy, Move, Attack** and **Dash**. Each turn players Roll-Off to decide who does actions first (known as **Turn Master**) in each Phase.

3.1 – Players decide on a **Point Limit** and make profiles for their **models** and **group them into Units** that add up to the Point Limit. A list of (Unit) profiles is called a **Roster**.

3.2 – You do not want too many different Unit profiles in a game or it will take FOREVER to play. So, no more than **10 Units per Roster** in a casual game. Each model must be at least 1pt.

3.3 – Any number of players/armies can play. Players **alternate actions**, choosing a Unit then going **clockwise** around the Battlefield to the next player, (referring to Deployment Zones).

3.5 – Deployment Zones are areas where players can Deploy their Units/Models. Divide your Battlefield (play area) into equal spaces and have an area in the middle as a "no man's land" so you don't start too close to each other. The first turn's Deploy Phase is when players each choose a zone. Below are two examples of a square Battlefield where the red and blue zones (A & B) are for players to Deploy into, and the grey area is the 'no man's land':



Coherency, Engaging a Melee and Terrain

4.2 – Coherency: A Unit of models need to work together, so they must be within 2" (inches) of each other.

4.3 – If models touch enemy models, they engage a **Melee**.

4.4 – When in a **Melee**, Units are Locked (can't separate). They can Move and Dash, but must keep one model from each Unit touching at all times until one side is defeated.

4.5 – Difficult Ground: If your battlefield has surfaces that would be hard to traverse, then it is considered Difficult Ground, which halves Move and Dash distance through it.

4.6 – Dangerous Ground: If your Battlefield has areas that would harm or kill your soldiers then it is Dangerous Ground. You can give these areas Power and AP like a Weapon, and it 'attacks' anything that goes through it.

4.7 – Impassable Ground: Areas like space, a huge ravine or a hole. If your models cannot physically move there then it is Impassable Ground.

4.8 – Putting Terrain on your Battlefield. Just space out your Terrain around somewhat evenly. Try to make sure everyone has access to Cover and/or spots to hide.

Attacking and Using Weapons

5.2 – Attack Sequence (how you attack in the Attack Phase).

Step 1) Select a Unit and Weapon profile (resolve all of the same Weapon at once if there are multiples of it).

Step 2) Measure model to model to see if target is in **Range**.

Step 3) Roll **Attacks** (Dice) and compare Weapon **Power** to the target's **Defence**. Each Attack must roll equal or higher to succeed:

Power is triple or more = Automatic Pass

Power is double or more = 2+

Power is greater = 3+



Equal Power and Defence = 4+

Defence is greater = 5+

Defence is double or more = 6+

Defence is triple or more = No Damage

Step 4) Opponent rolls **Armour Saves** from **successful** Attack Dice if the Weapon's AP does not ignore it. Roll equal or higher than the Armour (or AEGIS) value to pass and avoid HP Loss. For example, a 5+ Save passes on a 5 or 6. Next, roll **AEGIS Saves** from the failed Armour Saves.

Step 5) Failed AEGIS saves are the number of HP that is lost to the targeted Unit. If a model is reduced to zero HP, it is removed at the end of the Attack Phase (it still gets to attack this turn if it has not already).

Step 6) Repeat these steps if the Unit has multiple Weapon profiles, or the next player gets to attack with a Unit.

5.4 – Line of Sight: If the model can see any of a model from a Unit (and is in Range), it can target/attack that Unit.

5.5 – Your models **cannot kill** what they **cannot see**.

5.6 – Cover: If half of a Unit is **half hidden** (50% of Unit 50% obscured) behind anything it gets **+1 to their Defence**.

5.8 – Some **Weapon Types** are worse in a Melee. Heavy has -2 to Attack Dice and Battle has -1. So, a Battle Type Weapon that needs a 4+ if used in a Melee would need a 5+ instead. Also, you can target enemy Units not engaged in the Melee with you, but it is -1. If Attack Dice is less than 6+, it becomes 6/2+, 6/3+ etc. EG: Attack Dice of 6/2+ needs a 6 then a subsequent of 2 or higher.

5.9 – In a **Melee**, Weapon Range is ignored as long as you attack something in the same Melee. Everything is considered to be able to see each other in a Melee, ignoring line of sight limitations and no cover bonuses.

5.11 – HP Loss and Casualties. When a model reaches zero (0) HP it will leave the Battlefield at the end of the Attack Phase. The player removes it from the playing area.

5.12 - The owning player picks which model suffers HP Loss first and applies HP Loss to that model until it dies before applying HP Loss to another model in that Unit.

5.14 – Melees end when enemy Units in contact are dead.

Transports and Fire Points

6.1 – Transports can Deploy with passengers on board.

6.2 – To **embark**/become a passenger in a transport, a Unit just needs to **touch the Transport** via a **Move** or **Dash**.

6.3 – To **disembark**/leave a Transport, the passengers just need to use their Move or Dash out of the Transport.

6.4 – You can have as many different Units embark a Transport as you want; just remember that the combined total Points of those Units cannot exceed the Transport Stat value.

6.5 – You can only have one Transport embark another Transport. Passengers cannot be targeted while embarked.

6.6 – When a Transport Unit is a casualty, at the end of the Attack Phase the passengers disembark into the area the Transport once occupied. If more space is needed, place the models to encircle the other passengers. In Beta Rules, passengers may be targeted while inside a destroyed Transport.

6.8 – Passenger Units attacking from Fire Points: Weapon Types are affected by both the Transport's Move and Dash, and the Passengers' Move and Dash.

6.9 – Fire Points and Melee: Passengers inside a Transport with Fire Points can be targeted by a Unit that engages the Transport in a Melee.

Starting a Game

Four Phases each Game Turn

Repeat the following until you have completed four turns.

1) Roll for Turn Master – The player who starts actions each Phase. Players then alternate actions with Units going clockwise from the Turn Master and repeating until all players are done.

2) Deploy Phase – Place a Unit, alternating players until everything you want to Deploy this turn is deployed. Players must Deploy their Units inside their **Deployment Zone**.

3) Move Phase – Players alternate selecting and Moving Units until everyone has Moved each unit up to once. Refer to the **Move Stat** for how far each model in a Unit can Move.

4) Attack Phase – Alternate selecting Units to Attack via the Attack Sequence up the top left of this page.

5) Dash Phase - Alternate selecting and Dashing Units, until everyone has Dashed each unit up to once. Refer to the **Dash Stat** for how far each model in a Unit can Dash.

Ending a Game – The player with the most points left of their Roster at the end of the game wins; deal damage to your enemies while preserving your own forces.

Alternatively, you can add a number of Objective Markers and fight over them. A Unit within 2" of an Objective controls it. At the end of each Game Turn gain 1 Objective Point (OP) for each Objective you control. On the last Game Turn each Objective is worth 3 OP.

If using Objective Markers, a Roster's remaining points is worth OP at the end of a game. If a Roster is 25% or less, gain no OP. If 50% or less, gain +3 OP. If 75% or less, +6 OP. If over 75%, gain +9 OP.

The player with the most OP at the end of the game wins.