

### Choose your Attack Dice Method

There are three ways to resolve Attack Dice. The Casual/Fast Formula is the simplest, the Balanced Formula is more detailed, while the Attack Dice Chart (Grid) is the most accurate for gameplay and what WARSURGE was built upon.

Players may each choose their preferred method for resolving Attack Dice before starting the game.

If there are new players or for a relaxed setting, we recommend using the Casual/Fast Attack Dice Formula.

For more 'official' games or tournaments, we recommend the Attack Dice Chart (Grid) or the Balanced Attack Dice Formula.

#### 1 - Casual/Fast Attack Dice Formula

Compare Power against Defence and use the most applicable:

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

#### 2 - Balanced Attack Dice Formula

Compare Power against Defence and use the most applicable:

Power is  $\geq 5^*$  and multiple times more than Defence (double, triple, etc.) = Automatic Pass\*\*, HP loss x2, etc\*\*\*

Power is greater by 2 (or more) = 2+

Power is greater than Defence by 1 = 3+

**Equal Power and Defence = 4+**

Defence is greater than Power by 1 = 5+

Defence is greater by 2 (or more) = 6+

Defence is  $\geq 5^*$  and double of Power = 6/4+

Defence is  $\geq 5^*$  and triple of Power = 6/6+

Defence is  $\geq 5^*$  and quadruple (or more) = 6/6/6+

**Power 1 or higher against Defence 0** = Automatic Pass\*\* and HP loss multiplied by Power Stat (E.G: Power 9 = x9 HP Loss)

**Defence 1 or higher against Power 0** = No Damage

\*  $\geq 5$  = If equal or higher than Power 5 or Defence 5

\*\*Automatic Pass does not require an Attack Dice Roll; it automatically succeeds

\*\*\*HP Loss multiplies by the number of times Power can be divided by Defence: EG: Power 7 against Defence 2 is x3 HP Loss

#### 3 - Attack Dice Chart

#### Unit Defence

	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+

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

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

**6/:** The '6/' before a number means dice rolls require a roll of 6 before rolling the next number to determine if it is successful.

**Maximum Power and Defence:** Power and Defence cannot go beyond their respective maximum values of 20 and 15.

