

RISE OF THE GUARDIANS Ed.1.0

“These Guardians... are merely assets that must be seized and utilised.”

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

PROLOGUE

A vast treasure of immense wealth and power has been unearthed, but mysterious guardians are autonomously keeping vigil. Breaking the guardians down will leave them vulnerable to being rewired, allowing you to seize control of them. However, your enemies are near; you must subdue the guardians, complete your objectives and destroy your foes to seize victory.

Logistics

Narrative Type	Clash	Number of Players	2+
Point Limit	By Player Agreement	Competitive Game Type	Any

Competitive Game: This Narrative refers to ‘Book 3. Competitive Games’. Refer to Steps from 1 to 10 as normal to establish the game, except at Step 6 there must be 5 Objective Markers, or if a Deathmatch, 5 Objective Markers must be present. Note that if playing a Deathmatch, controlled Guardians do not contribute to remaining points when the game ends.

GUARDIANS

Guardian Roster: One of the players must build a Roster for the Guardians (we advise this is done in agreeance or coordinated with other players). The Guardian Roster’s Point Limit is identical to the Point Limit of the players. There must be five Guardian Units: one Guardian model for each Objective Marker. Unless players agree otherwise, each Guardian profile must be identical.

Example: In a 1000pts Game, the Guardians will have 1000pts to spend, divided among the 5 Tactical Strike Objective Markers. This means each Guardian must be worth 200pts.

Placing Guardians as Objective Markers: Each Objective Marker in Tactical Strike is instead replaced with a Guardian Unit, consisting of one model. They function as Objective Markers for Tactical Strike.

Guardian Tactics: When the game begins, four Guardians follow the ‘Aggressive’ Tactic as outlined in Section 15.4 of ‘Book 4. Narrative Games’. The central Guardian is inactive until the second Game Turn. Guardian actions are always resolved last. In Standard Games, this is after players resolve all their actions in a Phase. In Advanced, Guardians Move, Attack and Dash once each Game Turn when not under player control. If under player control, they generate and spend CP like other Units.

Seizing a Guardian: Players must reduce a Guardian Unit to 0 HP, then be within 2" of a Guardian to control it, following normal rules for seizing and contesting Objectives. When the Guardian is secured at the end of a Game Turn, the Guardian shall restore all HP and Limited Use Perks, then it will be controlled by the player that seized it in the next Game Turn. If more than one player is within 2" of a Guardian Unit, the Guardian can’t be seized until only one player’s Unit(s) remain within 2".

Fallen Guardians: When a player-controlled Guardian is removed as a casualty, it will reset upon the next Game Turn, appearing where it was initially placed when the Battlefield was set up. It will be neutral again, counting as an Enemy Unit.

Guardians as Objectives Markers: If you have a Tactical Strike Objective where you need to seize an Objective Marker, treat a Guardian as an Objective Marker, whether it is player controlled or not. Remember which number belongs to which Guardian.

Victory Conditions

Follow the Victory Conditions generated for the Competitive Game in ‘Book 3. Competitive Games’.

CHALLENGES

Knock ‘Em Sock ‘Em Guardians

Using a Guardian Unit under your control, cause an enemy Guardian Unit to become a casualty.

