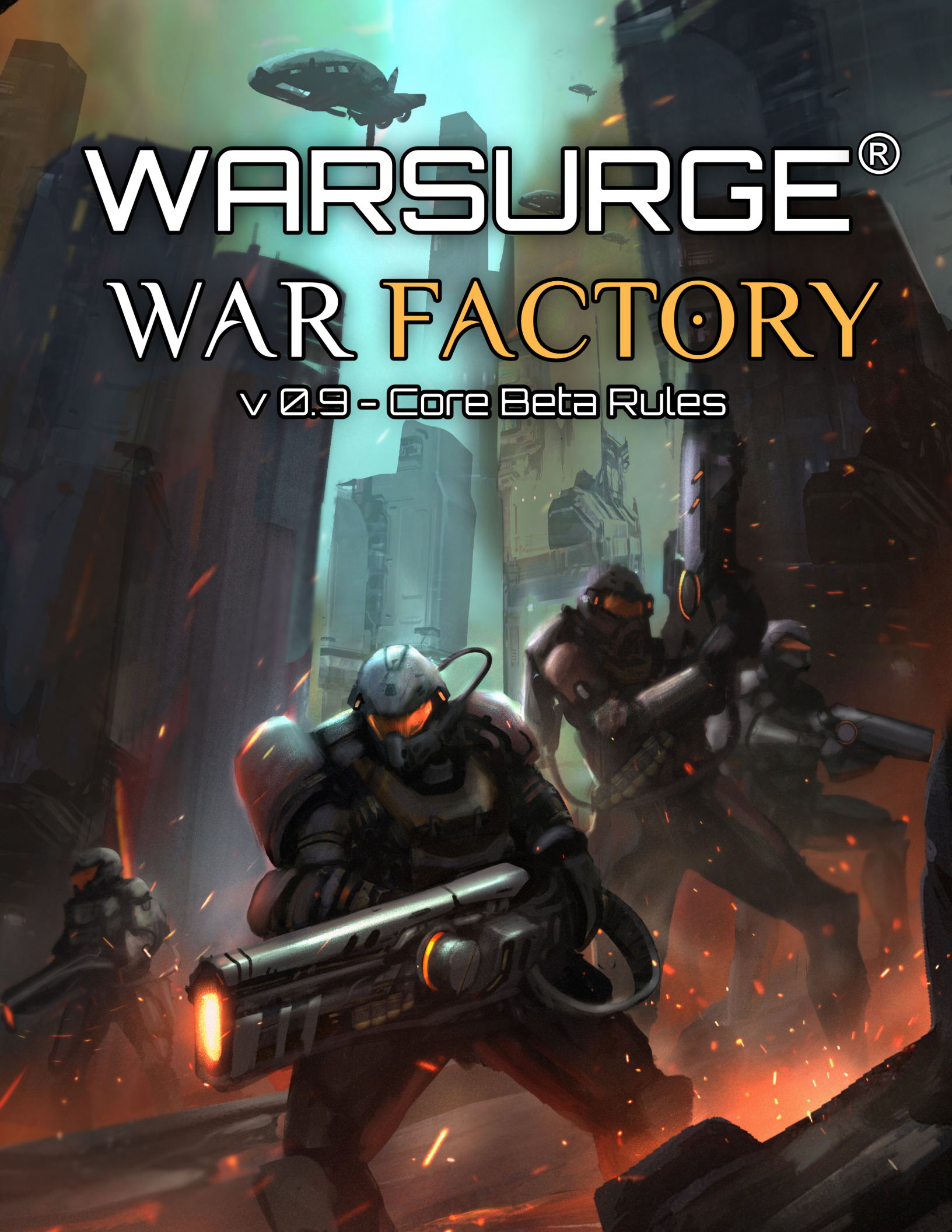

WARSURGE®
WAR FACTORY
v 0.9 - Core Beta Rules

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Models by Print Minis, Foxy Models and terrain by Micro Art Studio

WAR FACTORY

"Weapons are created to be used. There's no place for the weak on this earth."
– Curt Siodmak

Welcome to War Factory. In this Game Type, players must collect resources to build an army up and then dominate the battlefield. The War Factory experience can be heavily customized to have an expansive base with buildings and other structures, but the core War Factory game is intended to jump in without much extra organisation.

WF.1. OVERVIEW

When playing War Factory, the goal is to collect Resources and build up an army to seize even more Resources, grow larger armies and complete Victory Conditions. Generating Resources and producing Units is all performed during the Production Phase, which occurs at the start of the Game Turn (before the Deploy Phase).

Rosters work differently compared to normal games of Warsurge. In War Factory, your Roster acts as a catalogue to purchase Units to Deploy onto the Battlefield, which is resolved in the Production Phase. You gain an amount of Points each new Game Turn to spend in the Production Phase.

Winning a game of War Factory can be achieved via several War Factory specific Victory Conditions, and other Mission Objectives can be added or may replace those from War Factory.



Model by Avatars of War, building from Zealot Miniatures (made by Tabletop World)

WF.2. RESOURCES

Resources are the lifeblood of an army in War Factory and are directly converted into Points, which are spent on a Rostered Unit to produce it. Players can receive Resources in the following ways:

- Initial Resources
- Turn Resources
- Resource Nodes

These three Resource types are a percentage of the Point Limit. Players agree to these percentages and the Point Limit before starting the game.

Initial Resources: These are the Resources that each player starts with on the first Game Turn. EG: 25% of the Point Limit (which would be 500pts in a game with a '2000pts' Point Limit).

Turn Resources: These are Resources gained each Game Turn, normally as 10% of the Point Limit, unless players agree to change it.

Resource Nodes: These are placed around the Battlefield and must be captured by Units to gain Resources. By default, each one is valued at 10% of the Point Limit. These can be represented with terrain, markers, models or anything the players recognise as a source.

Players must determine (or agree to) a number of Resource Nodes on the Battlefield. The number of players and the size of the Battlefield are the main factors for this. These are the guidelines for determining the number of Resource Nodes and placing them:

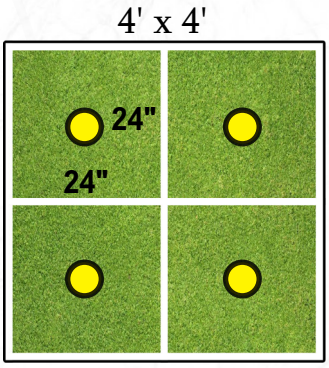
1) Determining Quantity of Resource Nodes

A guide for Resource Nodes is to have one for each 2'x2' (or 24"x 24") area of the Battlefield. For example, in a game on an 8'x4' (96"x48") Battlefield, there should be 8 Resource Nodes. A simple way to calculate this mathematically is while using feet ('), multiply the width and depth then divide the result by four. Some examples:

a. On a Battlefield of 8'x4', multiply to get 32, then divide by 4 = 8 Resource Nodes.

b. On a Battlefield of 12'x2', multiply to get 24, then divide by 4 = 6 Resource Nodes.

c. On a Battlefield of 4'x18', multiply to get 72, then divide by 4 = 18 Resource Nodes.



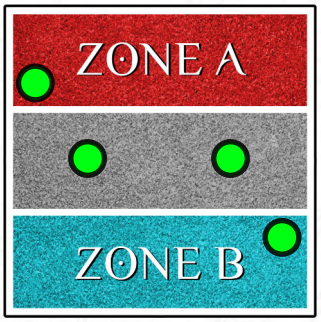
4x Resource Nodes are needed

2) Placement of Resource Nodes:

Each player should have access to at least one Resource Node either in their Deployment Zone or just outside of it, with the remainder spread across the 'neutral' areas and one central to all players if possible. When placing Resource Nodes, they should be distributed evenly, and placed before choosing Deployment Zones (players may decide before or after placing terrain).

Example: *The 4'x4' has four Resource Nodes. Two are in a neutral area, while each player has one on the border of their Deployment Zone.*

In the example of three players with eight Resource Nodes, there should be one near each of their Zones, one at the centre and the other four neutral Nodes scattered around. Alternatively, players could place a Resource Node at the center of each 2'x2' block of the Battlefield.



4x Nodes have been placed

Gathering from Resource Nodes

To gather from a Resource Node, a player must have a Unit within 2" of the Node at the end of the Game Turn. At the start of the next Production Phase, the player will get the Points from that Node. In the core War Factory rules, rival players can control the same Resource Node at the same time.

Example: *In a two-player game, Player A has Units within 2" of two Resource Nodes, while Player B has Units within 2" of three Resource Nodes. If each Resource Node is worth 10% of a 1000 Point Limit, then Player A will receive 200pts while Player B will receive 300pts.*

WF.3. PRODUCTION PHASE

The Production Phase takes place at the start of the Game Turn, before the normal Turn Sequence. The WARSURGE App can automate the Resource collection process and Unit purchases. Follow these steps to complete the Production Phase:

1) Generate Resources: On the first Turn, players only receive Initial Resources to use. Each following Game Turn, players tally up the Resources they have. To do this, add up the Points from Turn Resources and Resource Nodes under their control, then combine it with any leftover Resources from the previous Game Turn.

Example: *A player is entering Game Turn 2. They had 20pts left over from Turn 1, they hold two Resource Nodes and the Point Limit is 500pts. Turn Resources and Resource Nodes are each worth 10% of the Point Limit; therefore 10% is worth 50pts. Turn Resources are 50pts, the Resource Nodes are worth 100pts together, and the 20pts left over tallied up equals 170pts to spend this Game Turn.*

2) Purchase Units: All players may purchase Units and place them in Reserve (for Deployment). Any leftover Resources (Points) are kept for the next Game Turn. Resources are effectively Points that you can use to purchase Units, referring to their Point Cost. For example, a Unit worth 200pts will take 200 Resources (or Points) to purchase.

3) End of Production Phase: After players have finished purchasing Units, the Game Turn then begins as normal; players roll for Turn Master and proceed to the Deploy Phase, etc. **Note:** *The Reserved Perk will force Units to wait to Deploy.*

Population Cap

The Population Cap is the number of Units that players can place on the Battlefield, which is a maximum of 20 Units for each player. If a Player has hit the Population Cap and wants to produce more Units, they can 'delete' any of their existing Units from the Battlefield at no cost (treating them as casualties) during the Production Phase to make room for a different one.

Some Perks such as Reanimate allow players to revive and control enemy Units. Reanimate does not count to the Population Cap for either player, but returning friendly Units with these Perks still count toward the Population Cap. Units with Sergeant do not contribute to the Population Cap, but must be attached to a Unit and purchased alongside the Unit they are to be attached to. 'Deleted' Units in the Production Phase can only be brought back (Reanimate, etc.) by enemy players.

Undead Legion: Players who take this Roster Perk have +10 to their maximum Population Cap (the Cap of 20 becomes 30). If using a custom Population Cap, it is instead a +50% increase.

Escalation: In Section WF.9 under 'MODs', there will be an option to make the Population Cap start with two Units, then rise up each Game Turn by two until the 10th Game Turn, when the Population Cap has been reached (20 by default).

Perk Restrictions, Disabled Perks and Traits

The following Perks and Traits cannot be used in the Core Rules of War Factory: Resurrection (I & II), Respawn and Summon. Units acting as casualty markers for Perks such as Revive or Reanimate are removed at the end of the following Game Turn that they become casualties. Friendly Units that have been Revived (and similar Perks) still count to the Population Cap.

The following Deployment Perks cannot be used until the 10th Game Turn: Ambush, Invade and Outmanoeuvre.

WF.4. MANAGING WAR FACTORY

War Factory requires more management than normal games of WARSURGE. You can either use the WARSURGE App or manually manage your games with pen and paper. War Factory Rosters must still adhere to the Point Limit.

We recommend using the Warsurge App to manage your Roster for War Factory. On the main Menu, go to PLAY, then choose the War Factory option. Then, import a Roster you have made for War Factory.

There are two types of Rosters that can be used in War Factory: Locked and Unlocked Rosters. The free version of the WARSURGE App supports Locked Rosters, while the paid version also allows Unlocked Rosters (in a future update).

Locked: Similar to a normal Roster. Obeying minimum Unit cost requirements, each Unit has a set combination of models and Weapons that can be purchased. Players may produce the same Unit more than once if they wish.

Unlocked (COMING SOON): Players can produce customized Units by varying the Model/Weapon quantities, making each entry capable of producing a variety of combinations. In each entry of an Unlocked Roster, select a quantity of x1 for each Weapon you want available and set the models to be the maximum number that can be produced at once. When purchasing the Unit, you can have any number of models up to the quantity (QTY) on the Unit, with any combination and quantity of Weapons available on the Unit (selected from Weapons which were set to x1).

Locked vs. Unlocked Handicap: *If players with an Unlocked Roster are fighting a Locked Roster, Unlocked players must build Rosters that are half of the Point Limit. When establishing War Factory settings in the App, still use the full Point Limit.*

Example: Locked War Factory Roster

In a Locked War Factory Roster, each Unit is purchased exactly as it was designed in the Roster. Afterward, the Unit is put into Reserve with its listed combination of models and Weapons. If a player purchases another of it, then a duplicate of the Unit is produced, using the same number of models and Weapon combinations.

Locked Rosters in War Factory can be similar in design to a typical Warsurge Roster (having a variety of Units), except with no duplicates; there is no practical advantage to listing a fully identical Unit in the Roster. A fully identical Unit is one that has the same profile, number of models and quantity of Weapons.

Example: *In the images below, each Unit has been designed to be Deployed as listed into the game. Though the Catapult and the Mounted Knights have identical profiles and model quantities, what makes them different are their Weapons.*





Example: Unlocked War Factory Roster (COMING SOON)

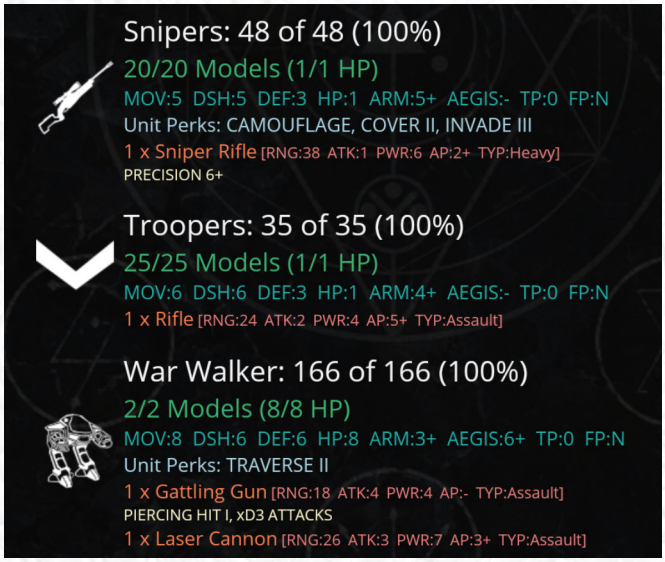
Unlocked Rosters are designed in a specific way. As discussed on the previous page, each Unlocked Roster Unit must have:

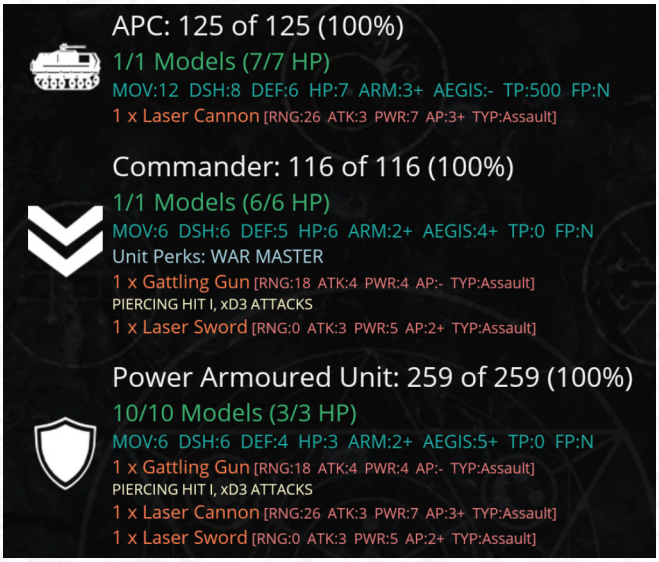
1) The model quantity set to the maximum number of models you would ever want to Deploy at once during the game. However, you don't need to purchase the maximum whenever you produce the Unit.

2) A Quantity of x1 set to each Weapon that you want available to buy. You can still purchase multiples of the same Weapon (any quantity) during the game, and opt not to buy certain Weapons when producing the Unit.

Note: Unlike Locked Rosters, there is no advantage to taking more than one of any Unit profile, and the minimum Point Cost is only **5pts**. You can build a number of combinations using the one profile, if you give them several Weapon options.

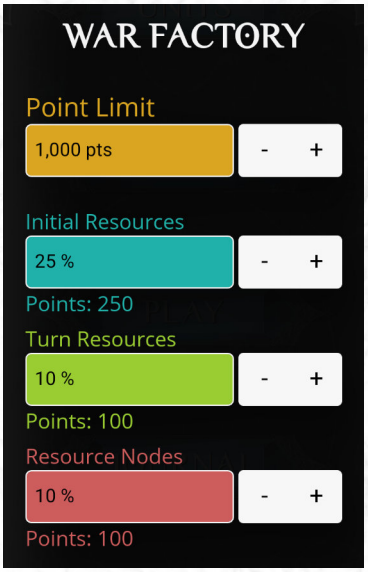
Example: *In the images below, each Unit has a quantity of one on each Weapon. Though two Units can only Deploy single model Units at a time, the other Units can Deploy a number of models at once. For example, the War Walker could have one or two models at once as a single Unit and any combination or quantity of Gattling Guns and/or Laser Cannons equipped.*





War Factory: App Tabs

In addition to initial game settings, there are two tabs that operate War Factory.



1) New War Factory Game: When you select PLAY in the Main Menu and choose to start a new game of War Factory, you will be presented with a number of options. The values that appear are the default; players can agree to change them. Currently, only Locked Rosters are supported but the option for Unlocked Rosters will arrive in a later update.

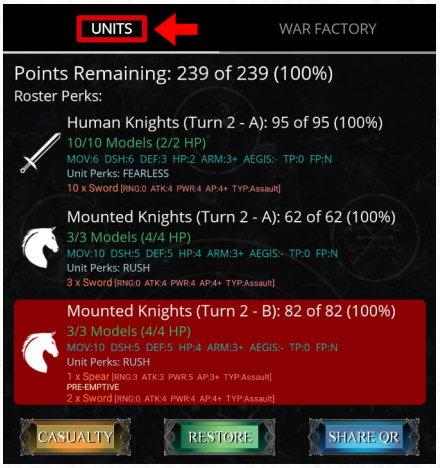
'Point Limit' is how large the Roster will be that you and your opponents are going to use. This has an impact on the amount of Resources gained from all sources, as the points gained are a percentage of the Point Limit.

'Initial Resources' are how many points are received to spend on the first Game Turn.

'Turn Resources' are the minimum amount of points you and opponents receive each new Game Turn (starting at Turn 2) without factoring Resource Nodes.

'Resource Nodes' refer to how many points a controlled Resource Node is worth.

2) Units Tab: After establishing the initial settings, you will be in the Units tab with an empty list and instructions on how to start. Players must go to the 'War Factory' tab up the top right to begin purchasing Units. We will explain that tab in 3) below.



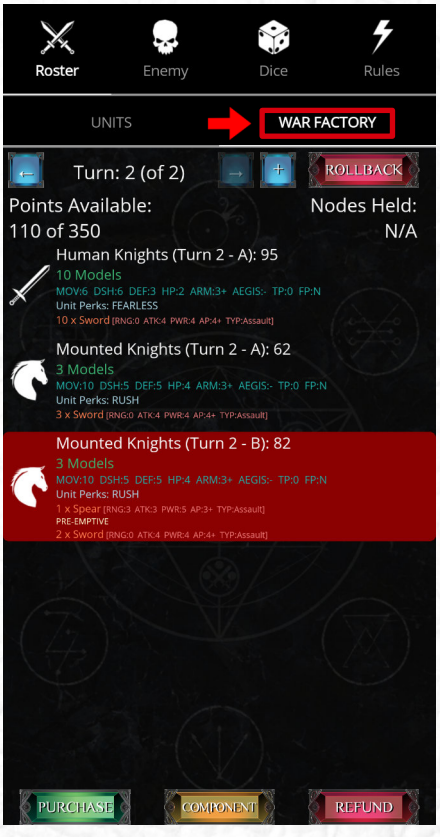
After purchasing Units, these will become available here, where you can keep track of remaining HP and casualties along with other Unit and Weapon data.

The Casualty, Restore and Share QR buttons function like they do in a normal game of Warsurge. Share QR will allow players to scan the entire Roster, not just what has been visibly purchased.

Points Remaining will change as players purchase Units and suffer damage.

After each Unit's name there is a Turn number and a letter (such as A or B) listed. The Turn number is the Turn this Unit was purchased, and the letters indicate if multiple copies of the Unit with the same name were purchased that Game Turn.

3) War Factory Tab: This tab is where you purchase Units from your Roster and manage Resources each Game Turn.



The PURCHASE button at the bottom is where you buy Units. It will list your Roster and allow you to import a number of Units and will deduct from your available Points. If you wish to Import multiples of the same Unit, you will need to Import them one at a time by reusing the Purchase button.

The REFUND button removes a Unit you purchased in the Production Phase, returning the Points that you spent on it. This can be helpful if you have purchased the wrong Unit or changed your mind.

COMPONENT will be active in a future update. If you are using Components such as Tech Trees or Buildings, this information is available with the 'COMPONENT' button at the bottom of the screen, between Purchase and Refund.

If you do not have enough Points to purchase a Unit, the App will prevent you from purchasing it.

Along the top are a series of buttons. The arrows allow you to view the history of Game Turns, while the plus **[+]** button will begin a new Game Turn. When you do this, you will be prompted to list how many Resource Nodes you control, which will affect the amount of points you can spend on the next Game Turn. The ROLLBACK button allows you to undo a new Game Turn, in case you made a mistake.

Points Available indicates how many points you have left to spend on a Game Turn. Nodes Held indicates how many Resource Nodes you controlled on a previous Game Turn. This will be N/A on a current Game Turn.

WF.5. WAR FACTORY VICTORY CONDITIONS

There are a number of ways to win a War Factory game, though players can introduce Objectives/Victory Conditions from other Game Types by agreement. If doing so, they can replace or be alongside War Factory's Victory Conditions.

All of the War Factory Victory Conditions below are active; a player needs to only succeed with one of them to win:

i. Resource Race

Gather Resources equal to the Point Limit (or more) and hold it (do not go below it) for five Game Turns.

ii. No Survivors

A player is eliminated if they have no Units left on the Battlefield from the fifth Game Turn onward.

iii. Total Tycoon

From the fifth Game Turn onward, hold all Resource Nodes at the end of the Game Turn while every opponent has none.

iv. Magnicide

On the tenth Game Turn, players may choose to produce a Unit on their Roster that is worth up to 50% of the Point Limit. They receive that Unit for free and it becomes their Magnicide Unit. If a player's Magnicide Unit becomes a casualty, the player is defeated and will be eliminated from the game at the end of the Game Turn. If a player chooses not to produce a Magnicide Unit on the tenth Game Turn, they may not choose to produce it on a later Game Turn.

WF.6. STARTING A WAR FACTORY GAME

With the rules for War Factory in mind, follow the steps for starting Competitive Games in Section 14 of the Free Rules or full Rulebook to establish a game. Alternatively, refer to the Casual Rules to start a game, but also apply War Factory rules.

Map Campaigns and War Factory

In Map Campaigns of WARSURGE, represent increased RS by increasing the Point Limit when you start War Factory in the App. For example, a player with 10% RS in a 1000pts game would change the Point Limit to be 1100.

WF.7. OUTPOSTS

Outposts are capturable Deployment Zones in War Factory games (though they can be added to any game of WARSURGE). Over half of the players participating in the game must want Outposts to enable them. If there are only two players, both players must agree.

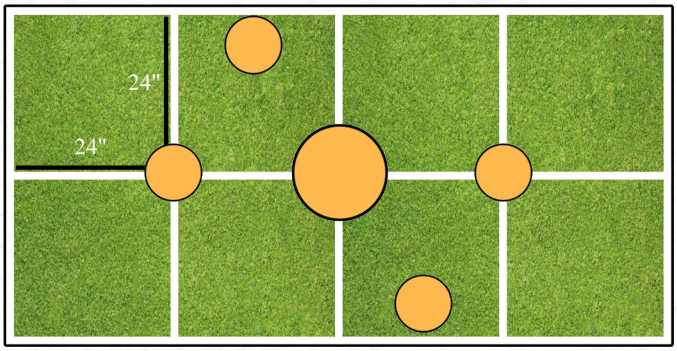
The size of an Outpost can vary, but they must be large enough for players to fit at least one Unit within them. If a Unit is larger than the Outpost, then place them in the middle of it and go beyond the borders by the minimum amount.

Players can capture an Outpost by removing all enemy Units within it, and holding it uncontested at the end of a Game Turn.

Having the Outpost with some Terrain or Cover, or counting it as Cover Area is recommended.

Victory Condition: If using Outposts, this also becomes a fifth Objective for War Factory. From the fifth Game Turn onward, holding all Outposts at the end of a Game Turn will cause the player to be victorious.

Players are to place Resource Nodes, Objectives then Outposts before decorating the Battlefield with Terrain.



Example: *In the image above, the golden circles represent Outpost locations that have been placed on a 8' x 4' Battlefield.*

