

# OPERATION GAUNTLET

Ed.1.0

“It is imperative you steal the data. It will give us an edge in this war.”

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

## PROLOGUE

You have been entrusted with a dangerous mission against a tyrannical military power that became the government. You must steal map data containing the locations of the enemy's newest weapon research factories. In particular, these factories are developing inhumane chemical gases and powerful mechanoids to crush those who oppose their authority. With this map data, the resistance will be able to deal grievous damage against their foe, and dare to dream of a hopeful future.

**Before Beginning the Narrative:** This Narrative assumes you know the WARSURGE Rules. If you are not yet familiar with them, go to the WARSURGE Website and either download the Quick Rules, the full Rules, or watch the 'How to Play' videos (which can give you a grasp of the game in about 12 minutes). Then follow the instructions in this Narrative.

## Logistics

Narrative Type	Solo	Map Size	2' x 2'
Number of Players	1	Theme	Sci-Fi
Point Limit	200	Playstyle	Standard
Unit Cap	1	Model Cap	4
Difficulty	Varies on Character Choice	Perk Restrictions	Yes

**Perk Restrictions:** Perk Restrictions are detailed in Book 4. Narrative Games under Section 15.2.

**Environment:** The playing area could be a base or military depot. Having a few computer terminals and markers to represent an impenetrable laser fence is recommended.

**Models Needed:** There are profiles ready for play on the following pages, or you can use the WARSURGE App to make a profile for a Unit to participate in this Narrative. The number of enemy models are as follows:

5 x Security Soldiers, 2 x Gun Turrets, 1 x Robotic Dog



The models in the photos of this Narrative are by [Print Minis](#). Buildings by [Micro Art Studio](#) and Gaming Mat by [Deep Cut Studio](#)



## CHARACTER SELECTION

Before beginning the Stage on page 5, you must either choose a character from the following pages, or build a Unit worth 200pts (with a maximum of 4 models).

In this Narrative, there are five different premade Units to choose from. You can scan the QR Codes to import these Units directly into the ROSTERS area in the WARSURGE App using the QR SCAN button. The Units you can choose from are as follows:

### Assassin:

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Assassin	1	6"	6"	4	10	-	3+	Stealth

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Assassin Knife	1	0"	10	6	3+	AS	Annihilate I
Assassin Pistol	1	12"	6	6	3+	AS	-
Stun Grenade	1	12"	2	7	3+	AS	Skill, Freeze, Stun, Countdown III



### Gunner

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Gunner	1	5"	5"	4	10	4+	5+	Lucky

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Assault Rifle	1	24"	10	6	3+	AS	Devastate I
Grenade	1	10"	1	8	3+	AS	Destroy II, Use I



### Hacker

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Hacker	1	8"	8"	3	10	4+	4+	Dominate II, Disengage, Lucky, Mastery, Rush

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Handgun	1	15"	10	5	5+	AS	-



**Assassin:** An expert at close quarters combat and weakening enemies for the kill. From the fourth Game Turn and onwards, you'll have access to Stun Grenades, which greatly hinder foes.



**Gunner:** Armed with a powerful gun for wreaking havoc. They have the ability to smash consoles to skip most dice challenges related to Consoles.



**Hacker:** Although offensively weak, they are able to use Dominate II on the Robo Dog and Gun Turrets, and also find it easier to hack Consoles.



## Infiltrator

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Infiltrator	1	12"	12"	3	8	-	3+	Unyielding, Resilient, Stealth

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Infiltrator Pistol	1	10"	4	6	3+	AS	Annihilate II
Martial Arts	1	1"	10	4	-	AS	Piercing Hit I, Reroll Attack



## Sniper

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Sniper	1	6"	4"	3	10	4+	-	-

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Sniper Rifle	1	30"	7	8	3+	HV	Burst, Annihilate II, No Line of Sight I



**Infiltrator:** Able to run very fast, they can get away from a Melee on a following Game Turn with Unyielding.



**Sniper:** A powerful, long ranged attacker. Their weapon does not trigger the alarm.



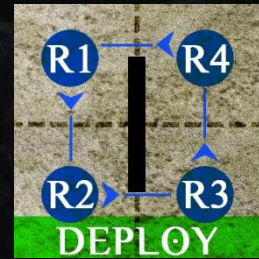


## ENEMY PATROLS

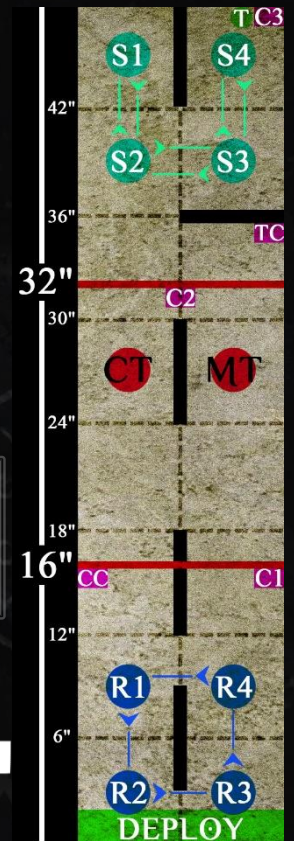
The enemies in this Narrative are not expecting an attack, but are 'Guard Units' on Patrol or Lookout. The details of Guard Units are detailed in Book 4. Narrative Games under Section 15.4, Enemy Tactics. Here is a recap of Guard Units and some specific details for Guard Units in this Narrative.

- Patrol:** On the Map are circles with Unit abbreviations and numbers: Patrol Units move to a different numbered dot at the start of each new Game Turn, as indicated on the Map. These enemy Units do not move from that location during a Game Turn unless they detect a player Unit.
- Detecting:** Patrols and Lookouts will detect the player Unit if attacked or if the player's Unit makes a Move or Dash through or within detection range (and line of sight). The detection range of the Units in this Narrative is 8". If spotted, the player must cause the detecting Guard Unit to be a casualty or the alarm will be raised at the end of that Game Turn. Units that detect a player Unit will immediately adopt the Aggressive Tactic and Move, Attack or Dash immediately (depending on the Phase).
 

**NOTE:** Units with the *Stealth Perk* active (such as the *'Infiltrator' Unit*) will halve the detection range of Guard Units. 8" becomes 4" instead.
- Silent Attacks:** In this Narrative, stealth and patience is key for perfect completion. If an enemy Unit becomes a casualty, roll a D6. On a 4+ nothing happens, but if the roll is failed the Alarm is raised. **NOTE:** If the casualty had only been attacked by Weapons with *'No Line of Sight'* or *'Fast' Perks*, then the 4+ dice roll for *'Silent Attacks'* is not necessary; it automatically passes.
- Dominate Perk:** If Mastery Test has failed to activate the Dominate Perk, the target will detect the player Unit. Dominated Units cannot interact with consoles. Dominated Units count as a player Unit for the purpose of enemy targeting if the Alarm has been raised. Guard Units do not 'detect' Dominated enemy Units. If the target detects a player Unit but becomes Dominated, they will not raise the alarm.



R1 is where the Robo Dog begins. It relocates to a different circle at the start of each Game Turn.



This Map is expanded and detailed on the next page.

## ALARM RAISED

If the alarm is raised, all fences will deactivate to allow all Units access to the player's Unit, and all enemy Units will become Aggressive. The Robo Dog and Security Soldiers gain Respawn, and if they become casualties (or were casualties prior) will Deploy in the next Deploy Phase in the Deploy Zone. The Robo Dog is placed on the right side of the Deploy Zone (below R3) and Security Soldiers on the left (below R2).

## CONSOLES

There are a number of security consoles that perform functions such as turret controls or powering the fences. To interact with a console, you must position your Unit within 2" of it (while not in a Melee) and pass a dice challenge. If you fail a dice challenge, the alarm will be raised at the end of the Game Turn. Each console can be attempted once per Game Turn.

- Console Dice Challenge:** Get a watch or stopwatch timer and set it for a number of seconds determined by the console (below). Having 5 dice in hand, the player must start the timer then roll the dice. They must stack the dice that were rolled vertically in order of lowest to highest before the time runs out, putting the lowest number at the bottom of the stack. The function, variations and other details of consoles are as follows:

**CC:** This console controls Turrets (CT and MT). You can choose the number of seconds to commit to the challenge, which affects the result if you succeed: **11 Sec** = Turrets become casualties. **8 Sec** = Turrets are under the player's control, counting as a player Unit.

**C1:** This console deactivates the laser fence at 16". Requires 14 seconds for the dice challenge.

**C2:** This console deactivates the laser fence at 32". Requires 14 seconds for the dice challenge.

**TC:** This console teleports the player to (T) at C3 and allows instant attempt of C3. Requires 8 seconds for the dice challenge.

**C3:** This console is the final objective. Requires 11 seconds for the dice challenge.

**HACKER NOTE:** The *'Hacker' Unit* gains an extra 5 seconds more than other Units for all dice challenges when interacting with consoles.

**GUNNER NOTE:** The *'Gunner' Unit* can instead smash a console (except for C3 and CC). On a 3+ the console succeeds (the *Lucky Perk* allows a reroll). If failed (result of 1-2), it counts as failing to hack a console, which raises the alarm at the end of the Game Turn.



## STAGE: Operation Gauntlet

**Prologue:** You have found the entrance of an enemy data centre. Now you must slip past the laser fences and security force to retrieve your objective: the factory map data. This can be achieved by avoiding detection from patrols or destroying all opposition.

**Objective:** Reach the Console 'C3' at the top of the map, then successfully interact with it. There are two laser fences which must be disabled via a security terminal (C1 and later C2) to gain access.

**Time:** Unlimited Game Turns. This becomes 6 Game Turns after the Alarm is raised (see Alarm Raised on Page 4).

**Deployment:** Deploy all enemy Units following the Map on the right (abbreviations are in the profiles on Page 6 or listed in the Map details below), then Deploy the player's Unit, which can start anywhere in the Green Deploy Zone. Note that on the first Game Turn, Patrol Units stay where they were initially Deployed and will reposition to a new circle at the start of the next Game Turn to represent their patrol.

**Turn Master:** The player always goes first.

**Map Details:** The objects on the Map are as follows:

**Deploy (Green):** The area where the player can Deploy their Unit.

**Red Lines (16" and 32"):** These are laser fences that block line of sight and cannot be traversed over unless disabled at a console (C1 and C2).

**Black Lines:** These block line of sight and cannot be traversed over. They represent walls.

**(R1-R4):** The Robo Dog Unit begins in R1, then shifts to the next number at the start of each Game Turn.

**Consoles:** The player's Unit can access a Console if they are within 2" of it. See 'Consoles' on Page 4 for instruction. The Consoles are as follows:

CC: This console controls the Turrets (CT and MT).

C1: This console controls the laser fence at 16".

C2: This console controls the laser fence at 32".

TC: This console teleports the player to the green (T) near C3.

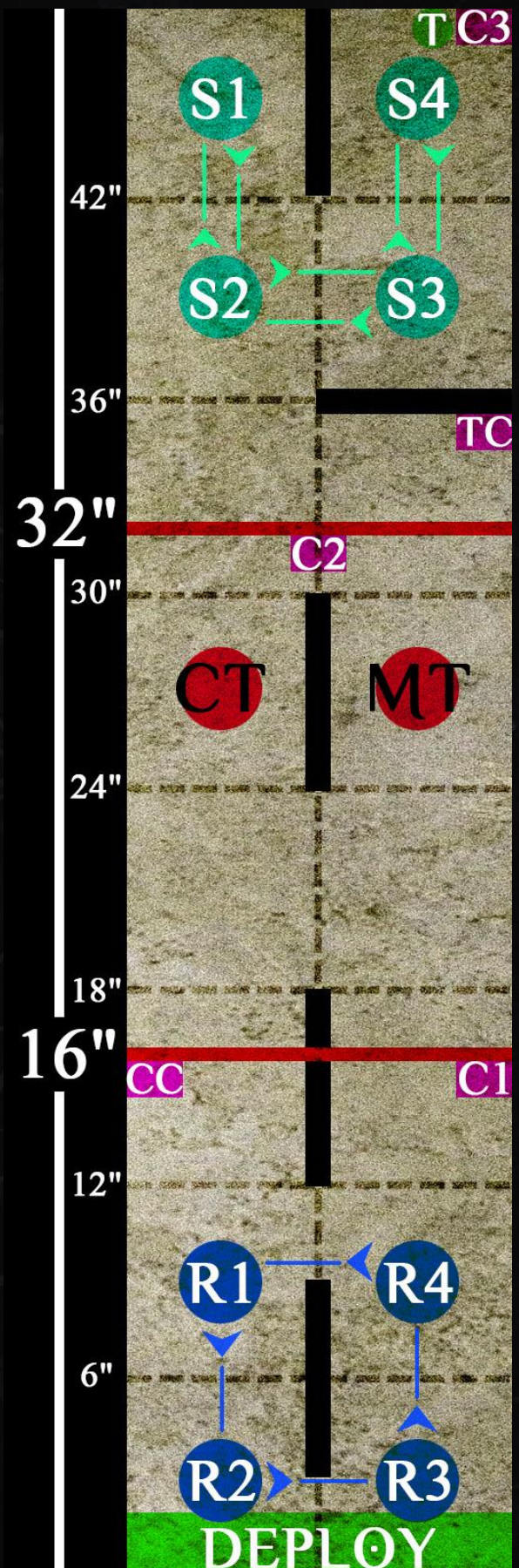
C3: This console is the final objective.

**CT and MT:** These are Gun Turret Units, detailed on the next page.

**(S1-S4):** The Security Soldier Unit begins in S1, then shifts to the next number at the start of each Game Turn. Once they get to S4, they then turn around and go back to S3, then S2 then S1, then will repeat.

### Map Data

4' x 1' Map



The black lines block line of sight and are impassable



## Enemies

**Enemy Tactics:** After the alarm is raised, all enemy Units become Aggressive. Begin enemy actions with the furthest Unit from the player Unit.

Enemy Units will go around Impassable Ground and other Units to be within Weapon Range with all available Weapons.

**Aggressive:** Enemy Units move toward and attack the closest player Unit in line of sight (LOS).

**Enemies:** One Unit of 1 Robo Dog, Two Units of 1 Gun Turret, One Unit of 5 Security Soldiers.

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Robo Dog (R1-R4)	1	9"	9"	6	10	3+	-	Respawn*	Guard 8" (P) / Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Paw Crush	1	3"	10	6	-	AS	-

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Gun Turret (CT + MT)	2	0"	0"	6	10	3+	-	-	Guard 8" (L) / Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Dual Cannon (CT)	1	24"	4	8	4+	HV	-
Seeking Missiles (MT)	1	36"	8	6	-	HV	No Line of Sight II

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Security Soldiers (S1-S4)	5	6"	6"	4	5	4+	-	Strong Willed, Respawn*	Guard 8" (P) / Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Security Rifle	5	18"	5	5	6+	AS	-

\*Units with Respawn will only use it after the Alarm has been raised.

**Defeat:** If the player Unit becomes a casualty, refer to Epilogue: The Resistance is Lost.

**Completion:** If you completed the Objective without raising the Alarm, go to Epilogue: Under Their Nose. If the alarm was raised, instead go to Epilogue: Hope for the Future.

Scan this QR Code in the Enemy  
Tab in PLAY (WARSURGE App)





## EPILOGUE

### The Resistance is Lost

Your failed mission to retrieve the map data had far reaching consequences, most notably that the enemy tightened security in all data centres. The dreaded weapon factories completed their tasks successfully, and a campaign of domination and annihilation began. All resistance forces were destroyed or disbanded, leaving no one to threaten the regime. The war to free the world of gruelling oppression had failed.

All was not lost however, as every giant has its weakness. The few remaining from the resistance determined that the best way to take down the

enemy would be to infiltrate it over the course of many years; rising through the ranks of the enemy's organisation itself. With subtlety and guile the entity could be subverted from within, though it would take the descendants of the resistance time to gain positions of power and authority to make changes that were needed to bring some level of liberation to the populace.

However, the new threat for future generations would not be war, but the temptation of power. If a position of great influence was achieved, one would be at risk to become the very enemy they initially sought to destroy.



### Hope for the Future

Using the teleporter near the data console, you escape with your life. A comrade pulls up in a hover bike and after a long and uneventful journey, rides you to the relative safety of the resistance home base. You successfully deliver the data, but are concerned it was suspiciously simple to break into the data centre and retrieve what was needed.

Mere hours after your return, the sirens in the base alert you to a massive attack. It seems that the enemy tracked you, seeking to demolish your home and slaughter your allies. Reporting to command, they tell you that this was a risk that had been accounted for, and the data had already been transmitted via a secure channel. In addition, the enemy did not know what data you copied, leaving them more desperate than usual. You are instructed to abandon the base via a secret escape route and seek sanctuary at an outpost. There are more bases out there, so the war would not be over.

Watching the base burn, you clench your fist then depart, ready to continue the fight. All that mattered was your mission was a success, and the data would be priceless over the following months to sabotage deadly weaponry and cause crippling damage to their war factories.

### Under Their Nose

With the alarm never activated, it took a while before the enemy discovered there had been a security breach. By this time, you were already far away, well and truly out of harm's reach before you had been identified as the perpetrator.

You completed the mission perfectly and even better, the enemy did not know which data you copied, leaving them insecure as to the intended targets of the resistance. As a result, they were unable to commit additional resources to protect targets that may not ever be attacked. At opportune moments, the resistance began raids on new weapon factories and other key positions, turning the tide of the war in your favour. The advantage now lies in the hands of you and your allies - victory is more than a possibility or a dream, but an achievable reality.



## CHALLENGES

### Very, Very Sneaky Sir

Complete the Narrative without raising the alarm or inflicting any HP Loss.



### Wired for Destruction

When interacting with the Turret Console (CC), successfully complete the 8 Sec challenge.



### Can't Resist the Urge to Kill

Raise the Alarm and cause the Robo Dog and Security Soldiers to become casualties at least twice, then complete the Narrative.



### Down Boy!

Select the Hacker character and use the Dominate Perk on the Robot Dog, then use the Robot Dog to engage a Melee with a Security Soldier, then complete the Narrative.



### Silent Takedown

Cause all enemy Units to become casualties without raising the Alarm.



### Console Wars

Interact with all five Consoles successfully on the first attempt in a single playthrough.



### Commando Team

Complete the Narrative with a Unit designed in the WARSURGE App, containing four models.



### Gauntlet Speed Runner

Complete the Narrative within four Game Turns.

