

QUICK START: BASICS v 1.3.1

“Life must be lived in speed and focus.”
 Sunday Adelaja

WARSURGE® 2021 COPYRIGHT OF THREE BROTHERS GRIM

Welcome to the WARSURGE Quick Start: Basics booklet. Here we will cover the bulk of the rules so you can get started with a game. This guide will refer to a competitive game using the ‘Standard’ Playstyle and ‘Deathmatch’ as the Game Type. This can be changed in Book 3. WARSURGE Competitive Games. The model sources in the images are at the back of the booklet.

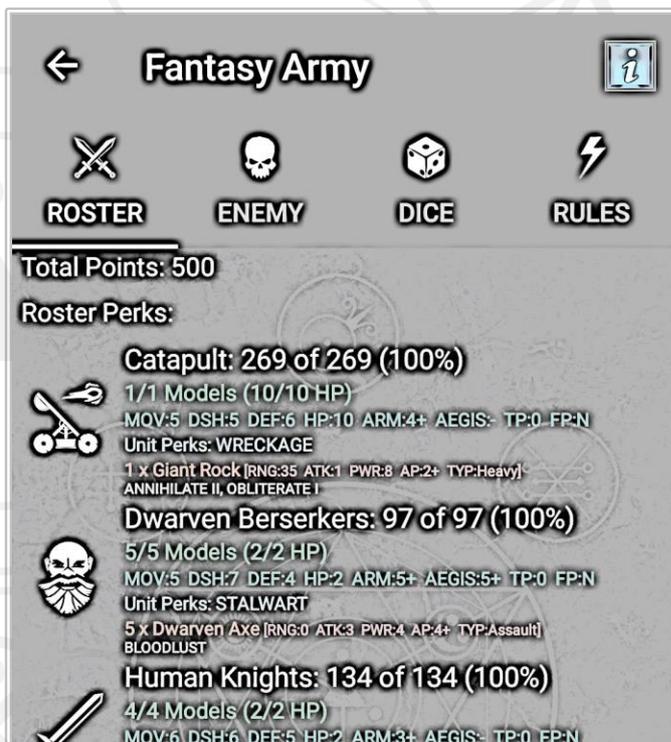
TOOLS OF WAR

In WARSURGE, you need a tape measure, some six-sided dice known as D6, the WARSURGE app and of course, your models. When using a tape measure, all distances are measured in inches.

To play, you design your Units, Weapons and a Roster with the Warsurge App. Make sure you and your opponents have approximately the same Points to spend, which we call the Point Limit. For example, you each make a Roster that is worth 500 Points. Just make sure that each Unit in the Roster is worth at least 50 Points, and that each model in a Unit is worth at least 1 Point, including Weapons.



Tape Measure, Dice (D6) and phone with the WARSURGE App



A Roster worth 500 Points, made with the WARSURGE App

WARSURGE APP: Quick Guide

If you are not familiar with the WARSURGE App, refer to the booklet “WARSURGE App Quick Guide” for a fast overview of using the WARSURGE App.

There are helpful videos inside the WARSURGE App. Click on the ‘i’ button in the top right corner to bring up a video.

The WARSURGE Rulebook contains more information on how to design Units.



The ‘i’ button for Android Devices is on the left, and on the right is the iOS (Apple) version of the button.



UNIT AND WEAPON STATS

In WARSURGE, Units and Weapons have Stats; these translate to how resilient or powerful that they can be. Here is an overview of what Stats there are in WARSURGE.

Unit Stats

Name: Each Unit has a Name. In this case it is 'Scavenger Soldiers'.

Points Per Model: The value of each model in the Unit. Here it is 2.27.

Move: How far each model in the Unit can Move in inches.

Dash: How far each model in the Unit can Dash in inches.

Defence: How resistant the Unit is against Weapon Power.

HP: How many times a model can take damage before becoming a casualty.

Armour: A dice chance to ignore damage. Lower values are superior.

AEGIS: A dice chance to ignore damage. It is unaffected by Weapon AP.

Transport and Fire Points: We shall discuss these stats in the booklet 'Quick Start - Extra Details'. They can also be found in the Core Rules.

Unit Perks: These add special abilities or passive benefits to a Unit.

Weapons: This is where the Unit's Weapons are kept.

The screenshot shows the 'Scavenger Soldiers' unit configuration screen. At the top, there are three tabs: 'UNIT STATS' (selected), 'UNIT PERKS', and 'WEAPONS'. Below the tabs, the 'Points Per Model' is listed as 2.27. The unit name 'Scavenger Soldiers' is displayed. The stats are arranged in two columns:

MOVE	6	DASH	6
DEFENCE	3	HP	1
ARMOUR	5+	AEGIS	-
TRANSPORT	0	FIRE POINTS	N

The quantity of models in the Unit is defined in a Roster

Weapon Stats

Name: Each Weapon has a Name. In this case it is 'Flintlock Pistol'.

Points Per Weapon: The value of each Weapon. Here it is 1.16.

Range: How far the Weapon can target an enemy, in inches.

Attacks: How many times the Weapon strikes. Each attack is one dice.

Power: How strong the Weapon is against Unit Defence.

AP: How effective the Weapon is at punching through Armour. The lower the value, the more potent it is.

Type: This is how portable the Weapon is for the Unit. Weapons are either Heavy, Battle or Assault.

Deflect, Ward and Parry: These stats are not listed in this example. They are covered in Section 5.16 of the Core Rules.

Weapon Perks: These add special abilities or passive benefits to a Weapon.

The screenshot shows the 'Flintlock Pistol' weapon configuration screen. At the top, there are two tabs: 'WEAPON STATS' (selected) and 'WEAPON PERKS'. Below the tabs, the 'Points Per Weapon' is listed as 1.16. The weapon name 'Flintlock Pistol' is displayed. The stats are arranged in two columns:

RANGE	15	ATTACKS	1
POWER	4	AP	6+
TYPE	ASSAULT		

The quantity of Weapons for a Unit is decided in a Roster

Designing Units

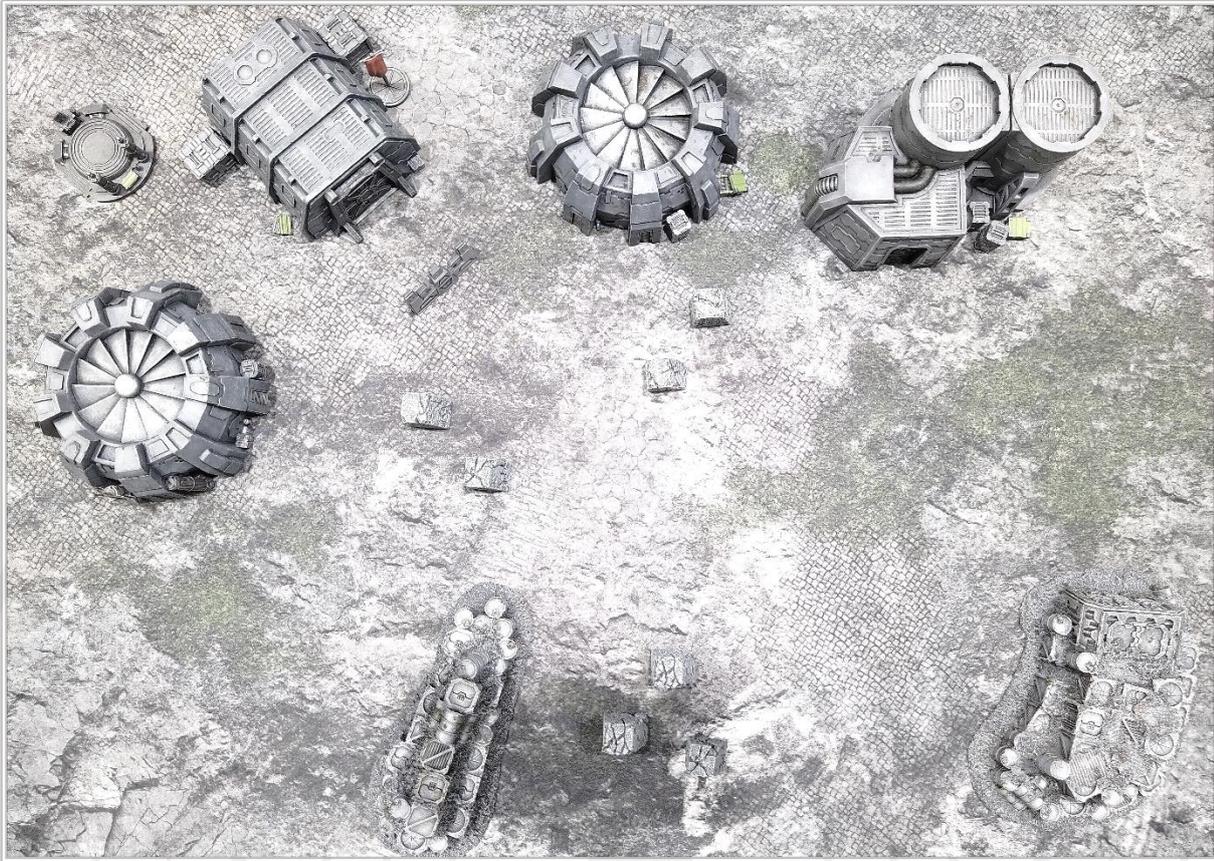
The WARSURGE Core Rules has more information on Unit Stats. As we proceed through this quick booklet, we will refer to the above Stats as we need them.

For now, you have enough awareness of the various Stats used to play. Building a Roster in the WARSURGE App is where you decide how many models are to be in a Unit, and how many Weapons they are to equip.

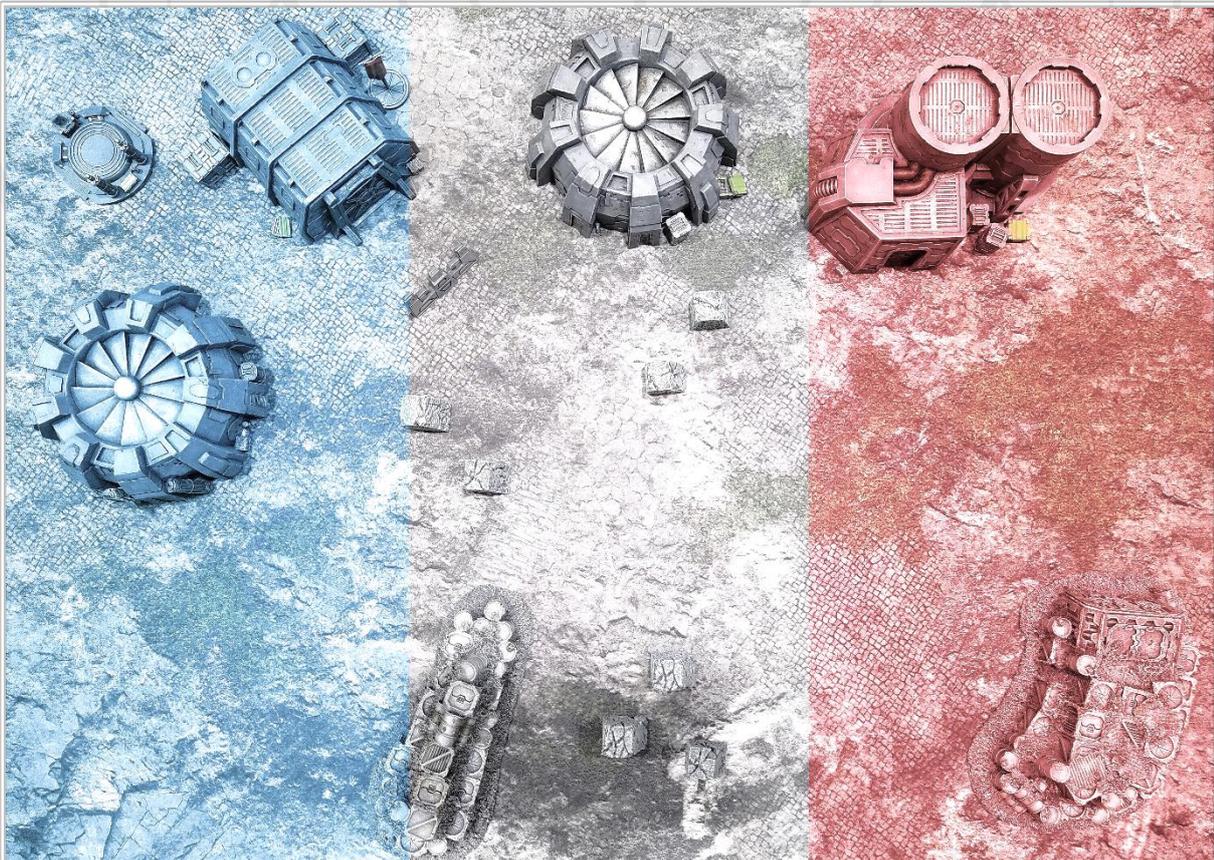


PLAYING AREA: THE BATTLEFIELD

Set up a Battlefield to play on. We recommend a flat, rectangular or square surface, but you can use anything and almost any size. Place some scenery on the Battlefield. Divide the board to suit the number of players, with a neutral 'no man's land' in the middle. For example, divide the board into 3 areas for a two-player game. Player areas are called Deployment Zones.



This is a decorated board to act as the Battlefield



Two players: the board has been divided into three; one player will take the blue area, the other will have the red area

FIRST GAME TURN

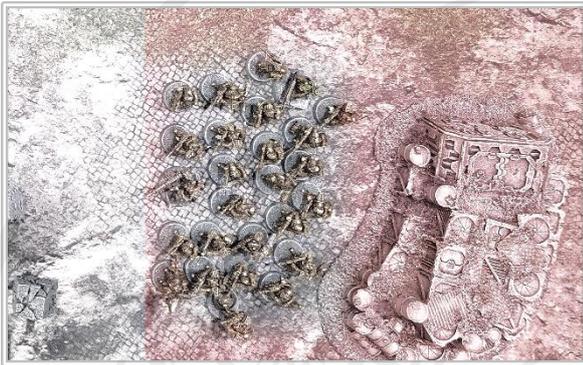
Now we start the game with the first Game Turn. Each player rolls a dice, which we call a Roll-Off. The highest scoring player chooses the Turn Master. The Turn Master will go first, who chooses which Deployment Zone to take. The next highest score from the roll-off chooses the next Deployment Zone, until everyone has a Deployment Zone.



DEPLOY PHASE

We now begin the Deploy Phase. Starting with the Turn Master and going clockwise around the Battlefield, each player places a Unit onto the Battlefield inside the Deployment Zone that they chose. Players continue placing one Unit at a time until all players are done, or until there are no Units left to place.

When Units have more than one model, at least one model needs to be within 2 inches (") of another model in the Unit at all times. This is called Coherency.



1: The Turn Master places a Unit



2: The other player places a Unit



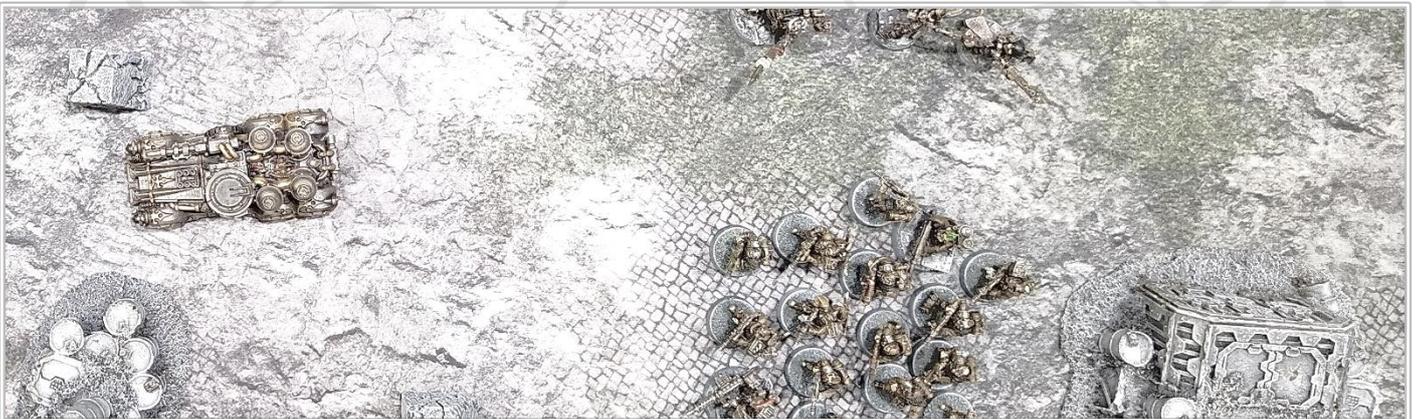
Both players have Deployed their Units inside their Deployment Zones, which are the red and blue areas on the previous page

MOVE PHASE

Next, we begin the Move Phase. Going clockwise starting with the Turn Master, players each move one Unit at a time. You may move all the models in a Unit when it moves. How far a Unit can move depends on the Move stat on the Unit's profile, which players check with a tape measure. Players keep moving Units until each player has moved a Unit once, or all players are done.



The Unit above can move up to 12". The player only wishes to Move it 11" forward.



The Unit has Moved 11". There is only one model in the Unit, so it has finished making a Move.

Cover Bonus

If Units have positioned themselves into cover or are obscured by other Units, they can gain a defence boost. Each Unit that has 50% or more of its models 50% covered gains +1 Defence.



A Unit of Kapers has positioned itself into some shrubbery. It gains +1 to its Defence Stat as 3 of the 5 models are 50% or more obscured.

ATTACK PHASE

Next, players fight with the Attack Phase. Starting with the Turn Master, going clockwise, players select a Unit and resolve their Weapons against an enemy Target. When a player selects a Unit, they select a Weapon profile, then use a tape measure referring to the Weapon's Range to see who they can attack, measuring from the attacking model to the Target.



Referring to a Weapon's Range Stat, take a tape measure and select a target Unit within Range. Measure to and from a model's base or body.

When a Unit decides on what Target(s) it wants to attack, the player rolls a dice for each Attack on the Weapon. If several of the same Weapon profile are in the Unit, roll all these attacks together. For example, if there are 10 Weapons with 2 Attacks, roll 20 dice.



Next, compare the Power of the Weapon to the target's Defence to see if any of the attacks damage the Target. Dice with a number equal or higher than what is needed on the Attack Chart succeed; discard any dice that rolled less (failed). Successful Attacks can cause a Unit to lose HP, however, it can be prevented with Armour and AEGIS if the Target has any equipped.



VS



UNIT DEFENCE

POWER 3 VS. DEFENCE 3

THIS REQUIRES 4+ ON THE CHART

WEAPON POWER

	0	1	2	3	4	5	6	7	8	9	10
1	A	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3
2	A	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2
3	A	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6
4	A	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5
5	A	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4
6	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3
7	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2
8	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+
9	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+
10	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+

EXTREMES

When attacks are made with very high Power or against high Defence, there are exceptions. Numbers such as 6/3 require a 6+ then a reroll of 3+ to succeed. 'A' means Automatic Damage and no dice roll is necessary. A with a x2 or x3 means the number of saves to roll is doubled or tripled.

Weapon Power can go up to 20, and Defence can go up to 15.

Refer to the WARSURGE Quick Reference or the 'Rules' tab in the WARSURGE App if you need to refer to these values.

Next, we see if Target can defend themselves using Armour. An armour save is a dice roll to see if armour deflected the attack. If the Weapon's AP stat is equal or a lower number value than the Armour, they cannot roll armour saves. In this example the AP did not cut the armour and so the unit rolls their Armour Saves - the defending player will pick up the successful attack dice and roll them. Any dice that were equal or higher than the armour stat succeeded in blocking damage and can be discarded. Any dice that failed can cause the Unit to lose HP, but this can be prevented with AEGIS.



VS



In this picture, the player has picked up 10 successful Attacks.



4+ was required for the Armour Saves to succeed. 5 dice failed.



Next, we see if the Target can defend themselves using AEGIS, which is special protection. An AEGIS save is a dice roll to see if the attack can be prevented, just like Armour. However, a Weapon's AP stat has no affect on AEGIS. The defending player picks up the failed armour save dice and rolls them as AEGIS saves. Any AEGIS dice that were equal or higher than the

AEGIS stat succeeded in blocking damage and can be discarded. Any dice that failed will cause the Unit to lose HP. Count up the unsuccessful AEGIS saves, this is the amount of HP lost by the defending Unit.

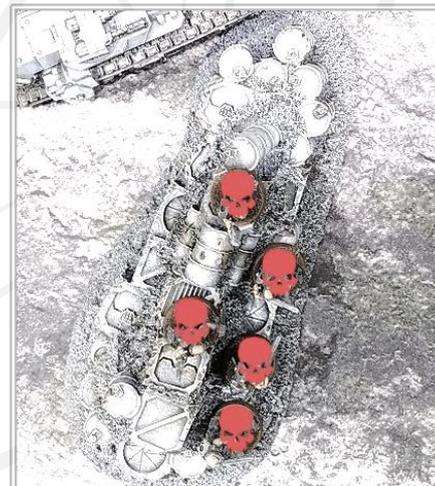
If a Unit has no save, it cannot roll dice to protect itself.

When a model is reduced to 0 HP, it becomes a casualty, and will be removed from the Battlefield after all players have finished attacking. If the model has not attacked yet, it will still get the chance to do so!



In the example of 2 HP, each time a Unit loses 2 HP, one model becomes a casualty

FOCUS ON ONE MODEL AT A TIME WHEN REDUCING HP. WHEN THEY ARE A CASUALTY, REDUCE THE HP OF THE NEXT MODEL IN THE UNIT



5 models became casualties

Next Player

When the attacking player has finished with all of the current Unit's Weapons, the next player will select a Unit and then attack. This continues to alternate in a clockwise fashion until all players have attacked with each Unit once, or they are finished attacking.

DASH PHASE

Lastly, we perform the Dash Phase. Starting with the Turn Master, players can Dash their Units. This is just like the Move Phase, except a Unit uses its Dash Stat instead, measuring with a tape measure. Players alternate in a clockwise fashion around the Battlefield until everyone has made a Dash with each unit, or all players are done.



WEAPON TYPES AND MOVEMENT

It is important to note that Weapon Types have an effect on Movement. Heavy Weapons require the Unit to stand still. Battle Weapons allow the Unit to Move but not Dash, while Assault Weapons can be used and still allow the Unit to Move and Dash.



MELEE

When one or more Units Move or Dash into base-to-base contact with an enemy it begins a Melee. When this happens, the Units must keep at least one model in base contact with each other. Attacking an enemy Unit in the same Melee causes Weapons to ignore range and all involved models can be casualties even if they are out of sight. Battle and Heavy Weapons are less likely to cause damage though, with Battle Weapons having a -1 to the dice rolls and Heavy a -2. For example, a 4+ dice roll becomes 5+ for Battle and Heavy becomes 6+. If casualties cause the Unit to not have one model in base-to-base contact, reposition the least number of models the minimum distance to restore base contact. Attacks from a Melee ignore Cover Bonus.



There are also changes to the dice for Units that are attacking into or out of a Melee (similar to a Battle Weapon in a Melee).

Into a Melee: Units that Target an enemy in a Melee with a friendly Unit suffer a -1 to dice rolls for Attacks, unless they are engaged in the same Melee.

Out of a Melee: Units in a Melee that Target an enemy who is not engaged with them in a Melee suffer -1 to dice rolls for Attacks.



END OF GAME TURN

After the Deploy, Move, Attack and Dash Phases are complete, it is the end of the Game Turn. The next Game Turn begins and players will again roll to see who picks the Turn Master, then proceed to the Deploy Phase.

DECIDING THE VICTOR

After four or more Game Turns have passed, it is the end of the Game. The player with the most points of their Roster remaining is the winner. The PLAY area in the WARSURGE App tracks Remaining Points at the bottom of the screen.

5 x Shadow Pistol [RNG:12 ATK:2 PWR:4 AP:5+ TYP:Assault]

Sniper Troopers : 106 of 177 (60%)

3/5 Models (2/2 HP)

MOV:6 DSH:6 DEF:3 HP:2 ARM:4+ AEGIS:5+ TP:0 FP:N

5 x Sniper Rifle [RNG:50 ATK:2 PWR:8 AP:3+ TYP:Heavy]

Troopers: 23 of 40 (57%)

4/7 Models (1/1 HP)

MOV:6 DSH:6 DEF:3 HP:1 ARM:4+ AEGIS:5+ TP:0 FP:N

7 x Laser Rifle [RNG:18 ATK:2 PWR:3 AP: TYP:Battle]

Remaining Points: 622 of 953 (65%)

CASUALTY RESTORE SHARE QR

Revenge Wing Biker: 96 of 96 (100%)

1/1 Models (3/3 HP)

MOV:12 DSH:12 DEF:4 HP:3 ARM:3+ AEGIS:4+ TP:0 FP:N

2 x Plasma Gun [RNG:24 ATK:2 PWR:5 AP:3+ TYP:Assault]

1 x Bike Slam [RNG:0 ATK:4 PWR:5 AP: TYP:Assault]

Scavengers : 72 of 163 (44%)

12/27 Models (1/1 HP)

MOV:6 DSH:6 DEF:3 HP:1 ARM:5+ AEGIS:5+ TP:0 FP:N

27 x Scavenger Rifle [RNG:24 ATK:1 PWR:2 AP:6+ TYP:Battle]

Remaining Points: 517 of 952 (54%)

CASUALTY RESTORE SHARE QR

This Roster has 65% of its strength remaining (victorious)

This Roster has 54% of its strength remaining (defeated)

This was Deathmatch, but you can play thousands of different games using the WARSURGE competitive book, or even play solo and cooperative games.

The great thing about WARSURGE is you can add special Perks to Units and Weapons, making them more powerful or tactical in a game! Customize your army and develop your own strategic style.

See you on the Battlefield!

Models used in this Quick Start booklet are by our Affiliates.

www.warsurge.com/affiliates

WARSURGE® 2021 COPYRIGHT
OF THREE BROTHERS GRIM
More details can be found in
WARSURGE Book 1. Core Rules.

- Avatars of War
- Deep-Cut Studio
- Firelock Games
- Micro Art Studio
- Orakio's Studio
- Puppetswar
- Zealot Miniatures

