

# RISE OF THE GUARDIANS Ed.1.1

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

## PROLOGUE

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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 Sections 14 and 15 of the Warsurge Rulebook or Part 5 in the Free Rules to set up the game and select a Game Type. Refer to Steps from 1 to 10 as normal to establish the game, except at Step 6 there must be 5 Objective Markers.

## GUARDIANS

**Guardian Roster:** One of the players must build a Roster for the Guardians. 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, placed as 5 Objective Markers. This means each Guardian must be worth 200pts.*

**Placing Guardians as Objective Markers:** Each Objective Marker is replaced with a Guardian Unit, consisting of one model. They function as Objective 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.

**Guardian Tactics:** Four Guardians will direct all Movement and Attacks to the closest player Unit in Line of Sight. The central Guardian is inactive until the second Game Turn.

Guardian actions are always resolved after all player Units when not under player control. In Standard Games, this is after players resolve all their actions in a Phase. In Intermediate Games they Move then Attack. In Advanced, Guardians Move, Attack and Dash once each Game Turn.

**Seizing a Guardian:** Players must reduce a Guardian Unit to 0 HP, then be within 2" of a Guardian to seize it, following normal rules for claiming and contesting Objectives. When the Guardian is secured at the end of a Game Turn, the Guardian is fully restored and will be controlled by the player that seized it next Game Turn. If controlled in Advanced Games, they generate and spend CP like other Units.

**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.

## Victory Conditions

Follow the Victory Conditions for the Competitive Game Type.

## CHALLENGES

### Knock 'Em Sock 'Em Guardians

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

