

WARSURGE QUICK REFERENCE

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Coherency: Units containing multiple **models** must always **be within 2"** of each other. Vertically, this is 6".

Dice Modifiers: This is an adjustment to a dice roll. For example, a **-1** Dice Modifier makes it more **difficult** for a roll to succeed by 1. Therefore a 4+ dice with a -1 Dice Modifier becomes 5+ instead. Dice Modifiers on Armour do not affect AP.

Deploy

Take a Unit that is in **Reserve** and place each model of that Unit wholly within your **Deployment Zone**. If there is not enough room, the Unit remains in Reserve.

Move or Dash

A Unit can move up to its Move or Dash Stat (in inches) in any direction.

Difficult Ground: Model Movement is slowed by half (50%, rounding down, at least 1"). E.g. 7" becomes 3".

Dangerous Ground: Models affected by this ground take damage or become casualties as agreed upon for that terrain.

Impassable Ground: Models cannot pass through this terrain or object, they must go around, over or under it.

Attack

Units can use their Weapons against any Unit, following the **Attack Sequence**. Summary of the Attack Sequence is on the next page. All Attacks are performed in the Attack Phase in Standard, while the Attack Action is used in Advanced.



Perks

Perks come in many forms, but all affect the performance of a Unit or Weapon. Some are always in effect, while others can be Activated during an Action. Details of Perks are in descriptions on the WARSURGE App and **Section 12** of the Rulebook.



Standard Sequence

- 1) Determine Turn Master
- 2) Deploy Phase
- 3) Move Phase
- 4) Attack Phase
- 5) Dash Phase
- 6) End of Turn

Advanced Sequence

- 1) Determine Turn Master
- 2) Determine Command Points (CP): Each Unit on the Battlefield grants +2 CP. The Turn Master rolls a D6 for every 500pts of the Point Limit; the result is extra CP for all players. Add unused CP from the previous Game Turn.
- 3) Action Steps: A Unit makes 1-2 Actions.
- 4) End of Game Turn

Engaging a Melee: Moving a model into Base Contact with an enemy Unit engages them in a Melee. The following then applies:

I. Locked: Units involved in a Melee must have at least one model maintain Base Contact with their foe. A Melee continues until only Unit(s) from one player remain.

II. Directed Movement: Units may still perform Movement, but must maintain Base Contact with at least one enemy model. Players can use Movement to surround an enemy, create space for allies to engage, or even engage other Units.

III. Casualties: As the Melee progresses and casualties are removed, gaps between models may appear and Units may find themselves out of Base Contact with the enemy. Starting with the Unit that received the most casualties, place the minimum number of models into Base Contact with the closest enemy model (or as close as possible) in the Melee while maintaining Coherency. The exception is that Immobile Units are always the last to be relocated.

Advanced Actions	CP Cost	Description
Move	1 (Doubles each reuse)	The Unit can move in any direction up to its maximum Move distance, just like in the Movement Phase of a Standard game.
Attack (Counter)	1 (Doubles each reuse)	Each model in the Unit can Attack with all their available Weapons following the Attack Sequence. Casualties are applied when the Action and Counter Actions are completed.
Dash	1 (Doubles each reuse)	The Unit can Dash up to its maximum Dash distance in any direction, just like the Dash Phase of a Standard Game.
Deploy	Free	If the Unit is in Reserve, the player may Deploy this Unit.
Use Perks (Counter)	1 (Doubles each reuse)	The Unit can use all Unit Perks that are Activated from the Unit's profile.
Prepare	1 (Doubles each reuse)	Prepare resets both Heavy and Battle Weapons for Moving and/or Dashing, or allows the Unit to Move and/or Dash after using any combination of Heavy and Battle Weapons.
Guard (Counter)	1 (Doubles each reuse)	The Unit using this Action increases its Defence Stat by +1. Each reuse adds a further +1 to Defence. Guard expires with another Action or the end of a Game Turn.
Support	+1 (Once per Game Turn)	Unit cannot make any Actions or Counter Actions this Game Turn, but adds +1 CP.

Transport Units

- A Transport can **Deploy** with a Unit already embarked inside of it.
- During a game, Units can **embark** a Transport by having at least **one model** make **contact** with the Transport.
- When Units **disembark**, they may be placed up to their max Move or Dash distance away from the Transport model.
- Survivors of a **destroyed** Transport **occupy** where the Transport model once was. If there is insufficient space excess surviving models are casualties.
- **Fire Points** allow an embarked Unit to Attack with all available Weapons from the Transport, but they can be Attacked by enemy Units that engage the Transport in a Melee. If a Transport with Fire Points is engaged in a Melee, passengers do not suffer Melee penalties from Weapon Types and may disembark the Transport (if able).



Attack Sequence

- 1) Select Unit and Weapon:** Select Attacking Unit, Weapon profile and Targets.
- 2) Check Range:** Check Weapon Range and line of sight (if out of Range, select a different Target).
- 3) Roll Attacks:** Roll Attack Dice. Compare Power to Target's Defence (refer to chart below). Roll each Attack on a Weapon as a single D6, referred to as Attack Dice. Roll all the Attack Dice of all Weapons using the same Weapon profile on the same Target together. A roll that is equal to or greater than the number needed is successful.
- 4) Roll Armour and AEGIS Saves:** Target rolls Armour and AEGIS Saves. If AP is equal to or better than Armour, an Armour Save is not rolled. Roll Saves from identical Weapons together. Each successful Attack Dice that isn't prevented by Saves causes the Target to lose 1 HP.
- 5) HP Loss:** Apply HP Loss; if the Target model or Unit has no HP left, it becomes a casualty.
- 6) Next Weapon or Next Player:** Resolve the next Weapon on the Unit, or proceed to the next player's Unit.

Weapon Types

Heavy: A model cannot Move or Dash and use this Weapon during a Game Turn.

Battle: A model cannot use this Weapon and Dash during a Game Turn.

Assault: This Weapon is unaffected by the model's Movement. It can Move, Dash and use the Weapon freely.

Melee Effects on Attacks

- When Attacking engaged enemies in a Melee, Weapon Range becomes unlimited. In addition, **line of sight** and **Cover Bonuses** are **ignored**.
- Battle and Heavy Weapons are less effective in a Melee. **Heavy** Weapons suffer a **-2** Dice Modifier while **Battle** suffers **-1** when rolling Attack Dice.
- Models that Target an enemy in a **Melee** with a **friendly** Unit suffer a **-1** Dice Modifier to Attack Dice, unless they are engaged in the same Melee.
- Models in a **Melee** that **Target** an **enemy** who is **not engaged** with them in a Melee suffer a **-1** Dice Modifier to Attack Dice.

Casualties: Deflect, Ward & Parry

Casualties must be taken from models with the majority Weapon(s) used to increase Armour and/or AEGIS Saves. The priority of HP Loss is as follows:

- Models that upgraded both Armour and AEGIS.
- Models that upgraded AEGIS.
- Models that upgraded Armour.
- Resolve as normal.



Cover Bonus

If **50%** or more of a Unit's models are **50%** or more obscured from sight or inside Cover Area, they gain a Cover Bonus, which is **+1 Defence**. Terrain such as forests or ruins can be **Cover Area**, where Units gain Cover just by occupying that space, even if not 50% blocked.



Attack Dice Chart

Unit Defence

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
1	A	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5	6/6/6	6/6/6	6/6/6
2	A	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5	6/6/6	6/6/6
3	A	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5	6/6/6
4	A	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5
5	A	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4
6	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3
7	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2
8	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6
9	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5
10	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4
11	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2	6/3
12	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+	6/2
13	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6+
14	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+
15	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+
16	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+
17	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+
18	Ax7	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+
19	Ax7	Ax7	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+
20+	Ax8	Ax7	Ax7	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+

A: Stands for Automatic Damage. No dice roll is needed, all Attack Dice are treated as successful.

x2, x3, x4, x5, x6, x7, x8: This means that successful Automatic Attacks are multiplied by the number listed.

6/: The '6/' before a number means dice rolls require a roll of 6 before rolling the next number to determine if it is successful.

Maximum Power and Defence: Power and Defence cannot go beyond their respective maximum values of 20 and 15.

