MODS *v 1.24*

"Action and adaptability create opportunity."
Garrison Wynn, Author

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Mods are optional modifications to your games of WARSURGE, changing various aspects of how the game plays. Mods are listed together in four different groups (Combat, Gameplay, Battlefield/Rosters and Missions). All players participating in a game must agree to a Mod before it is used. Check the WARSURGE Website for any new or updated Mods: www.warsurge.com/mods

Some previous Mods (such as Scaled Minimum Unit Cost) have been moved to Beta Rules, which are found in the Free Rules on the WARSURGE Website: https://www.warsurge.com/freerules

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Combat MODs

These Mods mostly affect how Units fight, defend or interact with each other during a game.

High Ground

This Perk causes an increase and/or decrease to Weapon Power based on the height of models against their Target.

If each model in a Unit is completely above its Target (including model bases being above the top of all Target models), then they all gain +1 Power to their Weapons. Conversely, a Unit that Targets a Unit completely above them will suffer -1 Power. Alternatively, by agreement these can be Dice Modifiers (+1 and -1 respectively).

Instant Death

This Mod allows Weapons of high Power to instantly defeat models (not necessarily the entire Unit) with low Defence.

If Power is 8 or higher and also double the Defence of the Target, each HP Loss (after failed Saves) instantly removes all HP of a model in the Unit. If this is less effective than additional HP Loss (such as from multipliers), then ignore Instant Death.

If using the Casual/Fast Attack Dice Formula, Instant Death instead triggers with Automatic Pass (Triple Power over Defence).

Take Aim!

If Accuracy or Aim Perks are present on a Unit/Weapon, players resolve the following Perks on Accuracy or Aim rolls instead of Attack Dice:

Volatile, Malfunction, Precision, Critical Hit, Dire Hit, Piercing Hit.

If Aim or Accuracy are on both the Weapon/Unit, apply them to Aim in preference to Accuracy.

Unit Facing

Players can add 'facing' to any of their single model Units, declared before starting the game. Imagine an X over the model, giving the model a 'front', two 'sides' and a 'rear'. This is particularly useful for vehicle models, but players must decide the facing of a model before starting the game.

When enemy Units attack, each model measures against the closest facing. The facing which is attacked will have an effect on the model's Defence:

- The Front is +1 to Defence
- The Side is equal to Defence
- The Rear is -1 to Defence

If attacked in a Melee, all Attacks count as hitting the Rear, which is -1 Defence.

Classic Healing

HP+ (Perk Activation Term) no longer applies to Perks for recovering HP. Any amount of HP can be restored, but cannot exceed a Unit's maximum HP (Units cannot be granted temporary excess HP).

Single Save

This Mod changes Armour and AEGIS Saves. Players can only choose the best Save available to them at any time and cannot roll both against the same Attack. Note that Wild Armour and Emergency Shield are not affected by this Mod.

Front Line Fatalities

Instead of players choosing their own casualties, the following applies:

1) HP Loss and casualties must be applied to models closest to the attacker.

2) Mode Perks that use templates and 1mm lines first apply casualties to models under the template or line, starting with models closest to the attacker. If all those models are casualties, apply HP Loss to models closest to the attacker.

Perks that ignore normal casualty removal (such as Precision, Leader, War Master etc.) apply as normal.

Elemental Modifiers

This can be used either in addition or instead of existing Elemental HP Loss multipliers from Elemental Perks.

When used, this Mod causes a -1 or +1 Attack Dice modifier for each Elemental Weakness or Strength. With player agreement, this can be an increase or decrease to Power instead of a Dice Modifier.

Transport: Crash and Burn

When a Transport is a casualty, the passengers take damage from the Transport itself but may attack normally even if the Transport did not have Fire Points. The Unit is struck with a Weapon profile based on the Transport's Unit Stats:

HP = Attacks **Defence** = Power **Armour** = AP **AEGIS** = Ignores AEGIS to that value or less (like AP)

Cover Protection Level

Normal Cover and Cover Area is divided into three groups: Weak (+1 Defence), Good (+2 Defence) and Strong (+3 Defence). When using Cover Protection Level, be sure that terrain is fairly distributed among the players in a game.

- **Weak** represents cover provided by light terrain like bushes, high grass, crops, fences and railings and other Units.
- **Good** cover is provided by forests, crates, barrels, pipes, logs, rocks, rubble, wreckage, ruins, walls, civilian buildings, and wrecked vehicles.
- **Strong** cover is represented by reinforced structures or military areas such as trenches, gun emplacements, bunkers and fortified buildings.

Friendly Unit Cover

This is an option when **friendly Units** obscure a Target, to represent friendly Units not wanting to harm their comrades. When friendly Units obscure a Target, a -1 Dice Modifier is applied to Attack Dice, which is an addition to any Cover Bonus offered by Terrain or enemy Units.

Players have a reckless option to ignore the Dice Modifier created by friendly Units, but failed Attacks are to be rerolled as a new Attack against the closest friendly Unit that is providing Friendly Unit Cover.

Gameplay MODs

These Mods affect the overall flow of the game, or add new abilities and mechanics.

Dual Dice

Use both D6 and D10 during a game. D10 for Attack Dice (referring to the D10 Attack Dice Chart) and Roll-Offs, while D6 is used for everything else (Saves, Perks, etc).

Time Attack

Players must quickly decide where to direct Movement or Weapons with each Unit. By default, this is 30 seconds to decide, but players can agree to make this more (such as 1 minute) or less (15 seconds). Note that once a Unit is being repositioned or dice gathered to roll, the timer is to be disregarded (as the timer is only intended to speed up decision making), however, dawdling with the dice or models is not welcome, considering that players may try to use that time to think or procrastinate.

It is recommended to have a timer or clock conveniently placed for reference. The following penalties apply by default unless players agree otherwise:

> Standard / Intermediate Games: If a player exceeds the timer, the next opponent may select a Unit of that player to be inactive in this Phase.
>
> Advanced Games: If a player exceeds the timer, it costs the player 1 CP but they may still make an Action.

Spellcaster

Mastery Tests and Skill Tests may become an adjusted Aether Test, known as a Spellcaster Test. The default value to pass requires a 7 or less (instead of 9 or less).

To perform a Spellcaster Test, roll 2D6 and add them together, then refer to below:

- If the result is equal to 7 or lower, the Perk can be used.

- If the result is equal to 8 or higher, the Perk cannot be used.

- If the result is 2, the Perk's Stat bonus is doubled. If the Mastery or Skill Test is for a Perk effect that cannot be doubled in any capacity, it instead builds up a Spellcaster Token which can cause a future Spellcaster Test that fails to pass (which can be applied to other Units).

- If the result is 12, the User suffers a percentage of maximum HP Loss, determined by a D6 multiplied by 10 (HP Loss is rounded up, with a minimum of 1 HP). No Saves allowed. For example, a D6 of 4 is 40% HP Loss. A Unit with 17 HP in total would lose 7 HP (6.8 rounding up).

The Spell Steal Perk can remove the effect of a Perk that was applied with Spellcaster, and if possible, grant it to the Spell Steal User. Units cannot use Spell Steal on friendly Units.

Resist and Mastery Perks both affect a Spellcaster Test.

Beer and Chips/Pretzels Mode

Play using Casual Rules, or a normal game using the Standard or Intermediate Playstyle. When building a Roster, there is a limit of up to two Perks on each Unit and Weapon. No Roster Perks or Traits are permitted. If not using the Casual Rules, then use the Attack Dice Formula (found in the Beta Rules) unless players all agree to use the Attack Dice Chart.

Tactical Abilities

This Mod allows players to generate points to spend on Tactical Abilities which can influence Units, dice or even the flow of the battle itself.

Each Game Turn, all players gain 2 Tactical Points (TP). TP continues to add to a player's total each Game Turn. For example, a player will have generated 6 TP by Game Turn 3. A player may use several Tactical Abilities in a single Game Turn if they have enough TP and may reuse the same ability. All players have access to the following abilities, which cost TP and may be used when it is the player's turn to make an action:

Tactical Abilities

1 TP: Reroll 1 dice that you rolled.

1 TP: You may select one of your Units that are yet to make an Action this Game Turn and place it in Reserve.

1 TP: You may skip yourself from making an Action or Action Step with a Unit, causing the next player to make an Action. For example, if it is your turn to Move a Unit, you may skip it now and make the Move later.

1-2 TP: If any Unit is using a Deployment Perk that requires a Mastery Test, you may improve that Mastery Test by +1 or worsen it by -1 at the cost of 1 TP before rolling dice. You may increase this to being a +2 or -2 at the cost of 2 TP. For example, a 4+ Mastery Test with +1 improvement becomes a 3+.

2 TP: After using a Unit, the player skips all players and may make an Action (with another Unit) again. In Advanced Games, this still allows the player to select the same Unit to perform two Action Steps.

2 TP: You may select a friendly Unit and remove all negative Perk effects (such as Weapon Afflictions) from that Unit.

3 TP: A friendly Unit of your choice causes a -1 Dice Modifier to all enemy Attack Dice that Target it.

3 TP: A friendly Unit of your choice gains a +1 Dice Modifier to all Attack Dice with all their Weapons.

3 TP: You may choose to reroll any dice from a roll you just made. For example, if you are rolling 17 Armour Saves and fail most of them, you may reroll the failed dice.

4 TP: If the game has ended, you can extend it by 1 Game Turn.

4 TP: You may select one of your Units and place it in Reserve, even if it has performed Actions this Game Turn.

4 TP: If a Unit with 10 or more (maximum) HP is a casualty, instead of removing it from the Battlefield you can bring it back with 1 HP.

6 TP: You may Deploy a Unit in Reserve anywhere on the Battlefield if there is sufficient space for it to be placed. This does not take precedence over Seed Perks.

6 TP: For the whole Game Turn, your entire Roster gains a +1 modifier to Attack Dice.

6 TP: For the whole Game Turn, your entire Roster causes a -1 modifier to enemy Attack Dice that Target your Units.

Playstyle Cycling

Different Game Turns may have different Playstyles. This can be done randomly or in a set way.

Random: Put two or three Playstyles together then roll a D2 or D3 as needed each Game Turn. ***Example:*** *Roll a D2 for choosing between Intermediate and Advanced, or a D3 if using Standard, Intermediate and Advanced.*

Set: Alternatively, the Game Turn's Playstyle can be on a set cycle, or set on specific Game Turns. The game could also be one Playstyle until a certain event is triggered. ***Example:*** *Advanced for Game Turn 1, Intermediate for Game Turn 2, then the remainder as Standard, or doing the opposite and starting with Standard on Game Turn 1, then Intermediate then Advanced.*

Initiative Order

Units are resolved by order of the 'fastest' in the army before alternating Unit-by-Unit. To do this, we determine a 'Speed' value for each Unit, which is done as follows: Move + Dash - Armour = Speed

These refer to the current values for a Unit. So, a Unit suffering afflictions that reduce these Stats apply for Speed too.

The stronger the Armour, the greater a penalty to the Unit. It is -1 to Speed for each grade of Armour:
6+ = -1 5+ = -2 4+ = -3 3+ = -4 2+ = -5

Therefore, a Unit with 6 Move, 6 Dash and a 3+ Armour Save would have a Speed value of 8 (6 + 6 - 4 = 8). A Unit's Speed can be a negative value, such as 3 Move, 0 Dash and a 2+ Armour Save would be -2.

If a player has multiple Units with the same Speed, they can be resolved in any order. If more than one player has Units with the same Speed, they are resolved in an alternating (or clockwise) fashion as normal, starting with the Turn Master.

If a player has several Units joined together (such as Leader), refer to the Unit with the lowest Speed value.

Advanced Games: This Mod is not recommended for Advanced Games.

Normal Weapon Sequence Only

The following Weapon Perks are not allowed: Fast, Moving Strike, Opening Strike, Pre-Emptive, Preliminary, Postliminary, Snipe and Trap.

Multiplayer: Direction Master

For games with three or more players. After rolling for and deciding the Turn Master, the lowest scoring player from the Roll-Off is 'Direction Master'; choosing whether actions are alternated going clockwise or counter clockwise around the Battlefield.

Multiplayer: Reversible Alternation

For games with three or more players. The Turn Master may also choose whether alternating activation goes clockwise (as normal), or reversed to be counter clockwise around the Battlefield.

Multiplayer: Conflict Alternation

For games with three or more players. After rolling for and deciding the Turn Master, resolve alternating activation in order of Turn Master then the highest rolling player to the lowest (instead of going clockwise around the Battlefield).

Standard Phases: All at Once

For Standard Playstyle only. Instead of alternating activation of Units, each player completes the Phase before proceeding to the next player. For example, in the Movement Phase, a player Moves all of their Units before the next player.

Perks that interrupt the normal sequence or cause a player to inflict casualties earlier are resolved by players first, then players proceed to play using All at Once.

Game Turn: Player-by-Player Activation

For Standard Playstyle only. After the first Game Turn's Deploy Phase, players no longer alternate activating Units. Instead, beginning with the Turn Master, a player completes their Game Turn before moving onto the next player. Casualties are not removed until all players have completed their turn. For example, the first player completes their Move, Attack and Dash Phases before the next player does.

From the second Game Turn and onwards, players also complete their Deploy Phase along with the Move, Attack and Dash Phases before the next player does. Players with Perks that interrupt the normal sequence or cause a player to inflict casualties earlier resolve these Units (by alternating) in the first players turn, then players proceed afterward with Player-by-Player Activation.

Battlefield, Deployment and Roster MODs

These Mods change how to manage the Battlefield or affect Deployment and Targeting.

Downscale (Inch to CM)

All measurements (such as Move and Range) are made in cm instead of inches ("). This reduces the space needed to play.

Night Combat

When Night Combat is agreed between players, roll a D3. On a 1, it is dark on Game Turns 1 and 2. On a 2, it is dark the entire game. If a 3, it is dark from Game Turn 3 and onwards.

Units are affected by Night Combat in the following ways:

1. Difficult to See (Dice Modifiers for Targets that are 12"+ away):

When attacking a Unit that has all of its models 12" or more away, apply a -1 Dice Modifier to Attack Dice. This increases by -1 for each 12". For example, if the attacking Unit chooses to Target a Unit with all of its models at least 36" away, it will suffer a -3 Dice Modifier to all Weapons' Attack Dice.

2. Wrong Target (engaging a Melee):

When a Unit is about to engage an enemy in a Melee, the player being Targeted may attempt to switch it with a nearby friendly Unit. The Targeted player rolls a D6; on a 4+ the player may switch the Unit with another one within 12". A player may only attempt this once per Unit per Movement (into Melee), and cannot do so if the Units they want to swap are already in a Melee.

Fog of War

Players cannot see where other players are placing their Units during Deployment, but are unveiled after all have finished.

Players take it in turns Deploying whole armies, covering or blocking the army with a cloth, sheet or partition before letting another player enter the area. Another option is to alternate Deploying markers with numbers/letters on them that refer to Units on a Roster (which have been coded on paper before starting the game). When done, players then reveal their armies.

Know Thy Enemy

Players only reveal Unit information to opponents on a 'need-to-know' basis. For example, when you attack a Unit is when you'll discover its Defence stat. Players would avoid scanning Roster QR Codes in the WARSURGE App.

Special Terrain

Players are agreeing to use one or more Special Terrain Pieces as discussed in Section 10 of the Rulebook.

Zero Hour Roster

Players create their Rosters just before Deployment, knowing the full details and Objectives of the game.

Limited Visibility

The Battlefield is covered in a dense fog, smoke or mist, creating negative effects for Units on the Battlefield. Players can discuss what they feel is appropriate for the game or use the following guide. Roll a D3. On a 1, it is hard to see on Game Turns 1 and 2. On a 2, it is hard to see the entire game. If a 3, it is hard to see from Game Turn 3 and onwards. When Limited Visibility is active, the roll a D3 at the start of each Game Turn. Players apply the result to all Units on the Battlefield.

1) Attacks in a Melee or within 12" of a Target suffer a -2 Dice Modifier, and all Weapon Range reduced by 50%.
2) Outside Melees, a Unit must roll 4+ for each Unit to see/Target it. Units are not locked in Melees and may reposition away.
3) Units can only be Targeted within 12" or a Melee. Stationary Units are 6" instead, while attacking will increase it to 24".

Terms of Engagement

Players set a minimum and/or maximum limit for the number of models or Units in the game. There may be other requirements as well, such as having a minimum number of single model Units, or Units with certain Perks. An optional feature for Terms of Engagement is the 'Roster Organisation Chart' below.

Roster Organisation Chart (ROC)

Useful for tournaments and players who desire boundaries on armies, the ROC lists several Roster limitation presets for Units and models. These Roster-limiting presets are given names such as 'Patrol', 'Battle' and 'Raid'.

The minimum size for Units is 50pts, unless players are using Beta Rules for Scaled Minimum Unit Cost (5% of Point Limit).

Low Model Units: Low Model Units (listed in the chart below) are Units with less models than what is listed on the Minimum Models per Unit. For example, a lone hero, a battle tank or a squad of specialist infantry can have smaller model numbers than other Units in the Roster. On the ROC, these are indicated by numbers such as 1 : 3, which indicate how many Units are needed before a Low Model Unit is available. In the case of 1 : 3, one Low Model Unit can be taken for every three Units.

Low Model Units are not compulsory choices in a Roster, but are an option for players that wish to use them.

Example: *Referring to the column with 'Skirmish', there is a Low Model Unit ratio of '1 : 2'. This means that one Low Model Unit may be taken alongside every two Units that have at least three models in them (as three is the minimum number of models for a Unit in Skirmish settings).*

Maximum Unit Percentage: This is the maximum value that a Unit can cost by percentage of the Point Limit. For example, 20% of a 1000pts Roster is 200pts, meaning that Units in that Roster cannot exceed 200pts.

	Patrol	Skirmish	Battle	Warfare	Fleet	Horde	Heroes	Covert Ops	Raid
Minimum Units per Roster	3	4	5	10	3	5	1	2	5
Maximum Units per Roster	6	10	15	20	10	20	5	10	15
Minimum Models per Unit	3	3	5	5	1	10	1	1	5
Maximum Models per Unit	10	10	20	30	3	50	1	4	30
Low Model Units	1 : 1	1 : 2	1 : 2	1 : 2	-	1 : 3	-	-	1 : 2
Maximum Unit Percentage	35%	25%	25%	30%	40%	20%	100%	50%	20%

Name Your Game

Using the ROC setting names, you could combine them as a prefix or suffix to your games of WARSURGE. For example, using a Deathmatch from Competitive Games, you could say you're playing a 'Deathmatch Skirmish'. Players may invent their own ROC for their gaming community.

Mixed ROC

By agreement, players can choose their own ROC setting and inform their opponent before building Rosters. For example, one player may agree to have Covert Ops, while the other has Skirmish. The advantage is that players can have a rough idea of what can be expected from their opponent, and it can be particularly useful for building themed Competitive Games.

Universe Theme

The battlefield location and armies must be focused on a specific theme. For example, players could choose one of the following: medieval, fantasy, sci-fi or steam-punk themed game.

Divided Battlefields

Players set up two or more Battlefields. Players can divide and Deploy their Roster between the Battlefields. The only way for Units to travel between these Battlefields is to enter Reserve then Deploy onto the other Battlefield.

Missions, Tournaments and Campaign MODs

These Mods make changes to a game's Objectives for Competitive Games, or are additional Campaign Mods since the launch of the Rulebook.

Tiebreaker

This Mod helps avoid a draw. Whenever the top scoring players are a draw at the end of the game, continue another Game Turn. Other players may continue to participate but cannot win the game. If the Rosters of the contested players are 100% destroyed, then it remains a draw, or use the 'Sudden Death' Mod (below).

Sudden Death

This Mod helps avoid a draw. Whenever the top scoring players are a draw at the end of the game, all Units are removed from the Battlefield. A new Game Turn then begins, with the top players choosing one Unit from each of their Rosters and Deploying them 24" apart, with the centre of the Battlefield exactly between them. If multiple players are a draw, then Deploy in Deployment Zones instead.

After players have chosen their Units, ensure the Point Cost is similar. Adjust the HP/models of the Units (in the WARSURGE App) until they are equal Point Cost or as close as possible. Sudden Death then begins and continues until a Game Turn when only one Unit remains; this surviving Unit is the victor. If no Units survive Sudden Death (the last surviving Units are eliminated on the same Game Turn), then it is a draw.

Objective Hierarchy (Missions / Tactical Strike)

These are additional rules for Objective Markers, which can be added to or replace the normal rules for Seize and Control in Missions and are an additional Objective for Tactical Strike (on top of existing Marker, Combat and Territory Objectives).

Objective Markers have varying OP values. The amount of OP awarded by an Objective Marker depends on its location, yielding additional OP as follows for Units that hold it uncontested at the end of a Game Turn:

- Objective Markers within your own Deployment Zone(s) yield 1 OP.
- Objective Markers outside of player Deployment Zones yield 2 OP.
- Objective Markers in enemy Deployment Zones yield 3 OP.

Tactical Mayhem (Tactical Strike)

Instead of players having one Objective in each 'family' of Tactical Strike, it is completely random what players can receive.

When generating Objectives, roll a D3 before the D6. The number on the D3 determines what group the D6 belongs to.

1 = Marker
2 = Combat
3 = Territory

For example, a D3 of 2 followed by a D6 of 3 is 'Slayer'. Before the game begins, players can agree either to reroll duplicate results, or make duplicate results worth double the OP, while triple results cause the OP value of the Objective to triple.

Tactical Impunity (Tactical Strike)

When players choose to reroll an existing Objective, an identical result allows the player to reroll until they get a new Objective.

Tournament Escalation (Tournaments)

After each round, the Point Limit rises. ***Example:*** *Round 1: 1000, Round 2: 1250, Round 3: 1500.*

Bounty Marks (Map Campaign)

Used in Map Campaigns. Tiles can have Bounty Marks on them, which means each player will have a Unit in the game that is worth War Resources (WR) to other players.

Each player goes through their Units and rolls a D6 until a '1' is rolled. That Unit becomes a Bounty for opposing players. If an enemy player defeats that Unit, they gain WR. By default, this is 100 WR but can be set to a different value (such as its Point Cost).

This Mod can be combined (or stacked) with the 'Bounty Hunter' Strategy.

An additional option is that successfully fielding a Bounty Unit without it becoming a casualty yields a reward of 50 WR.

If a player is organising the campaign, these can alternatively be miniature narrative games where a player goes after a Target and must defeat it to gain WR instead of attacking another player's Map Tile, similar to the WARSURGE Bounties that are released on the website each month.

No Core Roster (Map Campaign)

Used in Map Campaigns. Core Rosters are no longer needed; players must build a Roster (factoring RS) once they know who their opponent is.

Paradigm Shift is not available as a purchasable Campaign Strategy with this Mod.

No Strategy Shop (Map Campaign)

Used in Map Campaigns. Strategies are not available to purchase during the Campaign.

Strategy Unlocked (Map Campaign)

Used in Map Campaigns. Strategies have the option to be unlocked, becoming available for that player to use freely during the Campaign. This costs 10 times more to purchase and cannot be discounted with Command Posts. For example, 'Spoils of War' would cost 1000 WR to unlock instead of 100 for a single use.

Players are not forced to use a Strategy they have unlocked for the Campaign.

The 'Conscription' Strategy is not available to be permanently unlocked.

Ignore Supply Chains (Map Campaign)

Used in Map Campaigns. 'Factory Supply Chains' are ignored, allowing players to use RS (Roster Size) gained from Factories on isolated Map Tiles.