

# WARSURGE BETA RULES v0.1

“Learn something new. Try something different. Convince yourself that you have no limits.”  
**Brian Tracy, Author**

Beta Rules are changes to the WARSURGE Rules that are planned for implementation in a later Rulebook.

All players participating in a game must agree to Beta Rules before they are used, and players may opt to not include some Beta Rules though we recommend using all of them at once. Check the WARSURGE Website for any updates to Beta Rules to use in your games: <https://www.warsurge.com/freerules>

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## Transport Casualty Rules

When a Transport Unit is a casualty, there are two things that occur:

- 1) **Passengers Struck:** Any remaining Attack Dice that were successful to the Transport are now applied to the passengers.
- 2) **Passengers Vulnerable:** If a casualty Transport is Targeted before it is removed, any passenger Units that are within the Transport can be Targeted as if they had disembarked. Any Perks that protect the passengers while inside a Transport do not apply and Mode templates can Target the passengers as if the Transport had Fire Points (even if not in a Melee).

Passengers can only Attack if they were able to do so before the Transport became a casualty (Fire Points or Perks).

## Scaled Minimum Unit Cost

A Unit's minimum point cost is 5% of the Roster/Point Limit. To calculate this, divide the total points by 20. For example, if the point limit is 500pts, the minimum cost is 25pts per Unit. If the point limit is 1000pts or higher, the minimum cost of each Unit is 50pts (as per usual).

## Overwatch: Guard

Used in Intermediate Games. Overwatch allows the player to choose Attack or Guard in response to an enemy's Attack Action. As usual, Guard will remain in effect until the end of the Game Turn or until the Unit makes a different Action.

## Difficult Ground

Difficult Ground slows a model's Movement (Move and Dash) by 50% while traversing it. Only apply the slowing effects of Difficult Ground to a model's remaining Movement distance upon entering Difficult Ground, not to the entire Movement.

**Example:** A Unit with 10" Move has moved up to a wire fence (counting as Difficult Ground) using 4" of its Move. Its remaining 6" instead becomes 3" for the remainder of its Movement through the Difficult Ground.

Examples of Difficult Ground can include: shallow water, mud, sludge, ruins, uneven/rocky ground, craters, obstacles (such as fences and bushes) tall grass/crops, steep slopes and dense forest (three or more trees grouped together).

## Heavy Cover

If **90% or more** of the whole Unit (all models) is obscured (almost fully covered, but still technically in line of sight), the Unit is in Heavy Cover. When this happens, the player doubles the Cover Bonus (+1 Defence becomes +2 instead).

## Casualties and Line of Sight

When a Unit becomes a casualty, they no longer provide cover (obscure) or block line of sight to Units behind them, effective immediately (even if they remain on the Battlefield/table), unless they have the Wreckage Perk.

## New Attack Dice Chart: D6

This chart is an alternative to the existing D6 Attack Dice Chart. The main difference is that Automatic Damage and extra HP Loss occur sooner.

### UNIT DEFENCE

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
1	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	6/6/6
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	6/6/6	6/6/6
3	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	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	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	Ax2	A	A	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3
7	Ax3	Ax2	A	A	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6	6/6/2
8	Ax4	Ax3	Ax2	A	A	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5	6/6
9	Ax5	Ax4	Ax3	Ax2	A	A	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4	6/5
10	Ax6	Ax5	Ax4	Ax3	Ax2	A	A	2+	2+	3+	4+	5+	6+	6/2	6/3	6/4
11	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	A	2+	2+	3+	4+	5+	6+	6/2	6/3
12	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	A	2+	2+	3+	4+	5+	6+	6/2
13	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	A	2+	2+	3+	4+	5+	6+
14	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	A	2+	2+	3+	4+	5+
15	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	A	2+	2+	3+	4+
16	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	A	2+	2+	3+
17	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	A	2+	2+
18	Ax14	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	A	2+
19	Ax15	Ax14	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	A
20+	Ax16	Ax15	Ax14	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A



## Attack Dice Formula: D6

This is an alternative to the D6 Attack Dice Chart. If all players do not agree to its use, then use the Attack Dice Chart instead.

**Compare Power against Defence and use the most applicable\*:**

Power is multiple times more than Defence (double, triple, etc.) = Auto Damage\*\* and HP loss x2, x3 etc\*\*\*

Power is greater by 2\* (or more) = 2+

Power is greater by 1\* = 3+

**Equal Power and Defence = 4+**

Defence is greater by 1\* = 5+

Defence is greater by 2\* (or more) = 6+

Defence is double = 6/4+

Defence is triple = 6/6+

Defence is quadruple (or more) = 6/6/6+



*Power against Defence 0 = Auto Damage\*\* and HP loss multiplied by the Power Stat.*

*Defence against Power 0 = No damage.*

\*If a difference of 1 or 2 Power/Defence is an option, then use that in preference. EG: Power 1 vs Defence 3 could be 6+ or 6/6 as it is a difference of 2 Power and also triple the Power value. In this case, use the 6+.

\*\*Auto Damage does not require an Attack Dice Roll.

\*\*\*HP Loss multiplies by the number of times Power can be divided by Defence: EG: Power 7 against Defence 2 is x3 HP Loss).

## New Attack Dice Chart: D10

This chart is an alternative to the existing D10 Attack Dice Chart. The main difference is that Automatic Damage and extra HP Loss occur sooner. The D10s used in this chart are 0 to 9 (0 always being a failed roll).

### UNIT DEFENCE

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
1	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6	9/7	9/8	9/9	9/9
2	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6	9/7	9/8	9/9
3	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6	9/7	9/8
4	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6	9/7
5	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6
6	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5
7	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4
8	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3
9	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2
10	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1
11	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9
12	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+
13	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+
14	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+
15	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+
16	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+
17	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+
18	Ax14	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+
19	Ax15	Ax14	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+
20+	Ax16	Ax15	Ax14	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A

## Attack Dice Formula: D10

This is an alternative to the D10 Attack Dice Chart. If all players do not agree to its use, then use the Attack Dice Chart instead.

Compare Power against Defence and use the most applicable:

Power is multiple times more than Defence (double, triple, etc.) = Auto Damage\* and HP loss x2, x3 etc\*\*

Power is 50% greater = 1+

Power is greater = 3+

Equal Power and Defence = 5+

Defence is greater = 7+

Defence is 50% greater = 9+

Defence is double = 9/3+

Defence is triple = 9/6+

Defence is quadruple (or more) = 9/9+



*Power against Defence 0 = Auto Damage\* and HP loss multiplied by the Power Stat.*

*Defence against Power 0 = No damage.*

\*Auto Damage does not require an Attack Dice Roll.

\*\*HP Loss multiplies by the number of times Power can be divided by Defence: EG: Power 7 against Defence 2 is x3 HP Loss).

## Terrain

**Vertical Terrain:** Vertical Terrain counts as Difficult Ground, and counts as Impassable if the Unit cannot climb to its destination in one Movement.

**Ladders, Staircases or Elevators:** Units may ignore the Vertical Terrain Movement reduction when using ladders, stairs, etc.

**Sloped Terrain:** When measuring Movement on a sloped surface, always measure parallel to the slope of the ground.

**Buildings:** Buildings can be traversed via the exterior or interior. The exterior counts as Vertical Terrain (as above).

Buildings with openings can be embarked like a Transport and count as having Fire Points. Units containing models that are larger than the terrain piece cannot embark it.

Inside buildings, each floor/level (including the roof) on an accessible building can be traversed by a Unit if it is already embarked within the building.

