

WARBURGE

Universal Miniature Wargame

FREE RULES



WARSURGE

“EVERY UNIVERSE IS CONNECTED THROUGH THE INFINITE DARK. ALL REALITIES GREAT AND SMALL.”

The Omniverse: all reality, the substantial and insubstantial, all planes of existence, what is seen and unseen. It is all connected universes, multiverses, dimensions, worlds and realms. All of the Omniverse is linked and also separated by the veil known as the Infinite Dark.

To understand the Omniverse and the Infinite Dark is to understand that some things are beyond comprehension of the mortal mind. Why did the Omniverse come into being? What is ever-expanding space? How does one understand a force outside of time? Like shining baubles in a black ocean, each universe floats as a beacon within an unseen darkness that claws hungrily at reality. Both the number of universes and the veil between them expands eternally, growing at an incalculable rate.

Over the aeons, there have been civilisations within many a universe that have discovered the Infinite Dark and the realms beyond their own. Sometimes rifts to other universes would spontaneously appear; a rip in reality that could be crossed by any daring enough to try. Often these rifts would disappear as randomly as they appeared, creating confusion and intrigue by those who had witnessed it.

As rifts appeared and gateways to other universes were constructed, countless universes entered a new era of destruction.

Upon one world, the dust is stirred as countless troopers in pristine white armour march with laser rifles, preparing to storm a rebellious encampment. Leading them is a dark warrior; his red energy sword ignites, hungry for the screams of the rebel army. What fate will befall these freedom fighters?

Elsewhere, knights in brilliant armour ride griffons into battle, risking their lives against ancient dragons that bring nothing but woe to their realm. To what depths of darkness would the queen of this kingdom sink to secure victory?

On yet another reality, troopers of a fanatical government regime prepare for conquest. A superpower of allied countries is ready to oppose them, seeking to destroy the regime and the tyrant that leads it. The soldiers, supported by tanks and artillery, prepare to fight for their cause... unaware of the true intentions of their governors, or the horde of flesh-eating mutants awaiting them.

In a jungle, a tribe of savages is making a final stand against conquistadors. Wielding spear, bow and voodoo magic against bullet and rapier, it seems they have no hope for survival. They pray for their demi-god to arrive and deliver them – will their patron intervene?

On the edge of a galaxy near a dying star, a wrecked space station rages with gunfire. The corpses of federation marines that were seized by alien parasites now seek to overpower a mercenary vessel and escape to infect all life across the galaxy. Meanwhile, star fighters encircle the station in an attempt to destroy it and prevent the collapse of civilisation.

Within a polychromatic realm that beckons insanity, intelligent quadruped beasts known as the ‘Equus’ arm themselves with power armour and deadly weaponry to wage war in the likeness of a grimdark dystopia. Only woe awaits their enemies.

Meanwhile, an ancient necromancer has raided eighty thousand graveyards across several realities for an army of skeletal warriors and magi that sweeps across entire worlds like a plague. With each battle, the army continues to grow.

Worlds like all of these have become intertwined, linked by the power of the rifts. Everywhere new alliances are being formed and enemies made. A universe is like a drop of water in an ocean; so many alternate realities, so many dimensions that are hidden, containing knowledge and truth... others with resources and power unbound.

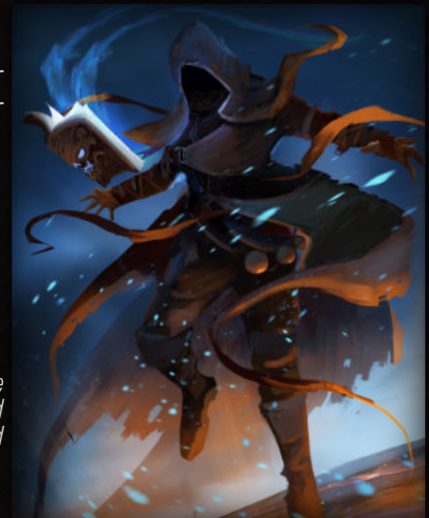
A voice from the Infinite Dark whispers to you... ‘Here there are countless realities. Infinite battles and war eternal. Glory may be yours if you answer my call.’

Will you answer?



DEMONSTRATION MINIATURES

The miniatures used throughout this book have been used with permission for demonstration purposes only. They can be found and purchased through our affiliates at: www.warsurge.com/affiliates



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Free Rules: Ed. 1.0 www.warsurge.com

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PART 1: BASICS

“LIFE MUST BE LIVED IN SPEED AND FOCUS.”
- SUNDAY ADELAJA

Welcome to the WARSURGE Free Rules. Here we will cover the bulk of the rules so you can get started with a game of WARSURGE. This guide will be using the ‘Standard’ Playstyle and ‘Deathmatch’ Game Type in the following pages. This can be expanded on with WARSURGE Competitive Games, found in Part 5 and also Section 14 of the full Rulebook.

TOOLS OF WAR

In WARSURGE, you need a tape measure, some six-sided dice known as D6, the WARSURGE App or a Compendium (or a printed Roster), and your models/miniatures. When using a tape measure, all distances are measured in inches.

To play, design your Units, Weapons and a Roster with the WARSURGE App or Compendium. 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.





Tools of the Trade: Dice, Tape Measures and Smartphone with the WARSURGE App.


←


Fantasy Army

i


ROSTER


ENEMY


DICE


RULES

Total Points: 499

Roster Perks:

Catapult: 269 of 269 (100%)
 1/1 Models (10/10 HP)
 MOV:5 DSH:5 DEF:6 HP:10 ARM:4+ AEGIS:- TP:0 FP:N
 Unit Perks: WRECKAGE
 1 x Giant Rock [RNG:35 ATK:1 PWR:8 AP:2+ TYP:Heavy]
 ANNIHILATE II, OBLITERATE I

Dwarven Berserkers: 193 of 193 (100%)
 10/10 Models (2/2 HP)
 MOV:5 DSH:7 DEF:4 HP:2 ARM:5+ AEGIS:5+ TP:0 FP:N
 Unit Perks: STALWART
 10 x Dwarven Axe [RNG:0 ATK:3 PWR:4 AP:4+ TYP:Assault]
 BLOODLUST

Human Knights: 37 of 37 (100%)
 1/1 Models (2/2 HP)
 MOV:6 DSH:6 DEF:5 HP:2 ARM:3+ AEGIS:- TP:0 FP:N
 Unit Perks: FEARLESS
 2 x Sword [RNG:1 ATK:5 PWR:4 AP:4+ TYP:Assault]

WARSURGE APP

The WARSURGE App allows you to create profiles for your Units and Weapons. Alternatively, you can use Units that have been created by other players or make use of the sample Units and Weapons created by the WARSURGE Team.

If you are not familiar with the WARSURGE App, refer to Part 7 of this book.

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



Use the ‘i’ button at the top corner of the app to watch a video explanation.

UNIT & 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. AEGIS is an acronym for Avoid, Endure, Gear, Insight and Sorcery.

Transport and Fire Points: We shall discuss these Stats in Part 2: Extra Details.

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

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

← Scavenger Soldiers ⓘ

UNIT STATS UNIT PERKS WEAPONS

Points Per Model: 2.27

Scavenger Soldiers

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

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 Part 2: Extra Details.

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

← Flintlock Pistol ⓘ

WEAPON STATS WEAPON PERKS

Points Per Weapon: 1.16

Flintlock Pistol

RANGE	15	ATTACKS	1
POWER	4	AP	6+
TYPE	ASSAULT	DEFLECT	-
DEFLECT	-	WARD	-
PARRY	-	SYMBOL	
SYMBOL		LORE	N

DESIGNING UNITS

The full WARSURGE Rulebook has more information on Unit Stats. As we proceed through these free rules, we will refer to the above Stats as we need them.

You can decide how many models and Weapons are in a Unit when you build a Roster in the WARSURGE App.

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. 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.



Buildings by Micro Art Studio, Gaming Mat by Deep-Cut Studio

A: This board has already been decorated to act as the Battlefield.



Scenery by Micro Art Studio, Gaming Mat by Deep-Cut Studio

B: The board has been divided into three for a 2 player game; 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 for themselves. The next highest score from the Roll-Off chooses the next Deployment Zone, until everyone has a Deployment Zone.



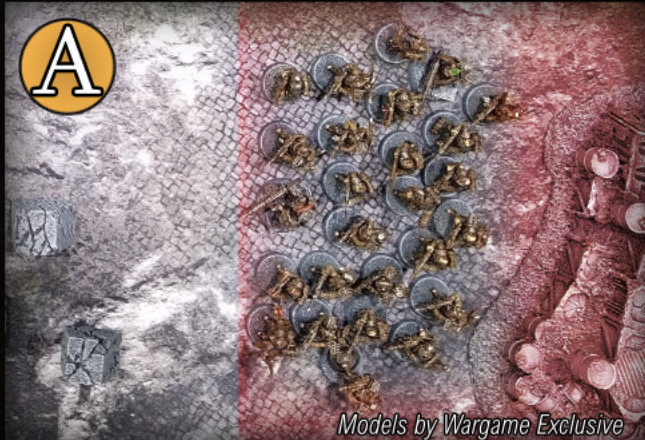
There are four Phases each Game Turn: Deploy, Move, Attack and Dash.



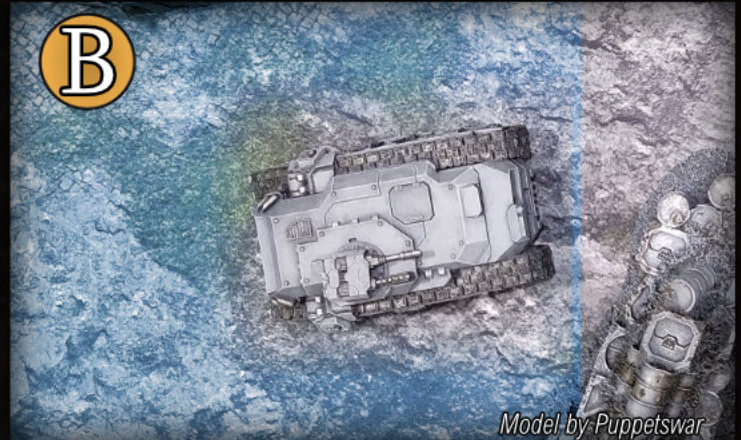
1. DEPLOY PHASE

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 after Deployment (and after making Movement). This is called Coherency.



A: The Turn Master places a Unit.



B: The other player places a Unit.



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

MORE THAN TWO PLAYERS OR TEAMS

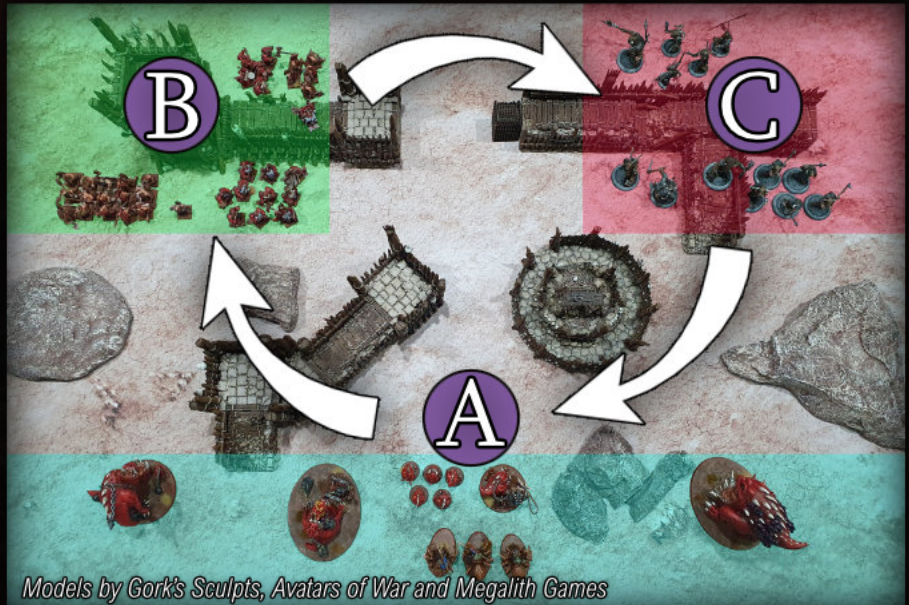
In games with more than two players, alternate Unit Actions by going clockwise around the Battlefield. The Turn Master is determined at the start of each Game Turn as normal, with each player rolling a D6 in the Roll-Off.

Start with the Turn Master and go clockwise from the Turn Master's Deployment Zone to the next player's Deployment Zone. Always use the player's Deployment Zone as a reference, no matter where their Units go. In the example image below, the blue zone player (A) is the Turn Master. They will go first, followed by green zone (B) and then red zone (C).

Team Games are where a team of two or more players fight together against another team. Each team counts as one player for making Actions. This means that team members play like they were one player.



Models by The Printing Goes Ever On



Models by Gork's Sculpt, Avatars of War and Megalith Games

2. 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 have declared they are finished moving. Be sure that Units with multiple models are obeying Coherency after Movement (that each model is within 2" of another model in the Unit).



Models by Wargame Exclusive



Models by Wargame Exclusive

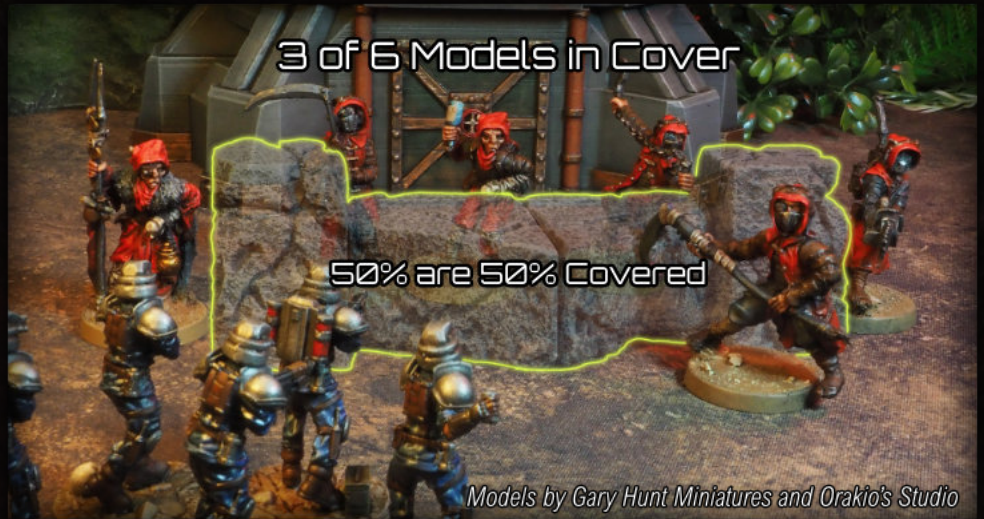
A: The Unit above can move up to 12". The player only wishes to Move it 11" forward.

B: 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 gain a Defence boost. A Unit that has 50% or more of its models 50% covered from an Attacking Unit gains +1 Defence.

Example: In the image on the right, a Unit of Eco-Monks have positioned themselves behind a stone wall (semi-transparent in the image). They gain +1 to their Defence Stat, as 3 of the 6 models are 50% or more obscured from the Unit of Schinra Soldiers.



3. ATTACK PHASE

Next, players fight in the Attack Phase. Starting with the Turn Master, going clockwise, players select a Unit and resolve their Weapons against an enemy Target, known as an Attack Sequence:

ATTACK SEQUENCE:

I. SELECT UNIT AND WEAPON: Select a Unit and Weapon profile (such as Laser Rifle) to Attack with.

II. CHECK RANGE: Check that the Weapon's Range Stat can reach the enemy. Measure from a model's base or body to the Target: if they are out of Range, you can choose a different enemy Unit, until one is found within Range. If no Units are in Range, the Weapon cannot be used to Attack.

III. ROLL ATTACKS: The player now rolls Attack Dice. The number of dice rolled is determined by the 'Attacks' Stat on a Weapon profile. Each Attack is one dice. If several of the same Weapon (identical Stats) are in the Unit and choosing the same Target, roll all these Attacks together. For example, if there are 10 Weapons with 2 Attacks, roll 20 dice.

Laser Rifle

A

B

RANGE

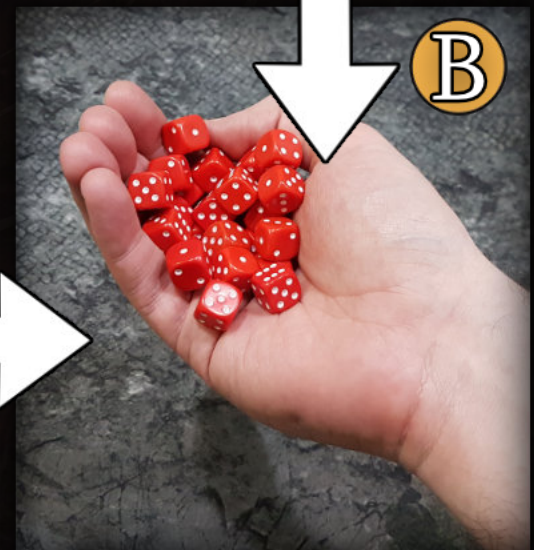
18

ATTACKS

2



Models by Puppetswar and Wargame Exclusive



A: The Weapon being used is a Laser Rifle. The Range is 18, therefore each model with this Weapon can Target a Unit within 18". Measuring in the diagram, all the models in the Unit are within Range of their intended Target; that is, each Weapon is in Range of at least one model in the Target Unit.

B: The Laser Rifle has 2 Attacks per Weapon. The player picks up all the dice needed at once and rolls them.



The Power of the Weapon being used is then compared to the enemy Target's Defence Stat. Refer to the Attack Dice Chart (below) to determine the minimum number needed on each dice to successfully damage the Targeted Unit.

Example: 4+ requires a 4, 5 or 6 to succeed.

WEAPON

POWER 2

VS

DEFENCE 3

TARGET

THIS REQUIRES 5+ ON THE ATTACK DICE CHART



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+

EXTREMES

When Attacks are made with very high Power or against high Defence, there are additional factors to consider.

A: This means the Attack Dice succeeds **automatically** with no dice roll needed. Where the Attack Dice Chart has Ax2, Ax3 and so on, then the number of Attacks are multiplied by that number, causing more Save Dice to be needed. For example, if 3 Attacks had a x2 on the chart, then 6 Save Dice would be needed.

6/: Numbers with '6/' require rerolls for the dice to succeed. For example, 6/6/4 requires a roll of 6, followed by another 6, then finally a 4+.



IV. ROLL ARMOUR AND AEGIS SAVES: Once the Unit has finished rolling their Attack Dice and comparing the results to the chart, the opponent compares their Unit's Armour Stat to the Weapon's AP. If the Attacking Weapon's AP value is equal or a lower number than the opponent's Armour Stat, the opponent Unit will not be able to roll an Armour Save against that Weapon and will roll **AEGIS SAVES** if available.

If Armour is available, the opponent must pick up all successful Attack Dice and roll them as 'Saves' referring to the Armour Stat from their Unit's profile. They must roll equal or higher than the number listed on the Armour Stat to succeed. In the example below, the AP did not pierce the Armour and so the unit rolls their Armour Saves of 4+. 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.

4+  VS  6+



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



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

AEGIS SAVES: Any unsuccessful Armour Saves must be rolled again using the AEGIS Stat (if they have it equipped on their profile). If the AEGIS Save is also unsuccessful, damage has been inflicted, which is referred to as HP Loss.

 5+

An AEGIS Save is a dice roll to see if an Attack Dice 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 Unit.

If a Unit has no Armour or AEGIS equipped, it cannot roll dice to protect itself and will lose HP from all successful Attacks.

V. HP LOSS: After AEGIS Saves have been completed, count up the failed Saves. Each dice that failed causes 1 HP to be lost. When a model is reduced to 0 HP, it becomes a casualty. Focus on one model at a time when reducing HP. When the model is a casualty, reduce the HP of the next model in the Unit.

If a model (or the entire Unit) is a casualty and has not Attacked yet, it will still get the chance to do so! The Unit may be selected as normal and will Attack following the Attack Sequence - this represents that combat (and damage inflicted) is occurring at the same time during the battle.

Casualty models are removed from a Unit at the end of the Attack Phase.

On the right, each model in the Unit has 3 HP. The Unit suffered 4 HP loss, so one model became a casualty while another lost 1 HP (2 HP remaining).



Models by Wargame Exclusive

VI. NEXT WEAPON OR NEXT PLAYER: The Attacking player selects another Weapon profile on the Unit to Attack with if it has one. Otherwise, the next player will select a Unit and then begin the Attack Sequence. This continues to alternate in a clockwise fashion until all players have Attacked with each Unit once, or they are finished Attacking.

4. 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 have declared they are finished dashing.



WEAPON TYPES & MOVEMENT

There are three Weapon Types and each have an effect on a model's Movement. Heavy Weapons requires the model to not Move or Dash in order to use the Weapon. Battle Weapons allow a model to Move and Attack but not Dash, while Assault Weapons can be used and still allow the model to Move and Dash.



MELEE

When one or more Units Move or Dash into contact (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 Cover Bonuses. In addition, all involved models can be casualties even if they are not in line of sight.

Battle and Heavy Weapons are less likely to cause damage in a Melee; Battle Weapons have a -1 Dice Modifier* to Attack Dice and Heavy a -2. For example, a 4+ becomes 5+ for Battle and Heavy becomes 6+. If casualties cause a Unit to not have one model in Base-to-Base Contact, reposition the least number of models the minimum distance to restore Base Contact.

**Dice Modifiers are discussed in Part 2 of this book on Page 18. They can change the chance of success for dice.*

WEAPONS ATTACKING INTO OR OUT OF A MELEE

Units 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.

Units in a Melee that Target an enemy who is not engaged with them in a Melee suffer a -1 Dice Modifier to Attack Dice.



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

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

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:6 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 54% of its strength remaining (defeated)

This example is a Deathmatch, but there are more options available in Part 5 of this book. There are also solo and cooperative games which are discussed in Part 6. There are even more options available with the full WARSURGE Rulebook.

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

PART 2: EXTRA DETAILS

“WHEN MAKING EXPERIENCES, ATTENTION TO DETAIL MATTERS.”
- RICHARD BRANSON

Welcome to Part 2: Extra Details. Here we will explain additional aspects of the game that aren't covered in Part 1, such as Transports and defensive Stats on Weapons.



TRANSPORTS & FIREPOINTS

Transport and Fire Points are two Stats that we mentioned in Part 1: Basics. They allow Units to act as vehicles or carriers of other Units, and even let the passenger Units Attack while being relocated across the Battlefield.



TRANSPORT

This Stat is how many Points worth of Units the Transport Unit can carry. For example, a Unit that has Transport of 300 could carry a Unit worth 100 Points and also a Unit worth 200 Points. While inside a Transport, the passenger Unit is safe from being Attacked but they cannot Target anything outside the Transport unless it has Fire Points.

FIRE POINTS

This Stat allows a Unit that is inside the Transport Unit to Attack. The Attacking Unit measures from the Transport Unit itself (as if the Transport itself was Attacking).

The drawback is that the Units inside the Transport can be Targeted if the Transport is Attacked in a Melee. They count as part of the Melee but do not suffer the Weapon Type Melee penalties.

APC

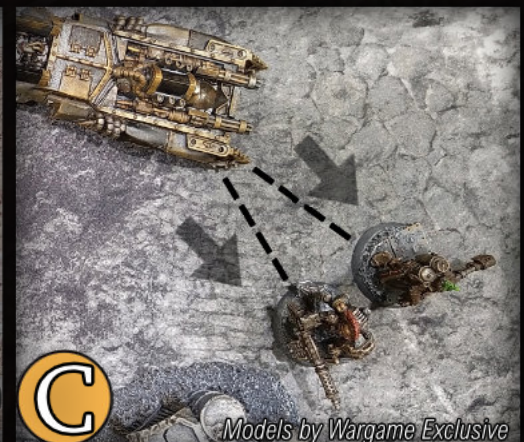
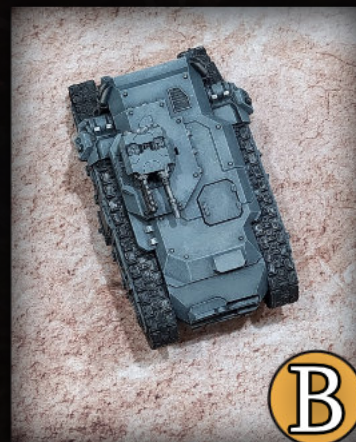
MOVE	12	DASH	9
DEFENCE	7	HP	5
ARMOUR	3+	AEGIS	5+
TRANSPORT	300	FIRE POINTS	Y

EMBARKING and DISEMBARKING a TRANSPORT

When a Unit wants to embark a Transport, position at least one model of the Unit into contact with the Transport. This can be done with a Move, Dash or even a Perk such as Blink.

Embarking Units do not have to be placed physically inside the Transport model itself, but players are welcome to do so if they are able.

When a Unit wants to disembark, all models of the Unit will measure from the Transport itself, then make a Move or Dash from the Transport.



EXAMPLES: In pictures **A** and **B** above, a Unit of Troopers are embarking an Ursus APC. In **A**, one model in the Trooper Unit makes contact with the Ursus APC. In **B**, the whole unit has embarked the Ursus APC. In picture **C**, a Unit is disembarking a Transport Unit.

Movement of Passengers, Transports and Weapons

When Transport Units have Fire Points, they allow any embarked passengers to Attack from the Transport. Passenger Units need to factor any Movement they and the Transport Unit made before Attacking with Weapons (due to Weapon Types).

If either the Unit or Transport has made a Move, the passengers cannot use Heavy Weapons. If the passenger Unit or Transport Unit has Attacked with Battle or Heavy Weapons, the Transport Unit cannot Dash.

If the Transport is in a Melee, passengers count as in the Melee but may disembark, causing them to leave the Melee.

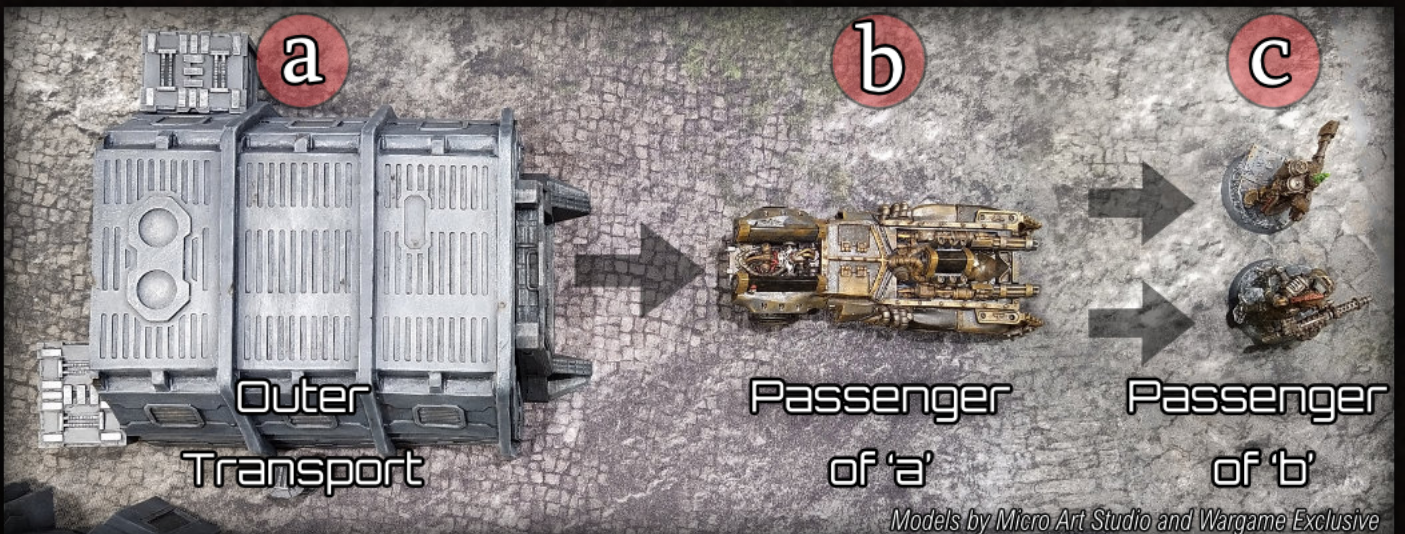


Models from Zealot Miniatures (by Tabletop World)

Transports within Transports

WARSURGE allows Transports to embark other Transports. A Transport needs to have a high enough Transport Stat to carry other Transport Units; you do not need to factor any passenger Units already in an embarking Transport.

However, you cannot keep creating layers of Transports within Transports. You may have the 'outer' Transport, who is carrying one or more Transports, then the passenger Units of those Transports.



Models by Micro Art Studio and Wargame Exclusive

Example: In the picture, we have a Hangar (a), a Hunter Battle Car (b) and Unit (c) consisting of two models (an Arsonist and a Puncher). The Hangar is a Transport, which can carry one Hunter Car (b). The Hunter Car is also a Transport that is carrying the Arsonist and Puncher Unit (c).

Casualties and Transports

When a Transport with passengers is removed as a casualty, any embarked Units are placed where the Transport was.

If the passengers take up more space than the Transport, place the other passenger models in an expanding circle where the Transport Unit was. If the passenger is only one model, still place it centrally from where the Transport Unit was.



Models by Puppetswar

TRAVERSING THE BATTLEFIELD & TERRAIN

In Part 1: Basics, we instructed players to decorate the Battlefield with terrain. This can enrich games of WARSURGE and add extra detail for gameplay.

When setting up the Battlefield, players can define terrain pieces and surfaces as a type of ground, which affects Units that pass through it. There are three different types:



Difficult Ground

This slows the Movement of Units that pass through it by half (50%, rounding down), with a minimum reduction of 1". For example, this makes 7" of Move or Dash become 3".

Dangerous Ground

When entering this ground, the Unit takes damage. This can be represented with a Weapon Profile agreed to by the players. Ground can be both Difficult and Dangerous if desired.

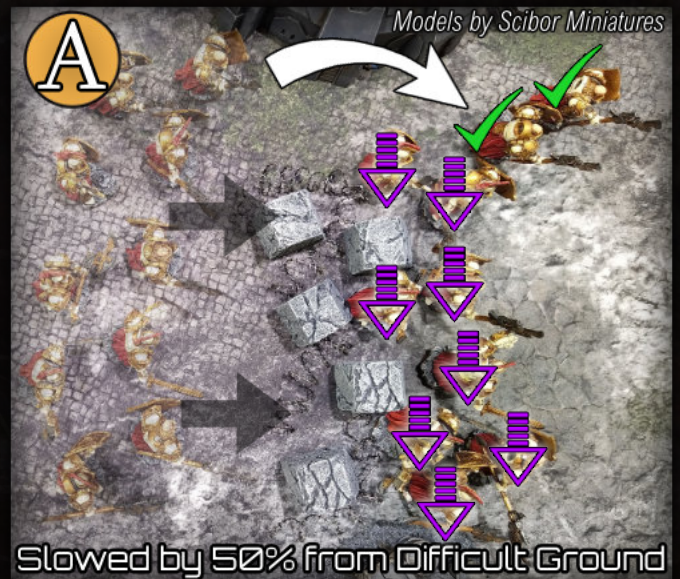
Impassable Ground

This cannot be traversed by any Unit, unless it has a Movement Perk that allows it to do so. All Units count as Impassable Ground for Movement purposes.

Examples

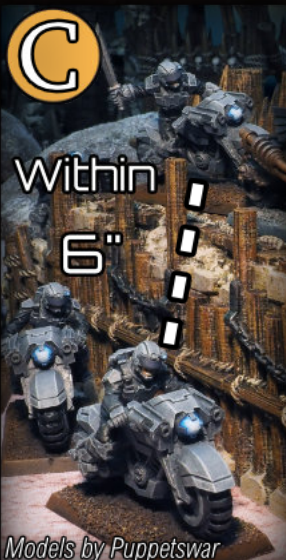
A: The Unit of Legionaries can Move 9". The barbed wire and stones are Difficult Ground, slowing Movement by 50%. The models with the purple arrows can Move up to 4" (9" halved rounds down to 4"). The models with green ticks went around the Difficult Ground and therefore able to Move 9" (but must maintain Coherency).

B: The Revengewing Bike (indicated with a black arrow), can't move into the red areas, which are blocked by other Units or Impassable Ground (there's a tall, giant rock blocking the path).



Coherency and Vertical Surfaces

When traversing terrain that goes vertically, keeping Unit Coherency can sometimes be a challenge. When measuring for Coherency across vertical surfaces such as buildings and platforms, the distance is 6" instead of 2". In image **C** below, the Bikers are separated by a ramp, but they are still within Coherency, which vertically is 6".



Cover Area

Players can designate areas such as ruins, debris and forests as Cover Area. This means that any Units within the area will receive a +1 Defence bonus like they are in cover, even if 50% of the Unit isn't 50% covered. The intention is that the Cover Area allows Units to duck, dive or hide behind an object at a moment's notice.

In image **D** (right), the Unit is seeking cover in jungle foliage that was agreed to be Cover Area.



OBSCURED SIGHT: TARGETING & CASUALTIES

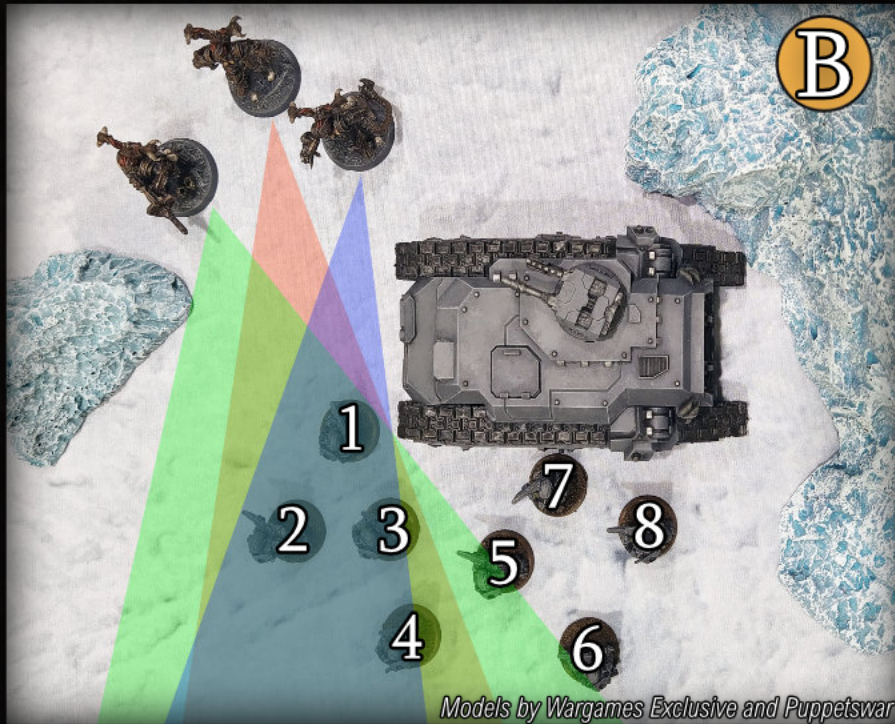
Although terrain can help create immersion, it can at times make it ambiguous or difficult to determine which models of a Unit are visible. Players look from the perspective of their models to determine which Targets can be seen and Attacked (see the image on the right). Models from the same Unit, or attached to the same Unit, do not count for blocking line of sight to a Target.

When Targeting a Unit, the base of a model counts as part of the model.

Diagram A: Obscured by rocks, the Dwarf Engineer and Warriors of Wrath can still see each other and therefore Target each other.



Models by Avatars of War



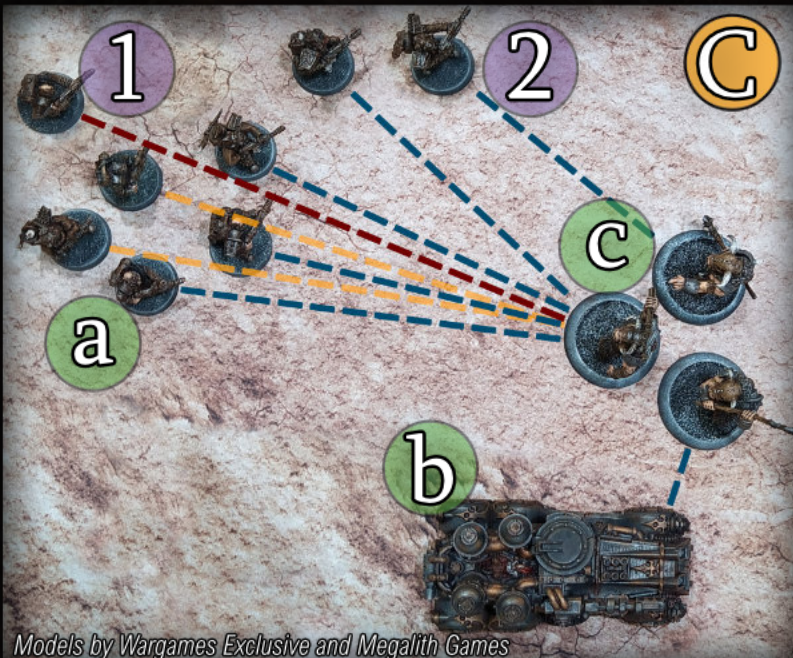
Models by Wargames Exclusive and Puppetswar

Some Target Models Out of Line of Sight

If a Unit is Attacking an enemy Unit and they cannot see all the models, the attacker can only cause casualties to the models they can see. For example, in diagram B on the left, the models labelled 7 and 8 cannot become casualties as the Attacking Unit does not have any models that can see them.

If a Unit cannot see any models of a Unit, they cannot Attack them, even if they are in Range.

Note that this rule would be ignored if these Units were engaged in a Melee.



Models by Wargames Exclusive and Megalith Games

Targeting and Line of Sight Example

In diagram C on the left, a Unit of Dead Dogs (a) and a Heavy Flamer Car (b) can Target a Unit of Fomorian Gut-Hackers (c). They measure to the closest model (which Targets the whole Unit).

Each Dead Dog model measures from its base while the Flamer Car which does not have a base will instead measure from the model's body itself. Each model measures to the closest model in the Gut-Hackers Unit.

The blue lines indicate a clear shot. The yellow lines are through a member of their own Unit which has no effect on Targeting. Model 1 has a red line as its Weapon is out of Range and cannot Attack the Gut-Hackers, even though it can still see them. Model 2 measures up against the closest Gut-Hacker.

DICE MODIFIERS TO ATTACK DICE

Dice Modifiers occur for multiple reasons: when Battle and Heavy Weapons are used in a Melee (-1 for Battle and -2 for Heavy), Attacking out of or into a Melee (-1), and are used by several Perks.

Dice Modifiers lower or raise the chance of a dice roll's success. Dice Modifiers can increase an Attack Dice to go to a maximum of 2+ (unless it is already A on the chart), and decrease to a minimum of 6/6/6.

Negative modifiers against 'A' will lower it to be 2+ and so forth, but any existing Attack Dice damage multipliers such as x2 will still apply.

An example of -1 to an Attack Dice would lower a 4+ to being a 5+, while a +1 would raise a 4+ to a 3+.



PERKS

Perks are special rules or upgrades to Units and Weapons. When and how they are used depends on the nature of the Perk itself. For example, 'Passive' Perks are always in effect.

The Playstyle of the game also influences how Perks are used. Basically, a Playstyle is how to play WARSURGE; in Standard we use the Phases discussed in Part 1: Basics. Advanced is a skirmish style of play, which we shall discuss in detail later, in Part 3.

Standard Playstyle: In Standard, Perks are used by a Unit once per Game Turn. Any number of Perks can be used by a Unit before and/or after any Action, such as Deploy, Move, Attack or Dash. If a Unit wants to use a Perk but does not wish to make an Action, they may still use the Perk.

Advanced Playstyle: For Advanced Games, the 'Use Perk' Action allows a Unit to use all their Perks at once. Perks can be activated multiple times in a single Game Turn.

We will look at Perks in more detail in Part 4: Perks.



Models by Gary Hunt Miniatures and Gork's Sculpts

DEFLECT, WARD & PARRY

A Weapon that has Deflect, Ward or Parry will impact on a Unit's Saves. Units can use one Weapon to increase Armour, and another to increase AEGIS.

Deflect: This Stat improves Armour Saves.

Ward: This Stat improves AEGIS Saves.

Parry: This Stat improves AEGIS Saves, but only if Attacked from a Melee.

Deflect, Ward and Parry have values such as +1 or +3. Each +1 improves a model's Save by 1. For example, +1 Deflect improves a 6+ Armour Save to 5+. Taking Deflect, Ward and Parry across several Weapons does not accumulate and cannot exceed 2+.

Example: If a model has a Weapon with +1 Deflect and another Weapon with +3 Deflect, the model can only choose to gain +1 or +3 Deflect, not +4.

Ward and Parry both upgrade AEGIS, but only accumulate if they are on the same Weapon. Parry is only available if the Unit is Attacked from a Melee.

Example A: If a model has one Weapon with +1 Ward and +2 Parry, then it has +1 AEGIS (not in a Melee), or a +3 AEGIS while in a Melee.

Example B: If a model has two Weapons, one with +1 Ward and a second Weapon with +2 Parry, then it has +1 AEGIS (not in a Melee), or a +2 AEGIS while in a Melee. Note that the Ward and Parry did not stack, as the Parry and Ward were from separate Weapons.

WEAPON STATS		WEAPON PERKS	
Points Per Weapon: 33.00			
Energy Sword			
RANGE	0	ATTACKS	3
POWER	5	AP	3+
TYPE	ASSAULT		
DEFLECT	+1	WARD	+1
PARRY	+2		
SYMBOL		LORE	N
		SAVE	

Using Deflect, Ward and Parry

Units consisting of models with identical Weapons equipped (or single model Units) will have the same Armour and AEGIS Stats. Units with a mixture of Deflect, Ward and Parry Stats will require additional steps to resolve their Saves when they are Attacked.

If the Unit has any models with Weapons that use Deflect, Ward or Parry, they must be applied when the Unit is rolling Armour and/or AEGIS Saves. These Stats are applied to a Unit before checking AP or any Save modifiers or other Stat changes.



Models by Megalith Games

These Hoplites have the same Weapons, including Stats for their shields.

Armour Saves:

1) Nominate a Weapon with Deflect that the majority of the Unit's models have equipped. If half or more of the models in the Unit have this Weapon equipped, then it is in the majority. Do not count casualties. If this Weapon is not the majority, you cannot use it to benefit the Unit's Saves.

2) Apply the Weapon's Deflect to the Unit's Armour Saves for the enemy's Attack Sequence.

Example: +1 Deflect increases a 4+ Armour Save to 3+.



Models by Orakio's Studio

Half of these Schinra Troops have spiked shields with Deflect.

AEGIS Saves:

1) Nominate a Weapon with Ward and/or Parry that the majority of the Unit's models have equipped. If half or more of the models in the Unit have this Weapon equipped, then it is in the majority. Do not count casualties. If this Weapon is not the majority, you cannot use it to benefit the Unit's Saves.

2) Parry can only be used against Attack Dice made in a Melee, therefore Ward and Parry can be applied at the same time if the Attack Dice were made in a Melee.

3) Apply the Weapon's Ward and/or Parry to the Unit's AEGIS Saves for the enemy's Attack Sequence.

Example: +1 Ward and +1 Parry (if in a Melee) increases a 5+ AEGIS Save to 3+.



Models by Avatars of War

Half of the models in the Unit have shields with Deflect +1, and the other half at the back have two handed Weapons with Parry +2. Their Armour Save is improved, but Parry will only increase their AEGIS if Attacked in a Melee.



Casualties with Deflect, Ward or Parry

If Deflect, Parry or Ward were used to help protect the Unit, casualties are resolved in the following steps:

1) 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:

- a) Apply HP Loss to models that upgraded both Armour and AEGIS.
- b) Apply HP Loss to models that upgraded AEGIS.
- c) Apply HP Loss to models that upgraded Armour.

Note: If there is a model with missing HP from a previous Attack, focus on applying HP Loss to this model first until it is a casualty, even if they did not wield a Weapon that upgraded Armour or AEGIS Saves.

2) If all models that upgraded Armour and/or AEGIS are casualties, the remainder of the Unit follows normal rules for applying HP Loss and casualties as per Part 1 on Page 12.



Models by Scibor Miniatures, Gary Hunt Miniatures and Gork's Sculpt's



Example: On the left, a Unit of Legionaries are fighting a Unit of Eco-Monks and a Unit of Giant Cave Monsters. The Legionaries have a variety of Weapons that add to Deflect, Ward and/or Parry, armed as follows:

Models 1, 2 and 3 are equipped with +1 Deflect on their shields. This can be applied to Armour Saves.

Models 2, 3 and 5 are equipped with +1 Ward and +2 Parry on their halberds. This can be applied to AEGIS Saves. As the Unit is being Attacked inside the Melee, this increases their AEGIS by +3.

Model 4 does not have any Weapon that adds to Armour or AEGIS.

Currently, all models are at full HP, and they are about to roll Saves.

When resolving HP Loss and casualties, models 2 and 3 are focused on first as they contributed to Armour and AEGIS. Next model 5 is focused on as it increased AEGIS. Next is model 1 who contributed to Armour Saves. Model 4 is last as its Weapons did not contribute to improving the Unit's Saves when it was Attacked by the Unit.

PART 3: ADVANCED GAMES

“YOU CAN’T SAY CIVILISATION DON’T ADVANCE... IN EVERY WAR THEY KILL YOU IN A NEW WAY.”
 - WILL ROGERS

Welcome to the Advanced Playstyle, which is a skirmish focused way to play WARSURGE. A highlight of Advanced Games is the option to use the same Unit multiple times in a single Game Turn with a resource known as Command Points (CP).

KNOW THE BASICS

In this Section, it is assumed you know the basics of a Standard Game (Standard Playstyle) of WARSURGE: how the Deploy, Move, Attack and Dash Phases work (which were covered in Part 1: Basics). We will be using the Actions of these Phases to play an Advanced Game.

To play an Advanced Game, you design your Units, Weapons and a Roster with the WARSURGE App or Compendium as normal. 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 300 Points. The same rules apply for Rosters; make sure that each Unit in the Roster is worth at least 50 Points and that each model is worth at least 1pt including Weapons.



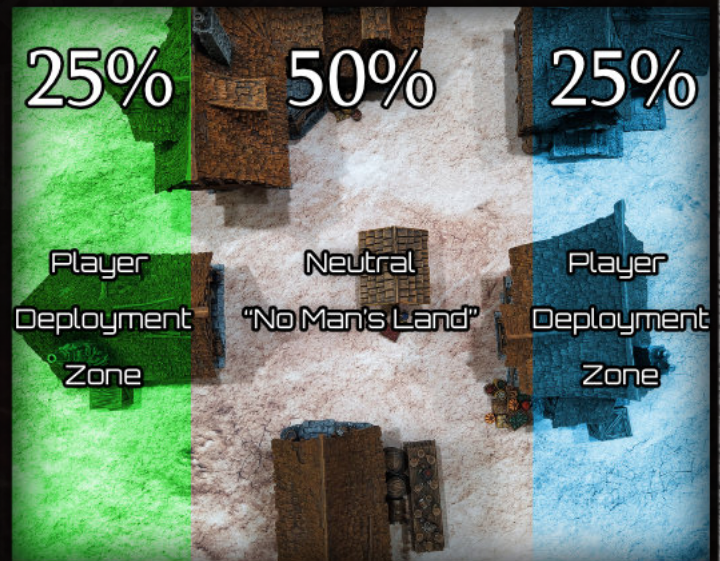
ROSTER	ENEMY	DICE	RULES
Total Points: 300			
Roster Perks:			
Captain: 77 of 77 (100%) 1/1 Models (3/3 HP) MOV:6 DSH:6 DEF:3 HP:3 ARM:4+ AEGIS:4+ TP:0 FP:N Unit Perks: LEADER 1 x Captain's Pistol [RNG:14 ATK:5 PWR:4 AP: TYP:Assault] PENETRATE II 1 x Airstrike [RNG:40 ATK:2 PWR:7 AP:2+ TYP:Heavy] COUNTDOWN II, USE I, xD6 ATTACKS			
Soldiers: 82 of 82 (100%) 10/10 Models (1/1 HP) MOV:6 DSH:6 DEF:3 HP:1 ARM:4+ AEGIS:- TP:0 FP:N 10 x Rifle [RNG:30 ATK:2 PWR:4 AP:- TYP:Battle] PENETRATE I 10 x Combat Knife [RNG:0 ATK:1 PWR:3 AP:5+ TYP:Assault]			
Tank: 142 of 142 (100%) 1/1 Models (5/5 HP) MOV:10 DSH:6 DEF:7 HP:5 ARM:3+ AEGIS:- TP:150 FP:N Unit Perks: TRAVERSE I 1 x Tank Cannon [RNG:48 ATK:2 PWR:8 AP:- TYP:Battle] PENETRATE II 1 x Tank Machine Gun [RNG:30 ATK:5 PWR:5 AP:4+ TYP:Battle]			

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.



Buildings from Zealot Miniatures (by Tabletop World)



This is a decorated board to act as the Battlefield.

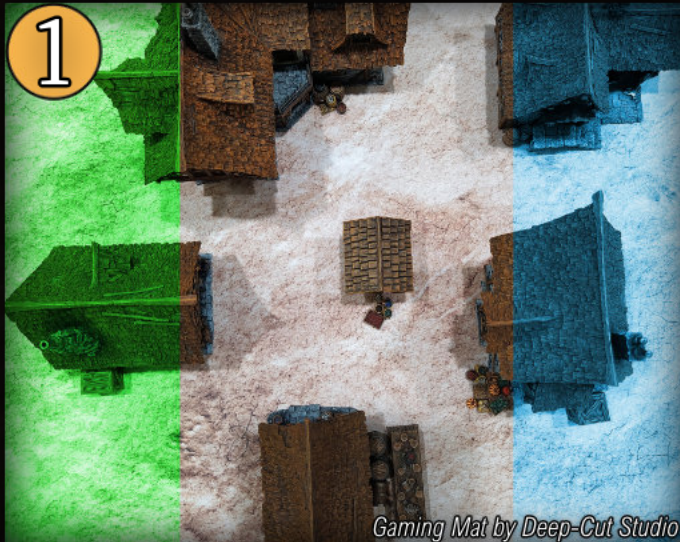
The board is divided into three areas with two Deployment Zones.

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 use. The next highest score from the Roll-Off chooses the next Deployment Zone, until everyone has a Deployment Zone.



To begin an Advanced Game, starting with the Turn Master and going clockwise around the Battlefield players alternate Deploying their Units. This only occurs during the first Game Turn. In subsequent Turns, Units are only Deployed using the “Deploy” Action which is described on the next page. Each player places a Unit onto the Battlefield inside their Deployment Zone. Players continue placing one Unit at a time until all players are done, or until there are no Units left to place.



Gaming Mat by Deep-Cut Studio

1: On the first Game Turn, players decide their Deployment Zones.



Models by Avatars of War and Firelock Games

2: They alternate placing one Unit at a time in their Deployment Zones.



Command Points (CP)

Next, we generate a resource called ‘Command Points’ or CP for short. CP is needed for Units to make Actions during the Advanced Game Turn.

At the start of every Game Turn, count each Unit on the Battlefield (including those that are inside Transports), for each Unit the player gains 2 CP. For example, a player that has 5 Units on the Battlefield will gain 10 CP. Do not count Units that are in Reserve, which are waiting to be Deployed.



In an 800pts Game, the Turn Master rolled a 3 and 4 for CP; all players gain 7 extra CP.

The Turn Master now rolls a number of D6 which will grant bonus CP for all players. The number of dice rolled by the Turn Master each Game Turn depends on the Point Limit of the game - roll a D6 for each 500pts of the game's Point Limit. For example: roll a single D6 if the game is 500 points or less, roll 2D6 if the game is 501 to 1000 points, roll 3D6 if the game is 1001 to 1500 points and so forth.

For example, in an 800 points game, the Turn Master will roll 2D6 and add the result together. Players add this result to the CP they already have from their Units. The Turn Master rolls 2D6 and gets a result of 7. A player with 5 Units on the table already has 10 CP, but the Turn Master's roll adds 7, making it a total of 17 CP.

We recommend that you keep track of your CP with markers or tokens, and place spent CP tokens with the Units that spent them.

BEGIN ACTIONS

Players alternate Actions starting with the Turn Master, going clockwise around the Battlefield using Deployment Zones as a reference. In an Advanced game, players can select any Unit and may use the same Unit as many times as they wish over the course of the Game Turn. When they select a Unit, the player can make one or two Actions before the next player may select a Unit and make one to two Actions. These are referred to as Action Steps.



Models by Firelock Games

The Unit makes its first Action: 'Move'.



Models by Avatars of War and Firelock Games

The Unit makes its second Action: 'Attack'.



Actions

We shall now explain Actions.

Move: The Unit may make a Move just like the Move Phase in a Standard Game. This Action costs 1 CP.

Dash: The Unit may make a Dash just like the Dash Phase in a Standard Game. This Action costs 1 CP.

Attack: The Unit may Attack with all of its available Weapons, costing 1 CP. This Action follows the Attack Sequence in Part 1. In Advanced Games, casualties apply immediately after the Unit finishes using its Weapons. When players Attack enemy Units, they may get a chance to perform a Counter Action, which we shall explain on the next page.

Deploy: The Unit may be placed onto the Battlefield like in the Deploy Phase, or may use a Deployment Perk once per Game Turn to Deploy. This does not cost any CP (free).

Use Perks: The Unit may activate any number of Perks they have equipped. For example, the Unit may use 'Regenerate' and 'Terrify'. This Action costs 1 CP, no matter the number of Perks used. Passive Perks and those with specific methods of use do not need to use this Action to activate; please refer to each Perk for activation methods.

Prepare: This Action 'resets' any Movement (Move and Dash) or usage of Weapons. For example, if the Unit made a Move and wanted to use a Heavy Weapon, it could use Prepare and then be able to use the Heavy Weapon. Likewise, if a Heavy Weapon had been used and the Unit wanted to Move, it could use Prepare and then would be free to Move. This Action costs 1 CP.

Guard: Each time the Unit uses this Action, it increases the Unit's Defence by +1. This Defence benefit lasts until the Unit performs a different Action, or until the end of the Game Turn. This Action costs 1 CP.

Support: This Action is only available to Units who have not made any Actions in the current Game Turn. When used, the player gains +1 CP, but the Unit cannot make any other Actions this Game Turn. To clarify, the Unit will still be able to roll Saves and benefit from passive Perk effects and the like.



Increasing CP Costs

Most Actions cost 1 CP, however this can increase over the course of a Game Turn. If the same Unit uses the same Action, it will double in cost. For example, a Unit that used Move 3 times over the course of a Game Turn would cost 7 CP – first time was 1 CP, second time was 2 CP, third time was 4 CP which adds up to 7 CP. This double cost factor will reset at the start of the next Game Turn, so the Unit would only cost 1 CP to Move on the next Game Turn.



Counter Actions

When a Unit is Attacked, players may select up to one Counter Action when the Attacking player has started **Step 3: Roll Attacks** of the Attack Sequence. If multiple Weapons are being used, the player can decide to make the Counter Action at the start of any **Step 3: Roll Attacks**, but is still limited to one Counter Action per Attack Action. These all cost CP to perform, and will count toward the double cost of an Action.



Counter Attack: This uses the 'Attack' Action. The Unit immediately Attacks the Unit that is Attacking them, following the Attack Sequence as per Part 1. The casualties of both this Unit and the Unit Attacking them is applied as soon as they both finish using their Weapons. This costs the same CP as it would to use the 'Attack' Action.

Counter Guard: This uses the 'Guard' Action. The Unit increases its Defence by +1, and then compares to the Attack Dice that are rolled. This costs the same CP as it would to use the 'Guard' Action.

Counter Perk: This uses the 'Use Perk' Action. The Unit may use any Perks that are not passive or have a specific method of use. These Perks must be directed at either the Attacking Unit or at themselves. This costs the same CP as it would to use the 'Use Perk' Action. Perks that relocate the Unit using Counter Perk (such as Teleport or Imprison) do not apply until after the enemy Attack Action has been resolved.



END OF GAME TURN

After players have used up their CP or do not want to make any more Actions, it is the end of the Game Turn. Any leftover CP that a player did not use is kept and added to their total for the next Game Turn. After this, the next Game Turn begins and players will again roll to see who picks the Turn Master and determine their CP. Note that Units who have become casualties will not be able to generate CP for a player, and Deployment must now be via the Deploy Action.

DECIDING THE VICTOR

After four or more Game Turns have passed, it is the end of the Game. As the example is a Deathmatch, the player with the most points of their Roster remaining is the winner.



0 x Cutlass [RNG:0 ATK:5 PWR:3 AP: TYP:Assault]
PIERCING HIT I
3 x Musket [RNG:24 ATK:2 PWR:4 AP: TYP:Battle]
PENETRATE I

Pirates: 122 of 150 (81 %)
7/8 Models (1/2 HP)
MOV:8 DSH:6 DEF:3 HP:2 ARM:5+ AEGIS:5+ TP:0 FP:N
8 x Flintlock Pistol [RNG:12 ATK:4 PWR:4 AP: TYP:Assault]
PIERCING HIT I
8 x Cutlass [RNG:0 ATK:5 PWR:3 AP: TYP:Assault]
PIERCING HIT I
3 x Musket [RNG:24 ATK:2 PWR:4 AP: TYP:Battle]
PENETRATE I

Remaining Points: 122 of 300 (41 %)

CASUALTY RESTORE SHARE QR

This Roster has 41% of its strength remaining (victorious)

2/3 Models (2/2 HP)
MOV:7 DSH:7 DEF:4 HP:2 ARM:- AEGIS:5+ TP:0 FP:N
6 x Axe [RNG:0 ATK:4 PWR:5 AP:4+ TYP:Assault]
CRITICAL HIT I, REROLL ATTACK
3 x Throwing Axe [RNG:12 ATK:2 PWR:4 AP:4+ TYP:Assault]

Dwarf Berserkers: 29 of 86 (33 %)
1/3 Models (2/2 HP)
MOV:7 DSH:7 DEF:4 HP:2 ARM:- AEGIS:5+ TP:0 FP:N
6 x Axe [RNG:0 ATK:4 PWR:5 AP:4+ TYP:Assault]
CRITICAL HIT I, REROLL ATTACK
3 x Throwing Axe [RNG:12 ATK:2 PWR:4 AP:4+ TYP:Assault]

Remaining Points: 104 of 300 (35 %)

CASUALTY RESTORE SHARE QR

This Roster has 35% of its strength remaining (defeated)

Advanced Games are another way to test your strategic mettle and allow many detailed and intricate tactics. We hope that this Playstyle along with Standard Games enriches your wargaming experience.



Models by Print Minis and Buildings by Brutal Cities



Models by The Printing Goes Ever On

PART 4: PERKS

“YOU CAN’T USE UP CREATIVITY. THE MORE YOU USE, THE MORE YOU HAVE.”
- MAYA ANGELOU

Perks are customisations that allow additional power, defences, abilities or tactical flexibility to a Unit or the Weapons they wield. They can also downgrade a Unit or Weapon, reducing the Point Cost for a game.

PERK DEFINITIONS, TERMS AND CLARIFICATIONS

Here are some terms to be aware of when reading the descriptions of Perks:

Unit Perks: These adjust how the Unit functions under certain conditions or grants additional abilities, enhancements or tactical options. For example, the Unit may be able to teleport off the Battlefield or regenerate lost HP.

Weapon Perks: You can use Perks to make Weapons more potent, providing circumstantial benefits or even changing the method of its use. For example, each of a Weapon’s Attacks are an explosion, striking multiple models at once.

Roster Perks: These provide tactical utility or are additional effects available to every Unit in an entire Roster.

Traits: A Trait is an additional adjustment to how the Unit is used, functioning like a Perk.

User: The ‘User’ refers to the Unit using a Perk.

Wielder: The ‘Wielder’ refers to the individual model using a Weapon or Weapon Perk.

Target: The ‘Target’ refers to a Unit selected by the User. In some circumstances, it can instead refer to a specific model or area on the Battlefield, which will be detailed in a Perk’s description.

Friendly: These are Units that are in the same Roster.

Negative Perk Effects: These are Perks caused by enemy Units such as Weapon Afflictions, or Unit Abilities that reduce the effectiveness of a Target. Perks that weaken the User (self-inflicted), such as effects of the Descend Transformation Perk, are not considered negative Perk effects. When effects occur or last until the end of a Game Turn, apply all ongoing Perk effects before removing any of them, as some Perks may affect others.

Objective: This is a marker, terrain piece or model on a Battlefield that is used in a variety of games.

Current Point Cost: The value of a Unit will change during the game as it loses (or regains) HP. To calculate the Unit’s Current Point Cost, do the following: when a Unit with several HP has taken damage, divide the Unit’s Point Cost by total HP, then multiply the result by remaining HP to determine its current value, or use the WARSURGE App.

Example: A Unit consists of two models with 6 HP (3 HP per model), worth 120 points in total including their Weapons. The Unit suffers a casualty and has one model remaining with 3 HP. The player then calculates the Unit’s pts per HP.

120pts divided by 6 is 20pts per HP.

The Unit has 3 HP remaining. The Current Point Cost would be: 20pts × 3 HP = 60pts.

DUPLICATE PERK EFFECTS

Stacking Perk Effects: When there are multiple Perks that alter Stats, cause damage, Tests (that Activate a Perk), Dice Modifiers or Rerolls, these effects are accumulative, though identical Perks do not normally accumulate. ‘Affliction’ Perks are the exception, which unless stated otherwise, do not accumulate (see ‘Stackable’ term in the App in a Perk description or Section 12.9 of the full Rulebook).

Example 1: A Unit that has Defence 4 and is increased by +1 from two different sources would have Defence 6.

Example 2: A Unit with a 5+ Armour Save reduced by -2 or more will not have an Armour Save.

Example 3: A Unit that suffers 3 HP Loss from an Affliction (Weapon Perk) effect that requires a Skill Test will test three times. The successful effects will only stack if applicable (some Affliction Perk effects do not stack, but the tests will, with any successful tests causing it to be active).

Multiple Models using the same Weapons: When Units have multiple models with the same Weapon equipped and it provides an effect to the User, each model using the Weapon receives the same effect. When rolling dice to determine a Perk effect, all Users share the same result.

If multiple models with the same Weapon require a test to use the Weapon, these can be rolled individually or together. If no choice is declared before rolling, one test will apply for all Weapons.

Example: A Unit contains models using a Weapon that increases Power by +D6. The Unit rolls a result of 2, increasing the Power of all models using that Weapon in that Unit by +2.

PERKS AND TRANSPORTS

Transports with Deployment Perks may only use them if all embarked Units have the same Deployment Perks. For example, an embarked Unit can arrive in a Transport with the Ambush III Perk if both the Transport and passenger Unit(s) have the same Perk.

If a Unit has a Perk that affects nearby Units and is embarked in a Transport, these effects can only affect the Unit with the Perk, other embarked Units and the Transport.

Perks with a Range or Radius for Targeting another Unit can be used from inside a Transport, but can only Target Units outside a Transport if the Transport has Fire Points.

Perks that need time to take effect (be on the Battlefield) function in a Transport.

Restored HP to Embarked Units in a Transport: Sometimes Units may recover HP or models while inside a Transport. If this causes the Unit to exceed a Transport's capacity, the entire Unit must disembark immediately (Base Contact with Transport).



Model by Wargame Exclusive

PSEUDO TRANSPORT PERKS

Some Perks, such as Imprison, Seed II and Breach will cause a Unit to 'embark' another Unit, even if they are not a Transport. If the Unit is a Transport and has passengers, the 'embarked' Units can Attack each other, being treated as engaged in a Melee.

Some of these Perks refer to Point Costs. If Point Costs exceed a limit, affected Units will 'disembark' immediately (the Unit must be placed in Base Contact with the 'transport').

PERKS THAT IGNORE TERRAIN AND UNITS

Units can have Perks that allow them to pass through terrain and other Units. Units may only position onto terrain capable of supporting them. A Unit cannot end their Movement where another Unit currently is.

PERKS AND STAT CHANGES

Several Perks can increase or decrease Stats on Units and Weapons. When this occurs, always apply addition or subtraction before applying multiplication or division. Apply any Dice Modifiers afterward.

Example: A Weapon is using three Perks. Two of the Perks increase its Power Stat (total of +3), while the other Perk doubles it. The Weapon's original Power Stat was 5. First, we increase it to 8, then double it which has a final total of 16 Power.



ARMOUR AND AEGIS: STAT CHANGES AND MODIFIERS

Several Perks can raise or lower an Armour or AEGIS Save, while others are a Dice Modifier. If it is an outright change to a Stat such as from the 'Corrode' Perk, it will affect AP (-1 to a 3+ Armour Save will cause AP 4+ Weapons to ignore it). Dice Modifiers on the other hand, such as those caused by Penetrate and Puncture Perks, will only lower its chance of success and have no effect on AP. If both Stat changes and Dice Modifiers are present, apply Stat changes then Dice Modifiers.

DAMAGE INCREASERS

Many Perks can increase the attributes of a Unit or Weapon. When inflicting damage, most of the time it will be self-explanatory, but multiple Perks that increase damage or HP Loss can be more complex.

When determining the increase in Stats, do so as follows: apply Stat bonuses, then any multipliers.

In the most extreme case when using Weapons: add bonus Attacks then multiply Attacks, multiply successful Attack Dice, then multiply HP Loss.



Example: A Weapon with 2 Attacks has the following Perks: +Attacks II, Arc I, xD6 Attacks, Obliterate I, Annihilate I.

2 Attacks from Weapon, +Attacks II (D6, rolled a 3), Arc I (xD3, rolled a 2), xD6 Attacks (rolled a 4). The Weapon currently has $(2+3) \times 2 \times 4 = 40$ Attacks. Next roll the Attack Dice and apply Obliterate I (multiplies successful Attack Dice by x5). Next, after resolving Saves, multiply the HP Loss from Annihilate I (HP Loss x2).

TOOLS FOR PERKS

Dice: Dice play an important role with Perks; they are used for making tests for the success of a Perk or to generate numbers. Instead of simply calling them dice, we will refer to them as D3, D6, 2D6 or Scatter to indicate how or what dice to roll. A D3 is a D6 divided by 2 (rounded up), a D2 is a D6 divided by 3 (rounded up), and 2D6 is two D6 rolled and added together. Refer to Dice Terminology in Section 1.4 of the full Rulebook for more details of these terms.

Templates: Weapon Perks from the Mode family make extensive use of templates, such as circles, cones or lines of varying sizes. You can download and 3D Print our templates from the WARSURGE website for free at www.warsurge.com/downloads, or follow instructions to create your own in Section 21 of the full Rulebook.

Perk Markers: Some Perks have lingering effects or may need to be tracked during the course of a game. We recommend using markers (which can be downloaded from our website, either as 3D Prints or printable on paper), coins, dice or other objects such as coloured rocks to indicate that a Unit has an ongoing effect or needs to be reminded of a Perk.



A: Templates are used for many Mode Weapon Perks.

B: Markers and counters can be handy reminders to represent active Perk effects or abilities. These can be downloaded from the WARSURGE website along with templates.

C: Dice and other objects can be used as Markers. Dice can also be handy to indicate remaining HP on multi-HP Units.

Scatter Arrow (xD6): The Scatter Arrow is used for some Perks to determine a random direction, which reflects abilities and Weapons that are affected by wind or can go 'off course'. The WARSURGE App has a Dice Generator which includes a Scatter Arrow, allowing for eight random directions and a 'Hit' symbol (where the Perk's Target will remain as intended by the User). You will need a point of reference, for example 'true north', or a location on the Battlefield to follow the direction that is generated.

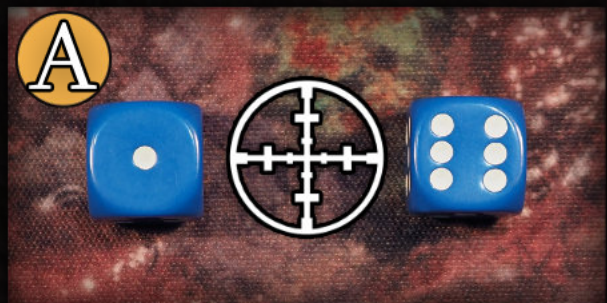
When a Scatter Arrow is necessary, the number of D6 needed to be rolled is displayed with the Activation Term. Typically, a 2D6 or a single D6 will need to be rolled to determine the distance of the Scatter. In the image on the right, the scatter is north-east. If we roll 2D6 with a result of 3 and a 2, the total Scatter is 5 inches, north-east in direction. On average, a Scatter has a 1 in 3 chance of landing as a direct hit (represented by a crosshair symbol in the WARSURGE App). This means the Scatter lands where it was directed, meaning the other D6 are discarded. If you are not using the WARSURGE App, then refer to Manual Scatter Arrow below.



Scatter Arrow in the WARSURGE App

Manual Scatter Arrow

To manually determine Scatter Arrow without the WARSURGE App, roll a D6. If the result is 6 or 1, it stays where it is (a Hit). Otherwise, look for the 1 on the dice and follow it. For example, if the 1 is facing north, the scatter goes north. The distance of the Scatter is the total of the D6 that were rolled along with the Scatter (which depends on the Perk).



A: Roll a D6. If it results in a '1' or '6', then it is a 'Hit'. If there are dice that are used to determine the distance, then they are discarded.

B: If a '1' or '6' is not rolled, then follow the direction of the '1' for the Scatter Arrow.



USING PERKS

PLAYSTYLES AND WHEN TO USE PERKS

Standard: Perks are used by a Unit once per Game Turn. There are exceptions, such as Passive and some Specific Perks. Any number of Perks can be used by a Unit before and/or after any Action, such as Deploy, Move, Attack or Dash in their respective Phases. If a Unit wants to use a Perk but does not wish to make an Action, they may still use the Perk but it forfeits their opportunity to make an Action later in the Phase.

Advanced: In Advanced Games, Perks can be Activated multiple times with the 'Use Perks' Action, but will cost additional CP with each use. Passive Perks do not need to be Activated, therefore do not cost any CP. The Use Perk Action allows Units to use all their available Perks at once.



ACTIVATING PERKS

Whether it is a Unit Perk, Weapon Perk, Roster Perk or Trait, there are different methods to use them, often referred to as Activate. Unless otherwise stated by a Perk or an Activation Term, the following applies to Activating Perks:

- Perk effects are applied when the Perk is used.
- Weapon Perks that do not specify when the Perk occurs (or applies) will do so at the end of the Unit's Attack Sequence.
- The effects of different Unit Perks stack with each other. Identical Perk effects only stack with the 'Stackable' term.
- Units in Reserve can use Perks on other friendly Units (Units in the same Roster) in Reserve.
- Perks that occur passively or under certain circumstances must be used whenever they occur.
- Unit Perks are used simultaneously by all models in a Unit. In a similar fashion, multiple Weapons with identical profiles within a Unit are Activated together.

ACTIVATION TERMS AND PERK DEFINITIONS

There is a list of 'Activation Terms' which help describe how to use a Perk; these along with a list of Perks can be found in the full Rulebook and the WARSURGE App. Perks and Activation Terms that are needed specifically in the Compendium are listed there also.



Models by Megalith Games

PART 5: COMPETITIVE GAMES

"IF YOU'RE A TRUE WARRIOR, COMPETITION DOESN'T SCARE YOU. IT MAKES YOU BETTER."
- ANDREW WITWORTH

The WARSURGE Free Rules contains only a small amount of Competitive options and mission objectives compared to the full Rulebook, but there are elements and settings that all Competitive Games share. For example, the size of the Battlefield, the scenery, the size of the armies to be used and so forth. Here is an overview of what happens when organizing a game, from start to finish. Follow the step by step process and you'll be into the action in no time!

You do not need to follow the steps in this order, but we recommend following it to avoid confusion and conflicts.

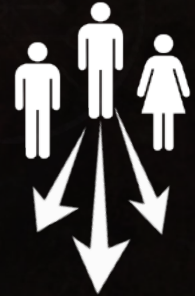


STEP 1: NUMBER OF PLAYERS OR TEAMS

At this step, confirm the number of players participating and whether there are any teams.

WARSURGE can suit virtually any number of players. Most Battlefields in Step 4 are optimised for two players or teams, but there are maps that are ideal for 3, 4, 5 or more players. If playing as part of a team, treat a whole team as a player in terms of alternating Actions and so forth.

No matter the number of players, use the Deployment Zones as a reference and go clockwise around the Battlefield when alternating Actions, starting with the Turn Master.



STEP 2: SELECT PLAYSTYLE

Players must agree on which Playstyle to use for the game.

If players cannot agree, randomise by rolling a D2:

- 1: Standard Game: Deploy Phase, Move Phase, Attack Phase and Dash Phase.
- 2: Advanced Game: Command Points and Actions.



STEP 3: POINT LIMIT AND ROSTER

Point Limit

The Point Limit is used to determine overall army size and the length of the game. At this time players must agree or vote upon a Point Limit. A small game is about 100-500 points, a medium one being about 750-1500 points, and a large game being 2000 or more points.

Rosters

Players now use a Compendium book or the WARSURGE App to make Units and insert them into a Roster, to the agreed Point Limit. Each Unit must be worth at least 50pts to take into a game, and each model must be worth at least 1 point including Weapons.

Example: In a 1000pts game, players can't take more than 20 Units each.



Models by The Printing Goes Ever On and Firelock Games

STEP 4: BATTLEFIELD SIZE

Players now decide the Battlefield Size. The size should be selected based on the Point Limit or miniature scale (such as 28mm or 15mm miniatures size) of the game being played. We recommend option **B** or **C** for most games:



Option	Size	In Feet	In Inches	Point Limit
A	Small	2' x 2'	24" x 24"	50-200pts
B	Medium	4' x 4'	48" x 48"	200-750pts
C	Large	6' x 4'	72" x 48"	750-2500pts
D	Giant	8' x 4' or greater	96" x 48" or greater	2500pts+



2' x 2'

24"

24"

4' x 4'

48"

48"

TIP: Downscale

If in a small play area or using a tiny miniature scale, convert inches (") to cm (metric). Include Move, Range, Dash, Coherency and other distances too.

6' x 4'

48"

72"

8' x 4'

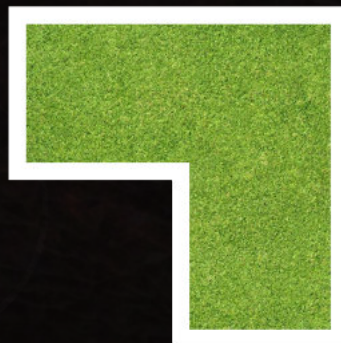
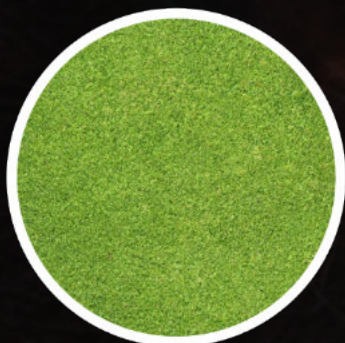
48"

96"



IRREGULAR SHAPED BATTLEFIELDS

Players may have Battlefields of unusual size or shape, for example kitchen tables or living room floors. When playing on irregular areas, elements from later steps (such as Deployment Zones and placing Objectives) will need to be adjusted to suit. For convenience, we have listed sizes and distances as a percentage (%), though players may need to increase or decrease some Deployment Zones to suit irregularly shaped Battlefields.



STEP 5: DEPLOYMENT ZONES

We now determine the Deployment Zones, which are areas for players to Deploy their armies. Looking at the Deployment Zone Shapes below, you can see percentages listed and lines dividing the area, allowing you to play with any sized area.

To figure out the percentage on your Battlefield, measure the board edges and convert it as below.

Board Edge: Feet	Board Edge: Inches	50%	33%	25%
2'	24"	12"	8"	6"
4'	48"	24"	16"	12"
6'	72"	36"	24"	18"
8'	96"	48"	32"	24"



50%, 33% and 25% can be quickly worked out on any board size or shape by dividing a Battlefield's distance by 2, 3 or 4.

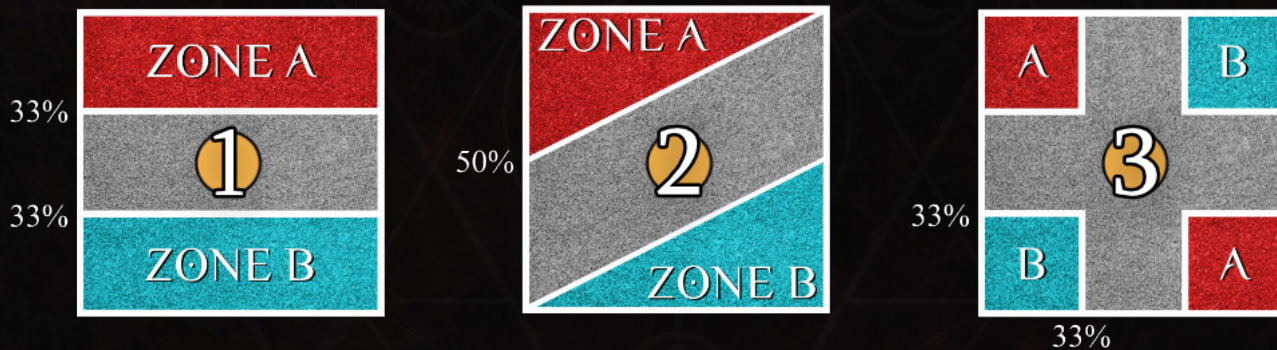
Example: 33% of a 56" board would be divided by 3, giving a result of 18.6" (which can rounded for simplicity).



TWO PLAYER DEPLOYMENT ZONE SHAPES

The Battlefields below are for two players or teams. Each player selects a coloured zone to Deploy their Units in. Grey areas are no man's land. The percentages (%) are references to where you draw the Deployment Zone boundaries.

Square: If using a square board, decide from the options below or roll a D3 and refer to the number.



Rectangular: If you are playing on a rectangular board, decide from the options below or roll a D6 and refer to the number.

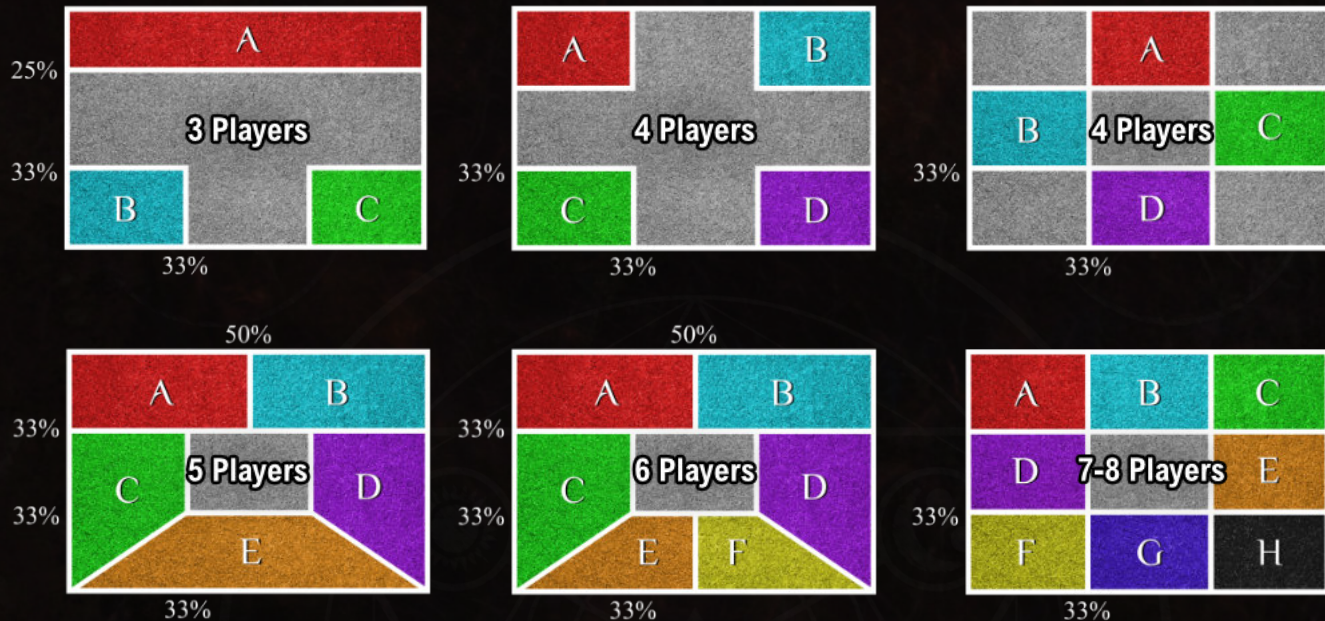


DEPLOYMENT ZONES FOR ADDITIONAL PLAYERS

When playing games with more than two players or teams, the Deployment Zones below can accommodate. Each colour refers to a different Deployment Zone, marked with a letter. 33% and 50% can be converted referring to the previous page.

Games with more than 7 or 8 players are recommended to be turned into Team Games, or have a very large or long Battlefield to play on. Depending on the numbers, extend the playing area or divide it evenly among the players.

With 7 Player games on the 7-8 Players map, the last player to pick a Deployment Zone will get both the remaining zones.



8+ Players

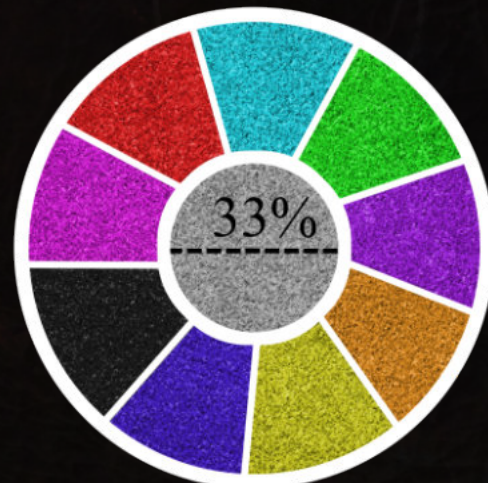
The Battlefield on the left is at least 8' x 4' but could be larger (indicated by the two +). If it were bigger, this would allow more players to join the game. Another option is to evenly divide or shrink the Battlefield to fit the number of players.

It also works well for teams.

CIRCULAR SHAPED BATTLEFIELDS

The circular Battlefield on the right is divided among the number of players, like a slice of pizza or a piece of cake. This is particularly good for an arena or gladiatorial setup.

Dividing the circle into thirds (33%) is a good rule for having 'no man's land' and reasonable Deployment Zone sizes. If the Battlefield is very small or there are too many players, no man's land (the grey area) could be removed and turned into extra space for more players. Otherwise, the no man's land could become a Deployment Zone in itself.



STEP 6: GAME TYPE AND OBJECTIVE MARKERS

The WARSURGE Free Rules have a limited selection of mission objectives, which are selected from the following: Deathmatch, Capture Territory and Capture Objectives. If the players cannot agree or would like to select one randomly, then roll a D3:



1) Deathmatch 2) Capture Territory 3) Capture Objectives

1) Deathmatch

The only goal is to defeat other players. The player with the most of their army's strength remaining is the winner.

VICTORY CONDITIONS

- 1) The player with the most of their Roster remaining in Point Value (pts) at the end of the game is the victor.
- 2) Starting from Game Turn 2, if a player has no Units on the Battlefield (including Units in Reserve) at the end of a Game Turn, they and all their Units are eliminated from the game.
- 3) Any Units left in Reserve at the end of the game count as casualties for determining a winner.

POINT VALUE CALCULATION

The WARSURGE App can determine your army value in 'Play'. The Roster tab allows you to keep track of remaining models and HP in each Unit to determine their current value. The App also calculates the total value of your entire Roster, and the Enemy Tab allows you to determine the values of enemy Units and Rosters as well.

Alternatively, you can manually figure out Unit values (for Compendium books), which is explained below.

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:6 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

Manual Point Value Calculation

To determine the remaining Point Value of a Unit that has lost HP without the WARSURGE App, do the following:

- 1) Find the total Point Cost of the Unit at full HP, including Weapons.
- 2) Take the total Point Cost from 1), then divide it by the full HP of the Unit (include all models in the Unit at full HP).
- 3) Multiply the result from 2) by the remaining HP of the Unit.

Example: A damaged Unit has one model remaining. Originally, the Unit consisted of two models worth 120 points in total including their Weapons. All up, the Unit had 6 HP at full strength.

$120\text{pts} \div 6 = 20\text{pts per HP}$

If the Unit had 3 HP remaining at the end of the game, then: $20\text{pts} \times 3 \text{ HP} = 60\text{pts current value}$.

Units with Perks and Special Point Costs

Some Units, such as those with Perks like Summon, Respawn and Fusion, have instructions for how to calculate their Point Value. Refer to these Perks either in the WARSURGE App or Section 12 of the full Rulebook to determine the Unit's value.



Models by Puppetswar and Megalith Games, Terrain by Micro Art Studio

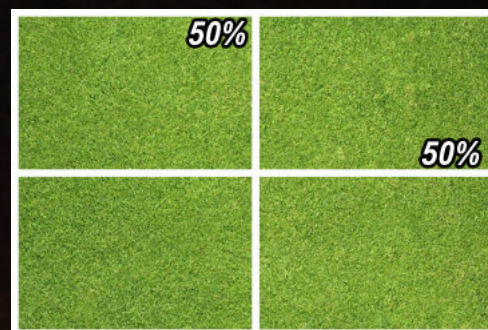
2) Capture Territory

The Battlefield is divided into four sections (quarters). Players must capture these sections to secure victory.

Divide the playing area into four equal sections by measuring half way (50%) of the Battlefield on both length and width. You must have a Unit fully within a section with no enemy Units fully within it. If a Unit from another player is fully within a section, the area is contested and neither player is able to control it.

Objective Value: Each section held uncontested by a player at the end of a Game Turn generates +1 Objective Point (OP). Each section held uncontested at the end of the final Game Turn instead yields +3 OP.

Territory Map (Quarters)



3) Capture Objectives

There are a number of strategic assets on the Battlefield. Claim them with your forces to secure victory.

Number of Objective Markers: Roll a D6 for the number of Objective Markers then refer to 'Placing Objective Markers' below for placement. Alternatively, choose a number of Objective Markers for the game.

Control Objective Marker: If a player has a Unit within 2" of an Objective Marker, they are treated as controlling it. If an enemy Unit is also within 2", the Objective is contested and remains neutral, neither player being able to control it. A Unit can only control one Objective Marker at a time.

Objective Value: Each Objective Marker generates +1 Objective Point (OP) at the end of a Game Turn for the player controlling it. At the end of the final Game Turn, each Objective Marker instead yields +3 OP.

PLACING OBJECTIVE MARKERS

'Capture Objectives' uses Markers for placing Objectives. These 'Markers' can be represented as a point of interest (such as a Terrain Piece), a model or a simple token on the Battlefield. Objective Markers can be placed by agreement between players or randomised as below. Objectives are placed roughly at the coloured circles as on the diagram.

NOTE - Equal Objectives: Some maps can be irregularly sized or have many players participating. Ensure that players have access to the same number of Objective Markers.

One Objective Marker: Black, centre of diagram.

Two Objective Markers: Roll a D2: **1)** Red **2)** Blue

Three Objective Markers: Roll a D3:

1) Red and Black **2)** Blue and Black

3) Black and roll a D2: **I.** Yellow **II.** Purple

Four Objective Markers: Roll a D2:

1) Red and Blue **2)** Yellow and Purple

Five Objective Markers: Roll a D2:

1) Red, Blue and Black **2)** Yellow, Purple and Black

Six Objective Markers: Roll a D2:

1) Yellow, Blue and Purple **2)** Yellow, Red and Purple

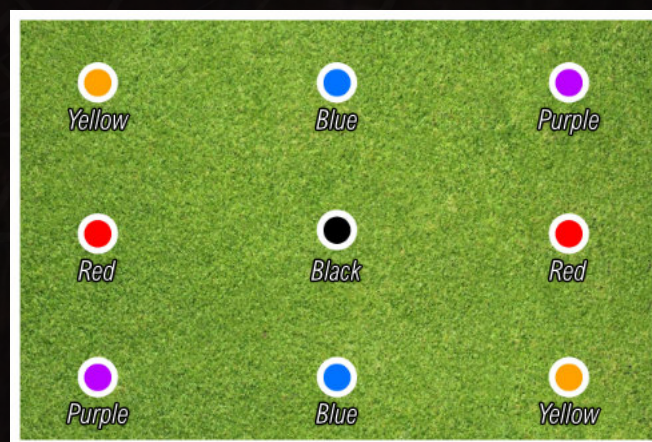
Seven Objective Markers: Roll a D2:

1) All but Blue **2)** All but Red

Eight Objective Markers: All Markers except Black

Nine Objective Markers: All Marker Locations and Colours

Objective Marker Map



TIP: Objective Combination

You can combine Objective Markers, Territory and/or Deathmatch into one game. If you want to combine Deathmatch, grant 1 OP for every 10% of the Roster that survived.

For more Objective options, read the full Rulebook.

STEP 7: PLACE TERRAIN AND SCENERY

With Deployment Zones (and any Objective Markers) established, players will now place terrain and scenery. The larger the Battlefield, the more terrain features that should be upon it.



TERRAIN DENSITY

The amount of terrain players should use depends on the size of the Battlefield and how dense it is intended to be. Some locales such as forests are thick, lush and full of terrain, while some settings such as wastelands or deserts are barren and typically have little to offer in terms of shelter.

Players can agree on how much terrain should be present in the game, or randomise it.

If fully randomising the number of Terrain Pieces, refer to the guideline below. Moderate is the default amount of terrain, but players may agree to refer to the Light or Dense columns.

Battlefield Size	Light	Moderate (Default)	Dense
2' x 2'	D2	2+D3	3+D3
4' x 4'	2+D3	4+D6	6+2D6
6' x 4'	4+D6	6+2D6	9+3D6
8' x 4'	6+D6	8+3D6	12+4D6

Example: Players using a 6' x 4' Battlefield are referring to the Moderate column. They roll 2D6, getting a result of 3 and 4, adding up to 7. They then add 6, giving them 13 Terrain Pieces in total to place across the entire Battlefield.

Note: A benchmark to go for is 2-4 pieces of terrain for each 2' x 2' of playing area. If playing on a larger or an irregular shape, it is up to the players to agree on how much terrain is fit for the game.



DEFINING TERRAIN PIECES

A Terrain Piece could be a forest consisting of several trees, a building, some ruins, debris, rocks, weapon stockpiles, a large statue, a big hill or much more. Players should agree to the function of terrain before placing it down, including any protection it might offer and if the terrain is a Cover Area (discussed in Part 2, on Page 16). A particularly large Terrain Piece may count as several Terrain Pieces.

Example: In the diagram, a fortress counted as three terrain pieces. A cluster of trees counted as one Terrain Piece, while a house counted as one Terrain Piece. This adds up to 13 Terrain Pieces altogether.



PLACING TERRAIN PIECES

There are two options for placing terrain:

- 1) The players alternate placing Terrain Pieces.
- 2) A player or host sets up the Battlefield before the game starts (for example, before players arrive to a venue).



In either case, players should all review the terrain on the Battlefield before starting the game, checking to see if the terrain is evenly distributed, balanced and fair for tactical movement and protection. Players are not allowed to use terrain to block access to Units or any Objective.

STEP 8: GAME LENGTH

The Game Length is the number of Game Turns before the game ends. Players will decide or randomise by rolling a D3:

1) Conflict: At the end of Game Turn 4 and onward, Players Roll-Off. The winner must decide within 10 seconds if the game ends or continues. If the Roll-Off is a tie or not decided in 10 seconds, Roll-Off again.

2) Random: At the end of Game Turn 4 and onward, the Turn Master rolls a D6. On a 4+ the game continues, otherwise it ends. The game ends automatically at the conclusion of the tenth Game Turn.

3) Set: Roll a D6 and add 3 to the result. That is how many Turns the game will go for.

Custom: Players can instead set their own conditions for the game's end, such as achieving an Objective.



If players have a time limit or other commitments before the game ends, it would be considered good sportsmanship to end the game and determine a winner immediately, or if inconclusive or difficult to gauge, declare the game a draw.



STEP 9: MODS

Some players might request extra modifications (Mods), conditions or requirements for the game. All participating players must consent to the use of suggested Mods. Below are a few examples, but more can be found in Section 24 of the full Rulebook and also the WARSURGE Website:

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.

Universe Theme: The battlefield location and armies are focused on certain themes. For example, a medieval, fantasy, sci-fi or steam-punk themed game.

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. Players can also refer to the Roster Organisation Chart (ROC) in Section 24 of the full Rulebook.

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

Time Attack: Players must quickly decide where to direct Movement or Weapons with each Unit. By default, this is 10 seconds to decide, but players can agree to make this more (such as 20 seconds) or less (5 seconds). Note that once a Unit is being repositioned or dice gathered to roll, the timer is to be disregarded, as this is 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.

Standard 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.*

Fog of War: Players cannot see where players are placing their Units during Deployment, but are unveiled after all have finished. To have privacy, players can set up a partition or curtain and remove it when all are finished. Alternatively, players can take it in turns Deploying whole armies, covering the army over with a cloth before letting another player enter the area.



STEP 10: START THE GAME

We now start the game.

Begin by having all players perform a Roll-Off. The winner chooses the Turn Master, who will select a Deployment Zone first, followed by other players in order of highest score in the Roll-Off. After that is complete, the Turn Master Deploys their first Unit onto the Battlefield, followed by the next player in clockwise order.

Refer to the Objectives discussed at Step 6 (Pages 33 and 34) to determine the winner of the game.

PART 6: NARRATIVE GAMES

“CONFLICT IS INEVITABLE, BUT COMBAT IS OPTIONAL.”
- MAX LUCADO

Narrative games are focused on telling a story or playing a game set to a specific theme or tale. Narrative games come with three different focuses: Solo, Party or Clash.

SOLO

Ideal for one player, these Solo games are often step-by-step stories which may require a mix of exploration, decisions, puzzles and combat. Some Solo Narratives can be adjusted to let other players join in, making it similar to a Party Narrative.



PARTY

Intended for cooperative play. These games are where players team up to engage foes and complete the Narrative. Players may even have to split up to complete multiple objectives at once! Some Party Narratives can be adjusted to play like Solo.



CLASH

This is a special Competitive Game for players. In a Clash, the conditions of the battle may be unique, and not always on 'equal' terms. Factors such as terrain, Deployment Zones, Unit restrictions, differences in Point Limits or Objectives could be present.



STARTING A NARRATIVE

There are a number of Narratives that can be downloaded on the WARSURGE Website: www.warsurge.com/narratives

NARRATIVES AND PERK RESTRICTIONS

Most Solo and Party Narratives do not permit Movement and Deployment Perks that would allow a Unit to pass through solid terrain, while Perks such as Incorporeal and Vanish are also not permitted unless otherwise stated (as these Perks can bypass walls, Stages or other content). Clashes are special battles between players, and are not as restrictive on Perks compared to other Narratives.

Perk Restrictions and Limited Use Perks

If Perk restrictions are in effect, it will say 'Yes' on the Narrative's 'Logistics' area. If no restriction, it will say 'No'. Sometimes specific Perks will be mentioned.

When set to 'Yes', Solo and Party Narratives have the following in effect:

- I.** Perks that allow or force Units to enter Reserve, Deploy beyond Deployment Zones or bypass solid terrain (e.g. walls) are not allowed.
- II.** If all player-controlled Units become casualties, Perks that bring an entire Unit back after becoming a casualty are not allowed.
- III.** Limited Use Perks (such as Use I, or Courage) are a single use per Narrative. Some Stage Rewards may offer to refill them.
- IV.** Countdown will reset at each Stage, but Recharge continues counting Game Turns from when it was last used.
- V.** Decoys and Explosive Decoys count as Limited Use (single use) for the purpose of refills of Perks in Narratives, and do not need to be used right away; they may be used (or Deployed) during later Stages.
- VI.** If Loot Weapons appear, Enemy Units will only seek to collect them if they see them and it does not disrupt their ability to Attack.
- VII.** Undead Legion (Roster Perk) is not permitted.

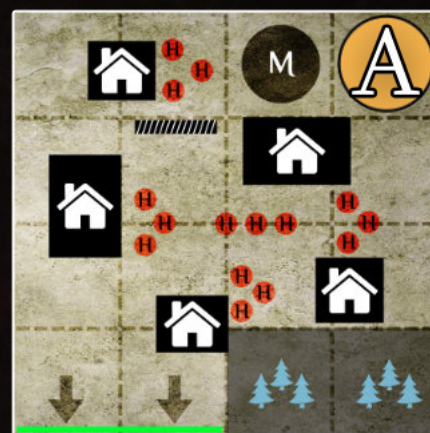
MAP DATA

Stages often have Maps. They include details of player and enemy Unit placement, terrain, and any other elements needed on the Battlefield. If no Map Data is present either in text or image form, simply follow the instructions in the Stage itself.



Maps have squares, each 6" in length and width that are separated with dotted lines: - - - - -. Each '-' is approximately equal to one inch ("). Using these grids as a guide, players can place Units, enemies and various objects onto the Battlefield accurately, though approximate placement is sufficient. Map A on the right is 2' x 2' (24"x 24").

A straight green line along a board edge indicates that players must Deploy their Units along a board edge (along the green line). Alternatively, a red line may exist for Enemy Units to be placed on a board edge. At other times, it is a coloured zone, similar to a Deployment Zone (see the example of 'Map B' on the lower half of the page).



Objects such as Enemy Units or Objectives often appear as circles with a letter inside them, such as H in Map A. Red objects refer to an Enemy Unit, while black is another object (or an Objective).

Terrain

Impassable Ground or impassable terrain pieces are represented with solid black areas. By default, these areas will block line of sight (for example, buildings). Thin black lines are walls in some form (building, cave, forest) which block line of sight.



Traversable terrain is denoted with semi-transparent black areas. It is combined with a symbol to specify what it does. If no symbol is present, then it is treated as Cover Area, which will grant a bonus +1 Defence to Units in it.




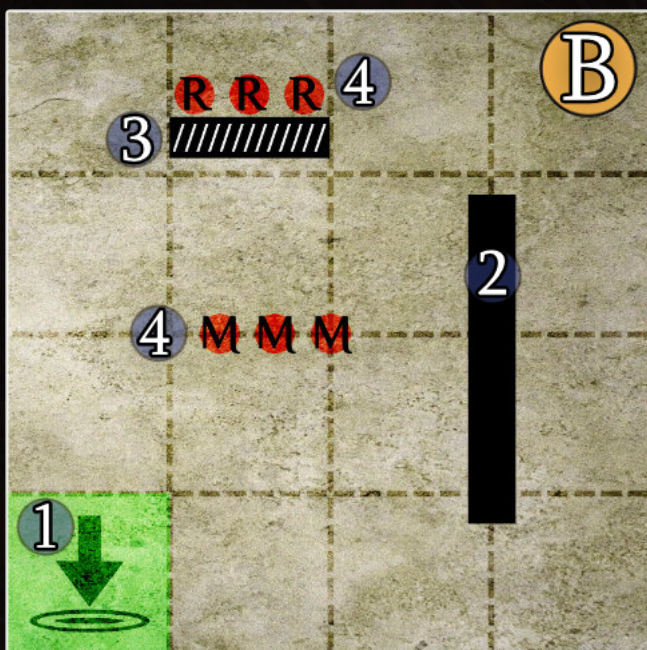
Maps may have symbols. This indicates what kind of terrain to use (such as a house, trees, fortress etc). If these symbols are used, the terrain will be defined in the Narrative itself, and if solid black will block line of sight. For example, the house symbols used in Map 'A' above might have a profile and could potentially be embarked.



The Cover Area in Map 'A' has tree symbols (which could indicate a dense forest with undergrowth or snaring roots). If the symbols are coloured, it means there is a Ground effect. **Blue** is Difficult Ground. **Red** is Dangerous Ground. **Purple** is both Difficult and Dangerous Ground combined.



Black objects with /// through them, such as:  are Cover, but do not block line of sight. **White** /// means the Cover has no Ground effect. **Blue** /// is Difficult Ground. **Red** /// is Dangerous Ground. **Purple** /// is both Difficult and Dangerous Ground combined. **Orange** /// is Impassable Ground and cannot be traversed.



Example: Map B

Using what we have learned so far, we can read the following from the map on the left:

- 1) The bottom left has a green zone for players to Deploy their Units into.
- 2) The solid black object prevents line of sight. If one Unit is on one side, it cannot Target something on the other.
- 3) The black box with /// is Cover, such as a barricade. Units can get close to it to receive a Cover Bonus. Being white, there are no Ground effects; Units may traverse over it.
- 4) (R) and (M) are abbreviations for Enemy Units, which are represented as red circles. They feature in the sample Narrative in Section 22 of the full Rulebook, as Ranged Soldiers (R) and Melee Soldiers (M). The red circles are locations to specifically place models. Both Units consist of three models, which is outlined in a Stage's 'Enemies' area.

STAGE ENEMIES

If enemies are present, profiles and Weapons will be listed in the Stage, and the enemy Unit(s) will follow a 'Tactic' outlined in the Stage, discussed on the next page. Below is an example of a Narrative's 'Stage Enemies' with profiles, followed by an explanation of the abbreviations.

EXAMPLE - Stage Enemies

Enemies: Five Units of 3 Henchman, One Unit of 1 Dyson's Monster.

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	Perks	Tactic
Henchman (H)	15	6"	6"	3	1	5+	-	Morale I	Guard (L) / Threat

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	Perks
Henchman Steam Rifle	15	24"	1	3	-	BT	Aim 4+

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	Perks	Tactic
Dyson's Monster (M)	1	6"	6"	6	12	3+	-	Morale I	Dialogue / Event

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	Perks
Monstrous Fists	1	24"	4	8	2+	AS	-

Profile Details and Abbreviations

The Stats of Units and Weapons are detailed and abbreviated as follows. If Stats are missing, they do not possess that Stat.

Enemies: (x Units of x Enemy Unit). This provides instruction for the number of models that need to be placed into one or more Units. Weapons are assumed to be shared equally. If necessary, it will also provide details if Units are to have specific Weapon combinations. For example, a Unit of 10 Soldiers could have 9 Rifles and 1 Grenade launcher, where each model is intended to have one Weapon each.

Name (Unit): The name of the Unit. In a Unit's Name, there may be a bracket with one or more letters, such as (H). This is a reference to their location on a Map.

Qty: Quantity. The highest number of models that you'll need of that Unit for the Narrative.

M: Move

D: Dash

DEF: Defence

HP: Hit Points

ARM: Armour Save

AEG: AEGIS Save

TN: Transport

FP: Fire Points

Perks (Unit): If a Unit Perk is listed in a Stage, it is generally a short description for convenience. Refer to a Perk's full description in the App or Section 12 of the full Rulebook for additional details if necessary.

The following are details for Weapon profiles that models will use, and how many of each Weapon are needed.

Name (Weapon): The name of the Weapon.

Qty: The quantity of Weapons used by a Unit in the current Stage. Generally, the number of Weapons on a Unit is shared equally among the models of the Unit. If this is not the case, it will be noted above in 'Enemies'.

RNG: Range

ATK: Attacks

PWR: Power

AP: Armour Piercing

TYPE: HV= Heavy / BT=Battle / AS=Assault

Perks (Weapon): If there are many Perks used on a Weapon, they may be abbreviated or referred to elsewhere.

Dice Challenges

Some Narratives have 'Dice Challenges', where you roll dice and stack or sort them, perhaps within a time limit.

The Narrative will explain what is required of the challenge, and may vary with the number of players.



Models by Firelock Games and Megalith Games

ENEMY TACTICS

Enemy Tactics are instructions for players to guide enemy Units during a Narrative Stage. No matter the Enemy Tactic used, a player will need to move the enemy models and roll dice on their behalf. When enemy Units make an Action, start with the closest enemy Unit to a player's Unit.

In all Enemy Tactics, enemy Units must go around Impassable Ground and other Units. Unless otherwise specified, enemy Units will direct Movement to ensure all Weapons are in Range. If an enemy Unit cannot direct Weapons at its primary Target, it will direct Weapons at another Target that is within Weapon Range.

If an Enemy Unit suffers a Perk such as Dread or has Fallback, their Movement will be directed toward their starting location.

Below is a list of all Enemy Tactics.

Aggressive: Enemy Units move toward and Attack the closest player Unit in line of sight (LOS). If there are Targets in equal distance, they will focus on the player Unit with the lowest HP. If this is also equal, players must randomise, Roll-Off or vote on who the enemy Unit will Attack. If all of an enemy's Targets move out of line of sight, they will pursue until they regain line of sight.

Focused: Count the number of player Units an Enemy Unit can strike within Weapon Range, then randomize with dice as to who it Targets with all of its Weapons. For example, if there are three player Units, give each a number then roll a D3.

Point Value (Highest/Lowest): The Unit will strike the most expensive or cheapest Player Unit based on its Point Value at full HP.

Coward: The Enemy Unit seeks to block line of sight and hide from player Units where possible, only Attacking if its Weapons are in Range and line of sight of the player Units.

Destroyer: Enemy Units direct each Weapon against an 'ideal' Target where possible, focusing on maximum damage. This means the enemy will Target a Unit that optimises AP, followed by Power. For example, if there is AP on the Weapon, it will strike a Target with Armour that matches AP in preference, then failing that, it will Target a Unit with weaker Armour. If a Weapon with high Power, it will favour a Unit with high Defence over one with less Defence. AP is prioritized before Power – if AP does not succeed against any available Targets, Power is optimised instead.

Threat: Enemy Units Attack player Units based on what is most threatening to their own survival. Initially, they will Target the closest player Unit similar to 'Aggressive', but this will change after player Units have Attacked. The player Unit that is doing the most damage (HP Loss) is who the enemy Unit will Attack in preference. If a player Unit restores HP to another player Unit, on the next Game Turn roll a D6 for each enemy Unit. On a 4+, the enemy Unit focuses on Attacking this Unit instead if it is able to do so. If there are multiple player Units that are healing, the enemy Unit will focus on the player Unit that is restoring the most HP. If an enemy Unit can't Attack the most 'threatening' player Unit, they instead Attack the closest player Unit.

Specific: Refer to the Stage of a Narrative for 'Specific' Enemy Tactics. For example, the enemy could Attack a specific building, object or Unit and only Attack player Units that get in their way or engage them in a Melee. They may prefer Targeting Units with certain Perks, such as Leaders, or Units that can restore HP among other conditions.

Player Controlled: You or another player control the enemy, attempting to cause as much damage as possible against player Units, or otherwise try to imagine what the enemy 'would try to do' (the latter may require a story driven mindset when handling the models).

Random (D3/D6): Some Narratives or Stages may randomize Enemy Tactics, rolling a D3 or D6 and referring to a list.

Dialogue/Event: Some Stages have Dialogue or Event options. What is chosen will decide the Enemy Tactics of the Stage or Narrative.

Guard: Guard Units are not aware of player Units at the start of the Stage. Guards take one of three roles: **Lookout (L)**, **Patrol (P)** or **Roam (R)**. Lookouts remain stationary. Patrol Units will relocate to a different position each Game Turn (stated in a Narrative and indicated on a Map) while Roam Units will function like Patrols but relocate randomly. Narratives will specify additional details of these Units.

A Narrative will state how far Guard Units can detect a player Unit, requiring line of sight. Patrols and Lookouts will detect a player's Unit if Attacked or a Move or Dash occurs within detection range. If a player Unit is detected, it will immediately activate, referring to their usual Tactic (such as Aggressive), usually for the rest of the Stage. For example, if a Guard is activated at the start of the Game Turn or during the Move Phase, they will get to Move. Other Guard Units that detect an active Guard (or a casualty Guard) also become active; this can cause a chain reaction of Guards becoming active. Until they activate, a Guard Unit does not use Move or Dash. Refer to a Narrative for any extra details.

In Narrative Games, some Perks have effects on Guards. Using Blink or Teleport as Movement past a Guard Unit does not activate the Unit; the start or end of a Blink or Teleport is still detected as normal. The Stealth Perk halves the detection distance of Guards. More details will be in a Narrative.

Varies: Sometimes there may be a mix of Enemy Tactics in a Stage, with different enemy Units having individual Tactics. Some enemy Units could have Tactics that change during a game, triggered by the number of Game Turns or amount of lost HP. By default, all enemies have the same Enemy Tactic as listed in the Stage Introduction. If it is listed as 'Varies' (there is a mix of Tactics), look at an enemy's profile (its name), or an added 'Tactics' (or TAC) column to see if it has a Tactic.

PART 7: WARSURGE APP

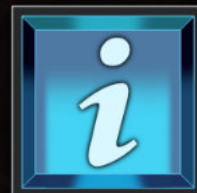
"AIM AT HEAVEN AND YOU WILL GET EARTH THROWN IN. AIM AT EARTH AND YOU GET NEITHER."
- C.S LEWIS, BRITISH WRITER

The WARSURGE App is your greatest tool for playing WARSURGE; it allows you to create your own custom Units, Weapons, and Rosters. In addition, the app can roll digital dice, record battles and manage your army during a game. Here, we will review the major screens and interfaces in the WARSURGE App along with their functions. The app is designed to be self-explanatory, but an overview is provided here for your convenience.

INFO BUTTON

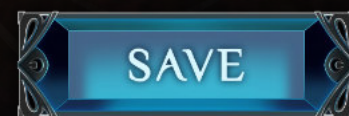
Inside the WARSURGE App, up in the top right corner, there is often an 'i' button. This will lead to helpful information about the area you are currently in, taking the form of videos that require an Internet connection.

The 'i' symbol has two appearances depending on the device being used, but both serve the same function.



SAVE

Be sure to SAVE often! You will be prompted if you have unsaved changes, but it's a good habit to Save regularly.



ADDITIONAL HELP

In the Main Menu, there is a Guide button. It has a number of helpful links and provides a basic explanation of how the app works. In addition, the Rules tab in 'PLAY' can provide quick information that can be handy during a game.

APP FEATURES

- + **Endless Design:** Create any Units and Weapons you can imagine: soldiers, heroes, vehicles, monsters and buildings along with an arsenal to go with them.
- + **Any Miniature Scale:** Compatible with any miniature scale, size or range.
- + **QR System:** Utilising the QR Code System, share your Units, Weapons and armies with other players.
- + **Play Manager:** Keep tabs on your army and enemies during games of WARSURGE with any number of players.
- + **Print Roster:** Turn your Roster into a printable PDF so you can play using printed paper instead of the app.
- + **Dice Generator:** You can quickly roll a large quantity of dice at once and track results during a game.
- + **Lore Master's Dream:** You may write up your own background information for every Unit and Weapon.
- + **Symbols:** Choose from a variety of symbols to place on your Units and Weapons.
- + **Flexible Profiles:** Units and Weapons can be used in both WARSURGE's Standard and Advanced (skirmish) Playstyles.
- + **Chronicle Your Games:** The built-in Journal allows you to keep a record of your games and write up battle reports.
- + **Emulate on Computer:** Connect your app to computer via programs such as 'My Phone' and 'BlueStacks'. Discover more methods on the WARSURGE Website.



Model by Wargame Exclusive

MAIN MENU

The Main Menu is the first screen after initially loading the WARSURGE App. Notice that the 'i' button (info) is in the top right corner.

UNITS

This is where you design Units and Weapons. Units are saved inside a 'Faction' and Weapons are saved in an 'Armoury'.

ROSTERS

Rosters are a collection of Units and Weapons that are to be taken into a game. You can also add traits and Roster Perks to an entire army here. In addition, the PRINT tab allows you to print a Roster onto paper.

PLAY

Take a Roster into a game by using Play. You can share your Roster and scan another player's Roster using QR Codes, roll dice using the Dice Generator and there are quick rule summaries available as well.

JOURNAL

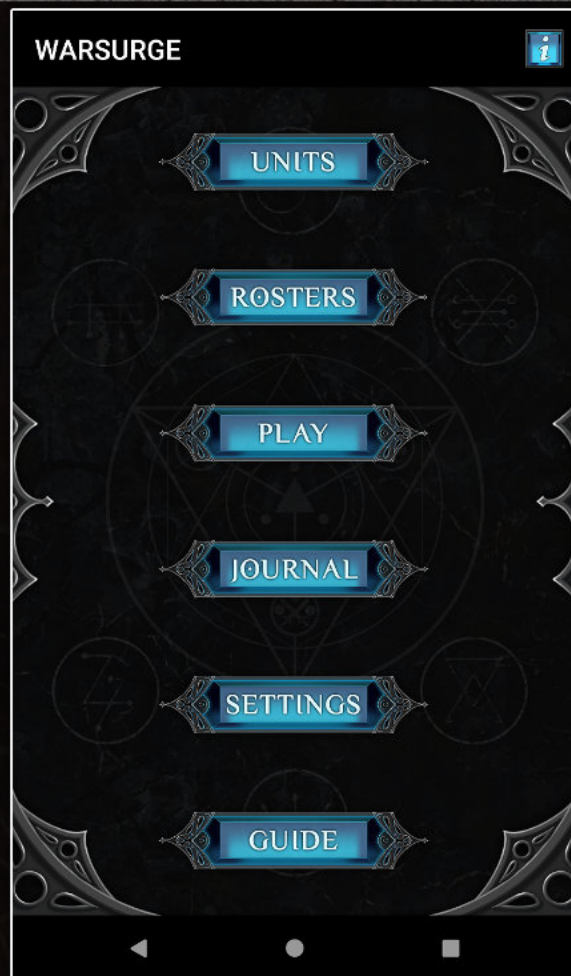
You can create records of your games with the Journal and in Play.

SETTINGS

This area leads to options and a service to backup data, or copy all data from one device to another.

GUIDE

Guide introduces the app and has several links for WARSURGE.



UNITS / ROSTERS INTERFACE

After selecting UNITS or ROSTERS in the Main Menu, you will see a list of items or tabs to browse, along with six buttons at the bottom of the screen. Lists can be scrolled, and the buttons perform the same function in any menu that uses them. UNITS and ROSTERS will be discussed specifically on the following pages, but now we shall review the buttons at the bottom of the screen.

NEW

Depending on the menu, this will let you make a new Armoury, Unit, etc.

QR SCAN

This allows you to scan a QR Code to import data for the current menu.

SHARE QR

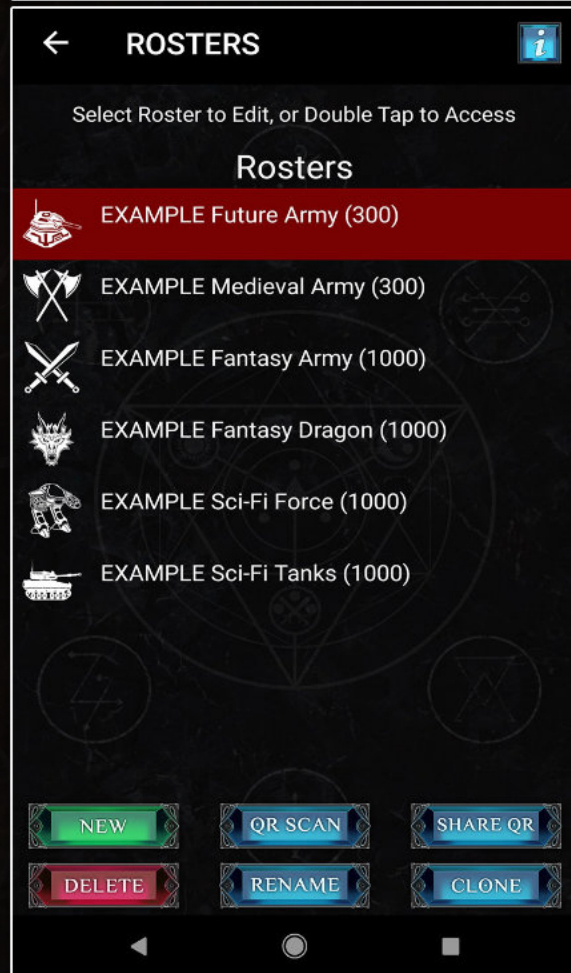
Select an item in the menu, then tap SHARE QR. If another player uses QR SCAN to scan that code in the same menu, it will copy the data.

DELETE

Select an item in the menu then select DELETE to erase the data from the device. Deleting an Armoury or Faction will erase all their contents.

RENAME and CLONE

Select an item in the menu then select RENAME to rename it, or select CLONE to create a duplicate (this may prompt a rename or destination).



UNITS: SUB-MENU

After tapping the UNITS button on the Main Menu, you will be in the Units Sub-Menu. This is the hub for creating, managing and sharing Units or Weapons. The four tabs of 'Factions', 'Armouries', 'Premade' and 'Import' each have a different function. In Android the tabs are at the top, while in iOS they are at the bottom of the screen.

FACTIONS

Factions are like a folder or storage area for a Unit, and help distinguish Units that belong to different armies or universes. Tapping a Faction twice will allow you to see any Units associated with the Faction. You can create new Units while inside a Faction.

ARMOURIES

Similar to Factions, Armouries are where Weapons are saved. Tapping an Armoury twice will allow you to view Weapons or Forge new ones.

PREMADE and IMPORT

Premade has sample Factions which can be downloaded within the app. Import allows you to download data for a Faction or Armoury using a text code, which can be particularly useful if WARSURGE Profile websites are browsed on a smartphone.

In Import, there is a link to fan websites containing profiles. Copy the text code if available and use the PASTE button to apply it, then use IMPORT to download the data.



UNITS: PROFILE DESIGN

After selecting NEW to create a Unit or choosing to edit a Unit, you will enter a new screen, starting on the UNIT STATS tab.

UNIT STATS, UNIT PERKS, WEAPONS

These tabs allow you to customise various aspects of a Unit. UNIT STATS focus on a Unit's statistics. UNIT PERKS allow you to add 'Perks' to a Unit. WEAPONS is where you manage Weapons that the Unit can use.

These tabs are at the bottom of the screen on iOS (Apple) devices.

Points Per Model

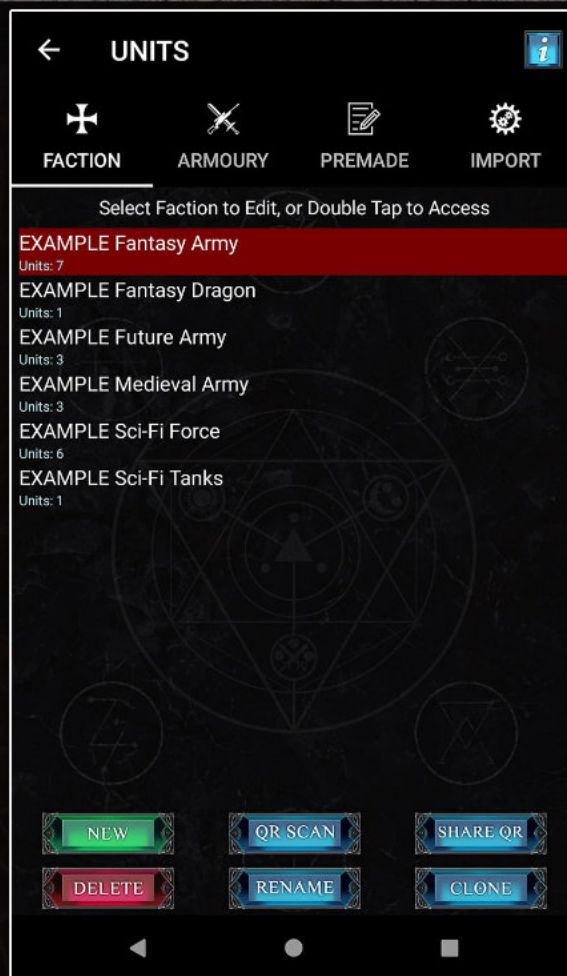
This is the current value of one model in the Unit, which includes Perks but not any Weapons. The number of models in the Unit is decided when you are creating a Roster.

Name

Underneath Points Per Model is the Unit's name. In this example, it is simply 'Dragon'. The Unit's name will also be at the top of the screen, visible in all three tabs.

Stats

Beneath the Unit's name are a series of buttons which define the Stats of the Unit. For details of these Stats, refer to Page 5 in this Quick Start booklet. Symbol is an icon to customise the Unit, while Lore is where a player can write a story or background information about the Unit.



UNITS: WEAPONS TAB

While creating a Unit, at the top right tab is WEAPONS, where players can create or import Weapons for the Unit to use.

FORGE

Forge allows you to make a new Weapon. After tapping the button, you will be asked to place the Weapon in an Armoury or to create a new Armoury. After that, you'll be able to design the Weapon's Stats and Perks.

IMPORT

Tapping this button will bring up your list of Armouries. By tapping an Armoury, you can then import a previously forged or scanned Weapon.

REMOVE

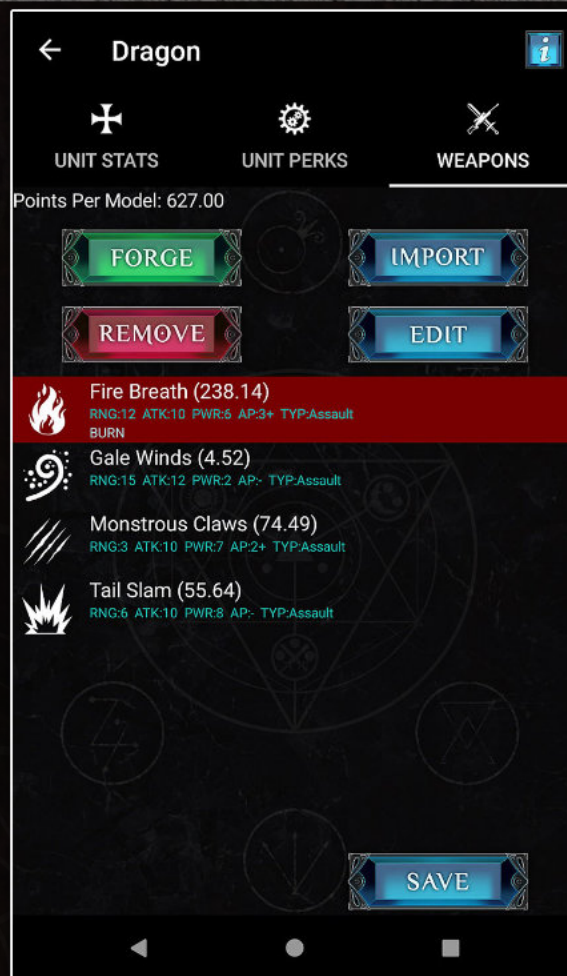
By tapping an existing Weapon, you can then select 'Remove' to rid the Weapon from the Unit. This will not delete the Weapon from your Armoury.

EDIT

Tap an existing Weapon then select Edit to adjust the Stats or Perks on the Weapon. Double tapping a Weapon performs the same function.

Weapon List

Below the FORGE, IMPORT, REMOVE and EDIT buttons is the list of Weapons currently available to the Unit. In the image on the right, this is 'Fire Breath', 'Gale Winds', 'Monstrous Claws' and 'Tail Slam'.



WEAPONS

When you tap FORGE and select an Armoury (or edit an existing Weapon), the Weapon creation area will appear. There are two tabs; WEAPON STATS, and WEAPON PERKS.

WEAPON STATS

In this tab, you select the Weapon's Stats such as Power and Range.

WEAPON PERKS

Here you can select Perks to customise the Weapon.

Points Per Weapon

This is the current value of the Weapon, determined by the Stats and Perks equipped on the Weapon. The quantity of Weapons wielded by the Unit is decided when a player is creating a Roster.

Name

The name of the Weapon. Whether generic or a unique name, this is important for distinguishing a Weapon from others. In the example, it is called 'Monstrous Claws'.

Stats

Buttons for Stats such as Attacks and AP are discussed on Page 5 in this Quick Start booklet. Symbol allows the player to choose an icon for the Weapon, while Lore is where a player can write background information or a story behind the Weapon.



ROSTERS

When you select ROSTERS on the Main Menu and tap NEW ROSTER, you will need to name your Roster. After doing this, you will come across the following screen, like the one pictured on the right. The name of the Roster will be displayed at the top of the screen.

UNITS, ROSTER PERKS, LORE and PRINT

The UNITS tab is where you import Units and define the number of models and Weapons in the Unit. The PERKS tab is where you can add Perks that apply to the entire Roster. LORE allows you to write background or a story for the Roster, and also choose a symbol for it. PRINT allows you to produce a PDF of your Roster for printing.

Total Points

This is the value of the entire Roster, adding up all Units (including the quantity of models and Weapons) and applying any Roster Perks.

CLONE and REMOVE

Tap a Unit then select CLONE to duplicate the Unit. Tap a Unit then select REMOVE to rid the Unit from the Roster (this does not delete the Unit or its Weapons from Factions or Armouries).

IMPORT

Use this to Import a Unit. This will immediately go to the Rostered Unit Details, to define the number of models and Weapons in the Unit.

Rostered Units and RESET

Rostered Units are displayed below CLONE, REMOVE and IMPORT. Use RESET to remove all Units from the Roster.



ROSTERED UNIT: DETAILS

When you select IMPORT while building a Roster, it will initially prompt you to define the number of models that are in the Unit. When that is complete, you will see the screen pictured on the right, having the Unit's name at the top (Power Armoured Unit). Select DONE when finished.

UNIT, PERKS, TRAITS and LORE

These tabs are summaries and customisations of the Unit. In UNIT, you define the number of models and Weapons wielded by the Unit. PERKS is a summary of Unit and Weapon Perks used by the Unit. TRAITS allow you to add special Perks specific for the Unit. LORE allows the player to read any LORE information about the Unit or Weapons belonging to the Unit.

Points

This is the value of the Unit factoring the number of models in the Unit and the number of Weapons equipped.

Quantity

Select QUANTITY to adjust the number of models in the Unit.

Weapons in Unit

This is a list of Weapons available to the Unit. Tap a Weapon twice to adjust the quantity. If none of a Weapon is being taken, leave it at 0.



PLAY

When you tap PLAY on the Main Menu, you will need to select a Roster. After you do so, you see this screen, as pictured on the right. The Roster's name is at the top of the screen (Sci-Fi Deathmatch Game).

ROSTER, ENEMY, DICE and RULES

At the top of the page are four tabs. ROSTER contains all information related to your Roster. ENEMY is where you can scan QR Codes of other player Rosters and review them. DICE is where you can roll dice digitally. RULES is a quick reference of WARSURGE's Rules.

Total Points

This is the value of the Roster when at full models and HP.

Roster Perks

This is the list of Roster Perks used by the Roster. Tapping any Unit twice and viewing the Perks tab will allow players to review these Perks.

List of Units

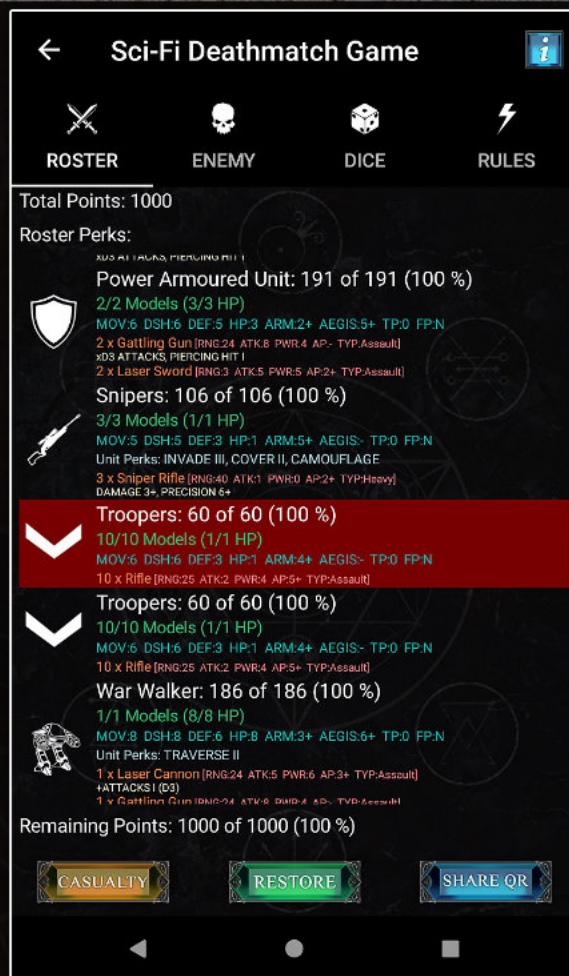
All Units are listed in this tab, such as Troopers. It is possible to slide up and down the list if there are many entries. Tapping a Unit twice will access it, revealing additional information such as Perks and also allowing the player to adjust HP and remaining models.

Remaining Points

This is the current, remaining point value of the Roster. This updates as Units lose HP and models.

CASUALTY, RESTORE and SHARE QR

Selecting a Unit then tapping CASUALTY will allow a player to set a Unit to 0 HP and 0 models. Restore will bring a Unit back to full HP. SHARE QR will allow another player to scan this Roster while in the ENEMY tab (using the SCAN QR button).



DICE GENERATOR

The third tab in PLAY is DICE, which contains a dice generator. Here you tap the top box (25 in the picture) to define the number of dice to roll.

NEED

Underneath the number of dice, NEED will set the generator to filter what dice have succeeded. When you roll the dice, the Pass number tells you what dice were equal or above the number on NEED, while Fail is how many dice were lower than the number on NEED. In this case, NEED has been set to 3+ and the results are: 16 Pass and 9 Fail.

ROLL

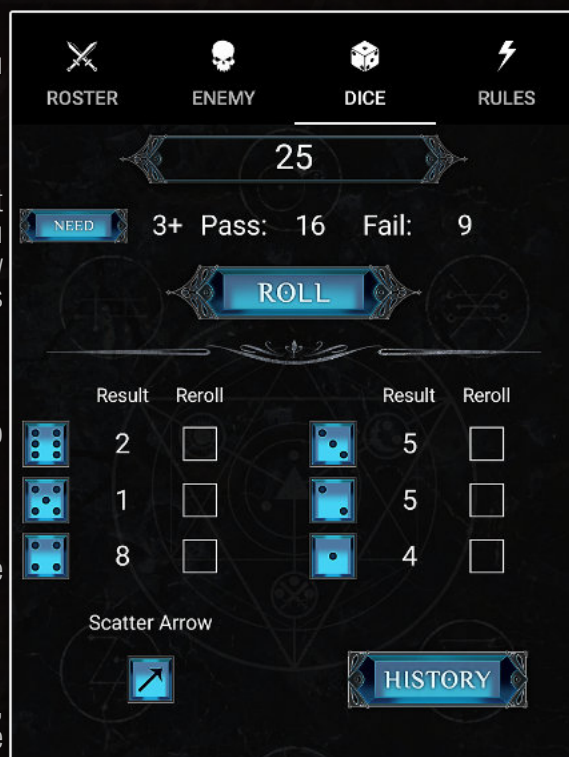
When you have put the number of dice in (25 in this case), you can tap ROLL. You may decide to put a D6 in NEED before or after you ROLL.

Dice Results

Below ROLL is a list of dice facings. This is a breakdown of the dice results that were rolled. There are boxes to tick for rerolling as well.

Scatter Arrow and HISTORY

The Scatter Arrow is a random direction generated each time you tap roll, which is used for some Perks. Tapping HISTORY will reveal what dice rolls have been made in this Play session.



QUICK REFERENCE

“OPPORTUNITY DOES NOT WASTE TIME WITH THOSE WHO ARE UNPREPARED.”
– IDOWU KOYENIKAN, WEALTH FOR ALL

Game Terms

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. Modifiers on Armour do not affect AP.

Playstyle: Standard

Each Game Turn in a Standard Game follows a sequence of Phases before starting the next Game Turn. In each Phase, each player resolves an Action with a Unit, then repeats until all players are finished or have made an Action with each Unit.

Standard Game Turn Sequence

- 1) **Determine Turn Master:** Players Roll-Off. Winner nominates the Turn Master, who goes first at each Phase.
- 2) **Deploy Phase:** Players alternate Deploying their Reserve Units in their Deployment Zones.
- 3) **Move Phase:** Players alternate making Moves with their Units. Each Unit can only Move once per Game Turn.
- 4) **Attack Phase:** Players alternate Attacking with their Units. Each Unit can only Attack once per Game Turn.
- 5) **Dash Phase:** Players alternate making Dashes with their Units. Each Unit can only Dash once per Game Turn.
- 6) **End of Turn:** Apply ongoing Perk effects, calculate Objectives then start next Game Turn. Game ends on the last Game Turn.



Playstyle: Advanced

In Advanced Games, players alternate making Action Steps. An Action Step is a Unit making 1-2 Actions.

Advanced Game Turn Sequence

1) **Determine Turn Master:** Players Roll-Off. Winner nominates the Turn Master, who goes first this Game Turn. On the first Game Turn, players also refer to the Roll-Off results to determine who chooses which Deployment Zone. Then, players may alternate Deploying any Units they wish to use on the first Game Turn.

2) **Determine Command Points (CP):** Each Unit on the Battlefield (not in Reserve) grants 2 CP. The Turn Master rolls a D6 for every 500pts of the Point Limit, granting the result as extra CP for all players. Any unused CP from the previous Game Turn is also added.

3) **Action Steps: A Unit makes 1-2 Actions:** Move, Attack, Dash, Deploy, Use Perk, Prepare, Guard and Support. If Attacked, Units can make a Counter Action: Counter Attack, Counter Guard or Counter Perk. Most Actions cost double CP each time they are used again by the same Unit, but this extra cost resets at the start of a new Game Turn.

4) **End of Game Turn:** Apply ongoing Perk effects, calculate Objectives then start the next Game Turn. Any unspent CP is held for the next Game Turn. Game ends after the last Game Turn has been completed.

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 (see Page 32). 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.

ACTIONS

Units can do the following in both Standard and Advanced Games. Starting with the Turn Master, players make Actions in a clockwise fashion around the Battlefield, referring to Deployment Zones as a reference.

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 to place the Unit, it 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.



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.



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 full Rulebook.



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 will occupy where the Transport model once was. If there is insufficient space to place the Unit - such as when enemies surround the area - then 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, the engaged Units may also Target embarked Units, but the embarked Units (passengers) do not suffer Melee penalties from Weapon Types and may disembark the Transport (if able).



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:

- A) Models that upgraded both Armour and AEGIS.
- B) Models that upgraded AEGIS.
- C) Models that upgraded Armour.
- D) 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.



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.



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.



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.



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.