

SUPER MODEL RACE v 1.1.31

“3...2...1... GO.”

Race Announcer

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More details can be found in WARSURGE Book 1. Core Rules.

PROLOGUE

In several universes, racing tournaments are held where the adrenaline is high and glory is showered upon the victors. However, these racing tournaments are not a normal race by any means. More a hybrid of gladiatorial battle and race, the participants engage in mobile warfare, attacking each other with a variety of weaponry in order to secure first place.

Some races are several laps around a circuit, while others could be a long course stretching for untold distances. It is the whim of the track's designer as to how the race course is completed. In any case, whether you are on foot, mounted or have a roaring engine, all racers have the need for speed (and weapons!).

Logistics

Narrative Type	Clash	Map Size	Determined by Players
Number of Players	2+ (4+ Recommended)	Theme	Racetrack
Point Limit	30pts or Preset Racers	Playstyle	Standard
Unit Cap	1 per Player	Model Cap	1 per Player
Enemy Units	By Player Agreement	Perk Restrictions	Yes

Perk Restrictions: In this Narrative there are Perk Restrictions. These are explained when designing a Racer in this eBook.

No Reserve: Players cannot enter Reserve after they Deploy on the first Game Turn, even with Perks.

No Melee: Units cannot lock other Units into a Melee, but may still strike with Melee Weapons by getting into contact.

Maximum Move/Dash: A Racer's Move and/or Dash cannot be higher than 24" when added together. You can have combinations such as Move 12" and Dash 12", Move 24" and Dash 0", Move 9" and Dash 15" and so forth.

Other Details: All other information needed to play this Narrative begins with 'Design Your Tracks' on the following page.



A deadly, if not whacky race. Models by Wargame Exclusive, Puppetswar and Scibor Miniatures. Banana by Orakio's Studio, Gaming Mat by Deep-Cut Studio.

Design Your Race Track

Introduction: In this Narrative, players must design Race Tracks. There are many options to consider with this, such as the size or length of the course, the number of laps, checkpoints, hazards and even enemies. We'll go through each of these elements so you'll have a race track ready to roll in no time!

Track Size: Players must define an area to be a race track. This could be a battlefield you play on regularly or the floor of your house among other ideas. No matter the race track, it will need a clearly defined Starting Line, as this both defines the start and finish of the race, and where laps are counted. A small tape measure, stick or any line acts as a good representation. Alternatively, a one lap course could have a separate Starting Line and a Finish Line.

Laps: The Track can have several laps, or if a particularly large course, could be completed in a single lap.

Checkpoints: Checkpoints are necessary for the Race Track. Each player must get their racer to pass through or near each Checkpoint before they may complete a lap. A Checkpoint could be a terrain piece, a marker or a line to cross that a Unit can move onto or pass over. If not a line to cross, a racer must move at least within 2" of a Checkpoint as it passes by or over.

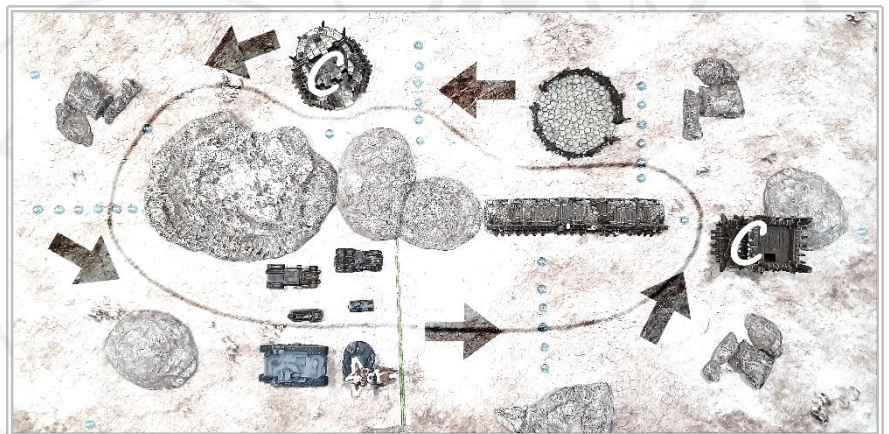
Item Markers: Players sit 'Items' as markers around the track. When players pass over these markers, they generate an item. We suggest clumping enough items in an area so that each player gets one. When collected, the Item Marker will disappear but 'respawns' next Game Turn. Details of generating items are discussed later.

TIP: Extra Items

Players can place lone Item Markers in isolated places as incentive to take a different route through the track.

Sample Race Track: On the right is a sample Race Track. The Start Line is the green line near the six Racers, the blue circles are Item Markers, while the two C's are Checkpoints on terrain pieces, each of which must be passed by or over before the Start (Finish) Line may be crossed, completing the lap.

There is a variety of scenery grouped together, forming 'roads' for players to race through. It is fairly simple, indicated by a black line. This track is on a 6' x 4' table, but they can be any size.



Race Track with six Racers, Obstacles and Items. Gaming Mat by Deep-Cut Studio.

Extra Race Track Options

Players may add the following extras to their Race Track:

Gems: Players can place 'Gems' to collect over the Race Track. Players can collect 1 Gem per Movement (Move or Dash) they make. At the end of the Dash Phase, each Gem held by a Racer allows them to relocate by 1". Racers can hold a maximum of 5 Gems, and they are all lost if they suffer a 'Wipeout'.

Speed Boosts: If placed on the track, they surge a player's Racer forward by a number of inches decided by players (effectively a teleport across the track), or could increase Move and/or Dash by a number of inches for the Game Turn.

Enemies and Hazards: Players can add terrain or enemy Units with Weapons to the Race Track that will attack anyone that gets too close. Weapons with Knockback and Force can add even more challenges for Racers. If not attacked or destroyed, such elements could push players into Dangerous Ground, cause Spinouts, Wipe Outs, HP Loss or a hindering effect.

Difficult, Dangerous and Impassable Ground: Ground types can add extra fun. Racers that enter ground that causes them to be a casualty (such as 'instant kill' lava) go back to the previous Checkpoint/Starting Line with full HP.

Other Ideas: Players may pitch ideas and elements not covered in this section. If it's fun or adds extra interest for all participants, why not give it a go? For example, an idea could be that Racers can only become a Casualty (or suffer Wipeout, detailed in Racing Items) a limited number of times before being permanently eliminated from the race.

Racer

With a race track ready to go, it is now time to make a Racer. Players must either design a Racer using the WARSURGE App (which must be a Unit consisting of one model), or select a Racer from the list below. Players may all choose the same Racer if they wish. Players can use any model as a Racer.

Racer #1	M	D	DEF	HP	ARM	AEG
Standard Racer	16"	8"	4	3	3+	-

Racer #1 Weapons	RNG	ATK	PWR	AP	TYPE
Standard Weapon	15"	10	4	-	AS

Racer #2	M	D	DEF	HP	ARM	AEG
Offence Racer	24"	0"	2	4	4+	-

Racer #2 Weapons	RNG	ATK	PWR	AP	TYPE
Offence Weapon	15"	10	6	-	BT

Racer #3	M	D	DEF	HP	ARM	AEG
Armoured Racer	0"	24"	5	3	2+	-



Models by Puppetswar, Gaming Mat by Deep-Cut Studio.

Using the WARSURGE App to Design a Racer

If you are designing a Racer with the WARSURGE App, they must be 30pts or less, including equipped Weapons. There are several restrictions that must be obeyed as well:

Max Speed: The Racer's Move and Dash cannot exceed 24" when combined. For example, you can have 6" Move and 18" Dash, or you could have 24" Move and 0" Dash.

Perk Restrictions: Transformation, Movement and Deployment Perks are not permitted. Blink IV, Imprison, Pacifist, Warp and Grapple Perks are also not permitted. If retreating to a board edge is required, instead this is toward previous Checkpoints or the Starting Line.

Does Not Block: Racers do not count as Impassable Ground, meaning that Racers go through each other. However, Racers cannot end any Movement in or on another Racer.

TIP: New to WARSURGE?

Before participating in this Narrative of Super Model Race, read the Quick Start: Basics booklet or watch the video. It covers useful information quickly on how to play Standard games, how to Move, Attack and more.



Objective

Players must get their Racer to finish the Race, crossing the Start/Finish Line on the Final Lap. To complete a Lap, a Racer must pass through each Checkpoint on the Race Track.

Deployment

Going from shortest to tallest, or youngest to oldest (or by any way determined by players) each player places their Racer behind the Starting Line. This Narrative uses the Standard Playstyle and as Units cannot enter Reserve, there is no Deployment Phase beyond this initial Deployment. There is only the Move, Attack and Dash Phases each Game Turn in this Narrative.

Turn Master

On the first Game Turn, follow the order that players Deployed. On every other Game Turn, the Turn Master begins from the order of who is at the front of the race (start with the Player who is first, then second, then third, and so forth).

START THE RACE

After Racers have finished Deployment, the race begins with the Move Phase. If the Starting Line does not allow each Racer to line up in a row, Racers who are behind the front row begin with a Fast Fungus (detailed on the next page).

Race Items

If Racers make a Move or Dash over an Item Marker, they may collect it and generate a Race Item. An Item can be used before/after a Move or Dash (M/D) or before/after attacking (ATK), which is indicated in the Race Item's description, otherwise the item will describe how to use it. If a Racer doesn't use an Item, it will remain available to them until they use it. If they choose to pick up a new item, they must discard the old item before rolling for a new one.

Generating items: If you are First: Roll a D6. If you are Last: Roll 2D6 and add 2 to the result. All other Racers roll 2D6:

- 01 Gem
- 02 Switcheroo
- 03 Stabilizers
- 04 Mug
- 05 Fast Fungus
- 06 Magnet Banana
- 07 Explosive Shell
- 08 Sticky Bomb
- 09 Rocket Booster
- 10 Earthquake
- 11 Mini Nuke
- 12 Mega Star

Spinout and Wipeout

Spinout: The Racer rolls 2D6: this is how many inches the Racer must move back toward the previous Checkpoint or Starting Line (following the race track).

Wipeout: If reduced to 0 HP from Weapons or struck with a Mini Nuke, the Racer will suffer Wipeout. When this occurs, the Racer cannot Dash or Move until after the next Attack Phase and loses all its Gems. At the start of the next Attack Phase, the Racer restores all its HP. Wipeout counts as a Casualty for some Perks. Wipeout removes all Afflictions and Perk effects.



Model by Wargame Exclusive, Ramparts by Printable Scenery.

01: Gem = At the end of the Dash Phase, each Gem held by a Racer allows them to relocate by 1". Racers can hold a maximum of 5 Gems, and they are all lost if they suffer a 'Wipeout'. Gems do not count as holding an item.

02: Switcheroo = Immediately switch your Racer's place with the next Racer in front or behind. Must use immediately at the end of Movement (Move or Dash), or discard the Switcheroo (you cannot hold onto this item for later).

03: Stabilizers = Absorbs and prevents one Spinout. Activates automatically when struck with a Race Item that causes Spinout.

04: Mug (M/D/ATK) = Mug can steal an Item from a Targeted Racer within 12". Players may steal an Item within 12" from an enemy Racer as they are declaring to use the Item (such as a Fast Fungus).

05: Fast Fungus (M/D) = An edible fuel source used to overclock engines. Grants a 2D6 boost to a Move or a Dash.

06: Magnet Banana (ATK) = Packed with an obscene amount of magnesium, this banana will magnetize to a nearby Target. Toss the banana anywhere within 6" of the Racer. If an enemy Racer is within 3" of it, or they Move or Dash past the 3" area, the banana will strike them, immediately causing a Spinout even before they finish the Move or Dash. The Racer who tossed it can be struck by their own banana from the next Game Turn onwards.

07: Explosive Shell (ATK) = The Racer chooses a Target within 24". The Target and any Racers within 5" suffer Spinout.

08: Sticky Bomb (ATK) = The Racer can stick an explosive to a Racer within 18". Explodes immediately at the start of the next Game Turn, causing Spinout to Racers within 5" of the Target.

09: Rocket Booster (M/D) = Relocate 3D6 in a straight line, ignoring Difficult and Dangerous Ground. Any Racers that are driven through are struck with Spinout, and new items may still be collected. You may pivot the Racer before using this Item.

10: Earthquake (ATK) = Causes Spinout to everyone but the Racer who used it.

11: Mini Nuke (ATK) = The Racer launches a Mini Nuke, which will strike at the start of the next Attack Phase. It will hit the Racer currently in first place, inflicting Wipeout and causing other Racers within 10" to Spinout. If the Racer in first place is at 0 HP (Wipeout from another Mini Nuke), the Mini Nuke targets the second place Racer, and so forth.

TIP: Mini Nuke Marker

If you might forget that you launched a Mini Nuke, put a marker on the Racer in first place.

12: Mega Star = The Mega Star can be used immediately upon pickup, or during any Phase. When used the Racer becomes invulnerable to all Weapons, Racing Items and removes all negative Perk effects. Movement through or into contact with another Racer causes that Racer to Spinout. At the end of the Dash Phase, the Racer may relocate by up to 12" (contact with other Racers still causes Spinout to them). At the end of the Game Turn, the Mega Star's effects are removed.

Ending the Race

This Narrative has unlimited Game Turns. When a Racer ends the Game Turn past the Finish Line on the Final Lap, the race will end on that Game Turn. If no other Racer has crossed the Finish Line, that Racer is the winner.

If more than one Racer crossed the finish line, the Racer who is furthest past the Finish Line wins the race, claiming first place. All the Racers are then ranked from first to last based on their current positions.

If you won with first place, refer to Epilogue: First Place.

If you finished in second place, refer to Epilogue: Second Place.

If you finished in third place, refer to Epilogue: Third Place.

If you finished in fourth place or less, refer to Epilogue: Fourth or Less Place.

If you finished in Last Place, refer to Epilogue: Last Place.



EPILOGUE

First Place

The golden trophy goes to you! Congratulations on your victory, and may it be one of many.

Second Place

The silver trophy! Though not as prestigious as the coveted gold trophy, I'm sure silver still looks good on you.

Third Place

The bronze trophy! Just because you are third doesn't mean it's not worth celebrating. In fact, you can still celebrate harder than those who got first and second – if you're having more fun, then you really won, right? Pop that cork and go nuts.

Fourth or Less Place

Though you did not make it to the top three, participating in the race was exciting by itself. Adrenaline-charged combat along with events of insanity or spectacular carnage all contributed to the thrill of the race. If the journey is the reward, then having participated in this race was the chief reward in itself – trophies are only a bonus.

Last Place

In every race there is always one who must come last, and on this day, it was you. That is fine though, for if defeat is a hard teacher, then you have more to gain than the other Racers. Of course, it may have just been bad luck, but on the upside, next time you couldn't do worse. Perhaps the next race will bring the glory of victory.

CHALLENGES

Show Me Your Moves

In a single Game Turn, use a Mega Star, cause Spinout to at least one Racer and end the Game Turn in first place.



Shell Shock

With an Explosive Shell, strike a Racer that has already suffered Spinout this Game Turn.



Defensive Driver Graduate

Win the Narrative in first place while never suffering a Wipeout.



Dark Horse

Starting in last place on the final lap, win with first place.



There's a Bomb on This Model

Target yourself with a Sticky Bomb, then strike at least two other Racers with this Item.



Doom Rider

Cause a Wipeout to each participating Racer and win with first place.



Overlap It Up

During the race, finish the race having overlapped at least one Racer (pass a Racer on a previous Lap).



Road Kill

Cause Wipeout to a Racer, then cause them to Spinout afterward on the same Game Turn.



Crash Course

After suffering Wipeout, use the Kamikaze Perk to cause at least one enemy Racer to suffer Wipeout.



Drive Them Bananas

Drop a Magnet Banana on or within 2" of a Checkpoint.

