

BOOK 4. NARRATIVE GAMES ^{v 1.02}

“One of the joys of travel is visiting new towns and meeting new people.”
Genghis Khan, First Great Khan of the Mongol Empire

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.

WARSURGE Books

Book 1. Core Rules

The Core Rules teach you how to play WARSURGE, which includes links to video demonstrations. Learn to play the two Playstyles ‘Standard’ and ‘Advanced’, which tailors for both battle and skirmish players respectively.

Book 2. Perks

This book contains descriptions of all of WARSURGE’s Perks and how to use them. There are Perks for both Units and Weapons, creating countless options for customisation.

Book 3. Competitive Games

Learn how to play competitive games against other players, including placing scenery and establishing Deployment Zones. There are three competitive Game Types: Deathmatch, Tactical Strike and Mission.

Book 4. Narrative Games → You Are Here!

This book describes how to play solo, cooperative and special competitive games. Narrative Games focus on recreating legendary battles and adventures for one or more players.

Quick Reference

This handy reference covers many gameplay details at a quick glance.

Templates

A guide to acquire or make your own templates.

D10 Mode

WARSURGE allows the use of ten-sided dice. Read this if you intend to use D10 Dice instead of D6.

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



Explorers encounter a (censored) Medusa. Medusa by *Avatars of War*, Pirates (as Explorers) by *Firelock Games*, Gaming Mat by *Deep-Cut Studio*

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15. STARTING A NARRATIVE GAME

“Beware that, when fighting monsters, you yourself do not become a monster...
For when you gaze long into the abyss... The abyss gazes also into you.”

Friedrich Nietzsche

Narrative Games are essentially broken down into three different types; it is how the Narrative plays that defines its type.

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 may not always be on 'equal' terms. Factors such as terrain, Deployment Zones, Unit restrictions, differences in Point Limits or Objectives could be present.



Starting a Narrative

Narratives don't have as many settings as Competitive Games as each Narrative in itself has the necessary details. Still, there are some elements that all Narratives will have in common. Follow the steps below to play Narrative games.

Step 1: Number of Players

Decide the number of participating players. Solo is intended for one player (but they can be adjusted for more players), while Party and Clash are intended for two or more players.

Step 2: Choose the Narrative

Select the Narrative that you want to play. The options can be narrowed down by the type of Narrative:

Narrative	Number of Players	Description
1) Solo	1+	Challenges intended for one player.
2) Party	2+	A cooperative game suited for two or more players.
3) Clash	2+	Players fight against each other under special conditions.

Narratives and Perk Restrictions

Note that Solo and Party Narratives do not permit Movement and Deployment Perks that 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 normally allow all Perks. This is discussed in further detail as we progress through the Narrative Games book.

Step 3: Mods

Some players might request extra modifications (Mods), conditions or requirements for the game, such as making changes to the maximum number of players, models, units, the Point Limit among others. Another consideration is that players might adjust a Solo Narrative to become Party, or likewise, a Party Narrative could become Solo.

If there are any Mods suggested for a Narrative, all players must agree to them.



Step 4: Follow the Narrative

Follow the instructions in the Narrative itself.

To acquire Narratives, go to the WARSURGE Website: <http://www.warsurge.com/narratives>

Official WARSURGE Narratives are documents in PDF format.



A Wretched Beast of Pestilence and Warriors of Pestilence. Models by [Avatars of War](#), Buildings and Scenery by [Zealot Miniatures](#), Mat by [Deep-Cut Studio](#)

15.1 NARRATIVE SETTINGS

Secret missions, bounties, quests, exploring the unknown, solving a mystery, fighting legendary battles from history; all of this and more is possible with a Narrative game.

Narratives are step-by-step games, which are often broken down into **Stages** (similar to a chapter of a story). Some are focused on playing together as a team, while others are more akin to Competitive games but with some notable twists or unusual Objectives.

When playing a Narrative, most of the information you need will be contained within the Narrative itself. We will now cover the details and provide examples of what you might expect from a Narrative Game.

Prologue

Prologue outlines the backstory of a Narrative. It is an introduction or setting, providing some history or context for the world that you are about to enter.

Logistics

Logistics list various details about the Narrative. It mentions if there are limits on the number of models and Units per player, themes and more. Logistics also provide players with information such as Point Limits for creating a Roster (using the WARSURGE App).

Here is an example with a Steampunk theme. We will explain the abbreviations and others details in the following pages.

TIP: QR CODES

Narratives may have QR Codes which have enemy Unit profiles handy. If available, they will be placed in each Stage for convenience, scanned using 'Scan QR' under the 'Enemy Tab' in Play or in the Edit Roster area.



TIP: hardcore

If you want more of a surprise experience, build your Unit(s) referring to the Point Limit and other Logistics first. Then, feel free to examine profiles and refer to the models you need to play.

Logistics: The Mad Doctor's Revenge

Narrative Type	Party	Unit Cap	1 per Player
Difficulty	Hard	Model Cap	1-3 per Player
Number of Players	2-3	Perk Restrictions	Yes
Point Limit	600pts	Themes	Steampunk, Monsters
Map Size	2' x 2'	Playstyle	Advanced

Models Needed

Unit Name	Q	M	D	DEF	HP	ARM	AEG	TC	FP	PERKS
Henchman	15	6"	0"	3	1	5+	-	-	N	Morale I
Professor Von Dyson	1	6"	6"	4	5	4+	5+	-	N	Illusion I
Dyson's Vampire Mistress	1	6"	6"	5	7	4+	3+	-	N	Vanish, Ambush III
Dyson's Monster	1	6"	6"	6	12	3+	-	-	N	-

Weapons Needed

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Henchman Steam Rifle	20	24"	1	3	-	BT	Aim 4+
Dyson's Gatling Cannon	1	12"	6	3	4	HV	Critical Hit
Monstrous Fists	1	0"	4	8	2	AS	-
Mistress' Shadow Bolt	1	18"	3	4	2	AS	Aether, Darkside, Burn
Vampiric Bite	1	0"	3	5	-	AS	HP Steal, Rupture, Penetrate I

Environment: Medieval or Steampunk themed village or slums, a laboratory or a haunted castle.

15.2 LOGISTIC DETAILS

Narrative Type

Solo: Intended for one player but could be adjusted to allow more to join in. For example, a player could control the enemy models, or the Narrative could be adjusted to have more player Units (the Point Limit should be spread among the players).

Party: Ideal for multiple players in a cooperative setting. Party can be adjusted for more or less players, just like Solo.

Clash: Players fight each other in a special engagement, such as one player defending their fortress against another player.

Difficulty

The approximate difficulty as gauged by the Narrative's author or designer.

Number of Players, Point Limit, Map Size, Unit Cap, Model Cap

The Narrative will inform how many players are recommended to participate. It also defines the Point Limit, Map Size (the Battlefield size of each Stage, listed in feet (')) and if there are any restrictions on the number of models and Units. The Point Limit is shared between all participating players. Decoys and Explosive Decoys do not contribute to the Unit and Model Limit.

Perk Restrictions and Limited Use Perks

Solo and Party Narratives normally do not permit Perks that allow a Unit to pass through solid terrain. Perks such as Incorporeal and Vanish are also not permitted unless otherwise stated (as these Perks can bypass walls, Stages or other content). Resurrection Perks are also banned. If this restriction is in effect, it will say 'Yes'. If no restriction, it will say 'No'.

Limited Use Perks (such as Use I, or Courage) are a single use per Narrative. Some Stage Rewards may offer to refill them. The Countdown Perk will reset at each Stage, but Recharge continues counting Game Turns from when it was last used. 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 within 4" of the User) during later Stages. 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 player Units.

Themes

The Theme describes if the game follows a particular style, genre or world setting. Players may agree to adjust this.

Playstyle

The Narrative's Logistics will inform players which Playstyle is recommended (read **Section 8 in Book 1. Core Rules**). If a Narrative has different Playstyles, it will say 'Mixed' and be explained throughout the Narrative as to which Playstyle to use.

Models Needed

This is a list of the Models that you need and how many are required for the Narrative.

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

Name: The name of the Unit.

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

M: Move

D: Dash

DEF: Defence

HP: (Hit Points)

ARM: Armour Save

AEG: AEGIS Save

TN: Transport

FP: Fire Points

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

Weapons Needed

This area will indicate the Weapon profiles that models will use in the Narrative, and how many of each Weapon are needed.

Name: The name of the Weapon. The name may indicate who will use it, or it will be detailed inside a Stage.

RNG: Range

ATK: Attacks

PWR: Power

AP: (Armour Piercing)

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

Perks: If there are many Perks used on a Weapon, they may be abbreviated or have 'Several', which are referred to in a Stage.

Environment

Here it will be suggested as to the locations, scenes or locales of the Narrative. Using appropriate terrain can help build immersion for gameplay. Some Narratives may have a variety of locations, which can differ depending on a Stage.

TIP: METRIC PROFILES

If you are playing in a small area, you can reduce a Map's size along with Unit distances (Move, Range, Coherency, etc) by changing inches (") to cm (metric).

15.3 STAGES

Stages are steps of the story; what is about to unfold in the Narrative. They are like an objective for the plot.

TIP: AVOID SPOILERS

Read a Stage as you get to it. Avoid reading ahead if you haven't played the Narrative before so that you don't spoil the experience for yourself or others.



Stage Introduction

The beginning of each Stage will list information needed to establish the Stage. Before we go into detail, here is an example:

Stage 3: Von Dyson's Monster

Prologue: Von Dyson's Monster is rumoured to be caged up, ready to be set loose. Find the tormented creature, but beware the Henchmen that are keeping watch.

Objective: Sneak by or slay the Henchman Units. Be within 2" of 'Dyson's Monster'.

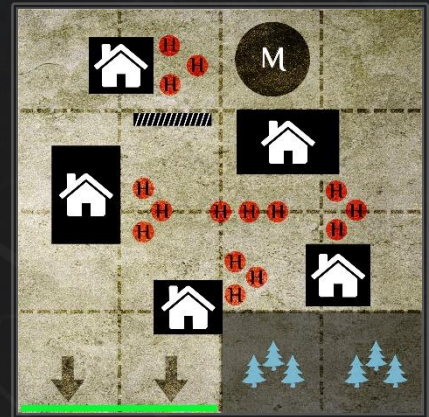
Turn Limit: 5 Game Turns.

Deployment: The player Units must begin along the bottom (left) board edge.

Turn Master: The player may choose to go first or second.

Enemy Tactics: All Henchmen Units have Lookout (6") and Threat.

Map Data



15.4 STAGE INTRODUCTION DETAILS

Stage Number

Stage Numbers define the order in which the Narrative is played. They can have optional titles as well.

Prologue

Just as there is an introduction to a Narrative, each Stage has a Prologue describing what is happening at this moment in the story.

Objective

The Objective is a description of the current goal in the Stage.

Turn Limit

The maximum number of Game Turns that the Objective must be completed in. Turn Limits will either have:

Number: A number of Game Turns before the Stage ends, which could have some randomness. Use spare dice, a notepad, counters or whatever you prefer to keep track of which Game Turn you are on.

Unlimited: The Stage continues until the Objective is completed or the player Units have all become casualties.

None/Other: The Stage does not use Game Turns. For example, there is only dialogue, a puzzle or an Event in the Stage.

Deployment

This provides details of where players Deploy their Units. In most cases, this will be marked on the Map, or where they were in the previous Stage. In other cases, it could be a Deployment Zone.

Note that in most Narratives, players must Deploy and cannot enter Reserve, which prevents the use of the 'Vanish' Perk.

Turn Master

The Turn Master defines who will make actions first. A team of players count as one player for alternating actions.



Godquester (*Megalith Games*) faces a (censored) Lady of Corruption (*Creature Caster*)

Enemy Tactics

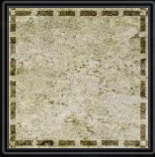
This is to guide Enemy Units during a Stage. No matter which Tactic is active, a player will need to move the models around and roll dice on their behalf. In all cases, Enemy Units will go around Impassable Ground and other Units. There are multiple Enemy Tactics that can be used, with some enemies even changing their Tactics over the course of a Stage.

- 1) **Aggressive:** Enemy Units move toward and attack the closest player Unit in line of sight (LOS).
 - 2) **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, there are three player Units, give each a number then roll a D3.
 - 3) **Point Value (Highest/Lowest):** The Unit will strike the most expensive or cheapest Player unit based on its Point Value at full HP.
 - 4) **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.
 - 5) **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.
 - 6) **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 they will attack in preference. However, when a player Unit restores HP, on the next Game Turn roll a D6 for each Enemy Unit. On a 4+, the Enemy Unit focuses on this Unit instead if it is able to do so. If there are multiple player Units that are healing, they focus on the player Unit that is restoring the most HP (do not count excess HP, such as a Unit at full HP). If they can't attack the most 'threatening' player Unit, they instead attack the closest player Unit.
 - 7) **Specific:** Refer to the Stage 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 with Weapons that can restore HP (such as Heal) among other conditions.
 - 8) **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).
 - 9) **Random (D6):** Some Narratives or Stages may randomize Enemy Tactics, rolling a D6 and referring to 1-6 in this list.
 - 10) **Dialogue/Event:** Some Stages have Dialogue or Event options. What is chosen will decide the Enemy Tactics of the Stage or Narrative.
 - 11) **Guard:** Guard Units are not aware of player Units at the start of the Stage. Guards take one of three roles: **Lookout**, **Patrol** or **Roam**. Each role has a value, such as 4"/9" after it, which we abbreviate to (D/R). The D is for 'distance'; what they travel (in inches ") when they relocate at the start of the Game Turn. The R is for 'radius'; the distance they can detect player Units within line of sight. If a player Unit passes by or is within the radius, the Guard Unit will immediately activate, referring to their usual Tactic (such as Aggressive) 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 have line of sight to an active Guard Unit also become active; this can cause a chain reaction of Guards becoming active. While a Guard, do not use Move or Dash.
 - Lookout (R):** The Guard stands in place, only becoming active if a player Unit is within its radius, or another Guard in line of sight becomes active.
 - Patrol (D/R):** At the start of the Game Turn, Enemy Units with this Tactic move along a path set on the Map indicated by the distance (D).
 - Roam (D/R):** At the start of the Game Turn, Enemy Units with this Tactic roll a Scatter Dice (with no other D6). If a direction is determined, the Roam Unit will relocate in the direction indicated by the Scatter Arrow. If a '6' is rolled, the Roam Unit remains stationary (similar to Lookout), while a '1' will make the Roam Unit relocate toward the closest Player Unit, even if they are not in line of sight.
 - 12) **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 behaviour. If using a QR Scan with 'Play' in the WARSURGE App, the Lore area will indicate what Tactics it will use.
- Running Away:** If an Enemy Unit suffers a Perk such as Dread or has Fall Back, their Movement will be directed toward their starting location.



Map Data

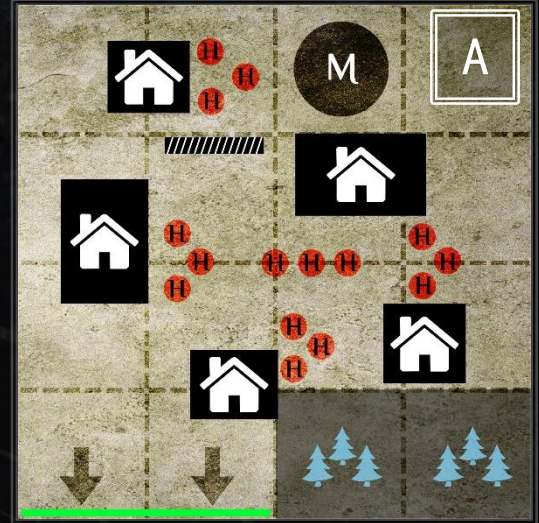
Stages often have Maps. They include details of player and enemy Unit placement, terrain, and any other elements needed on the Battlefield. If no Map Data is present either in text or image form, simply follow the instructions in the Stage itself.



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).

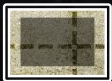
Objects such as Enemy Units or Objectives often appear as circles with a letter inside them, such as H in Map A on the right. Red objects refer to an Enemy Unit, while black is another object (or an Objective). This is discussed more in 'Example: Map B' below and on the next page.



Terrain



Impassable Ground or impassable terrain pieces are represented with solid black areas. By default, these areas will block line of sight (for example, walls or buildings).




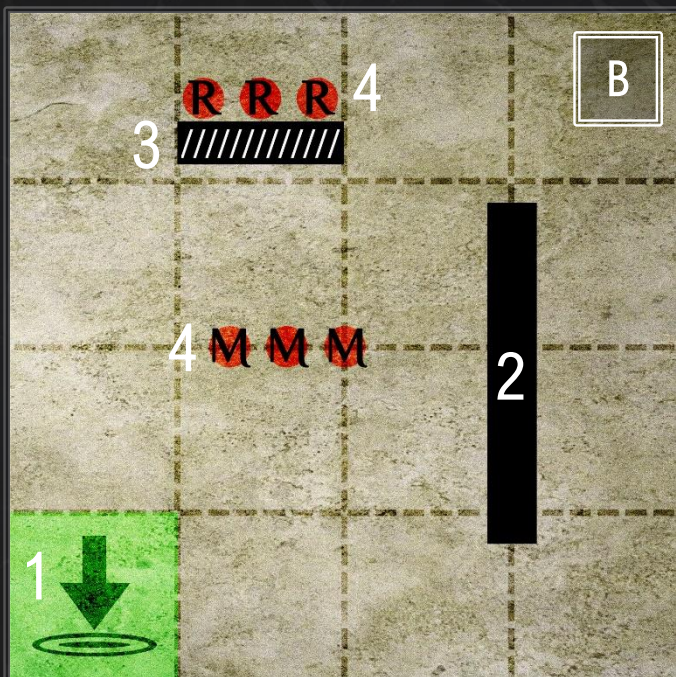
Traversable terrain is denoted with semi-transparent black areas. It is combined with a symbol to specify what it does. If no symbol is present, then it is treated as Cover Area, which will grant a bonus +1 Defence to Units in it.



Maps may have symbols with black and semi-transparent black areas. 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' also 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 place their Units in.
- 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 our sample Narrative (Page 15) 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.

15.5 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 Introduction, discussed previously. Below is an example of 'Stage Enemies':

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

Unit Name	Q	M	D	DEF	HP	ARM	AEG	PERKS	TACTIC
Henchman (H)	20	6"	0"	3	1	5+	-	Morale I	Lookout (6") / Threat

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Henchman Steam Rifle	20	24"	1	3	-	BT	Aim 4+

Unit Name	Q	M	D	DEF	HP	ARM	AEG	PERKS	TACTIC
Dyson's Monster (M)	1	6"	6"	6	12	3+	-	-	Dialogue / Event

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Monstrous Fists	1	0"	4	8	2	AS	-

Stage Enemies Details

Enemies: (? Units of x Enemy Unit)

This not only acts as a title for the profiles, but also provides instruction for models that need to be placed into one or more Units. It will also provide details if Units are to have specific Weapon combinations. Otherwise, Weapons are assumed to be shared equally.

Example: A Unit of 10 Soldiers with 9 Rifles and 1 Grenade launcher will be intended to have one Weapon each.

Unit Profiles

Profiles have already been discussed, but there are some additional details to consider in a Stage. Note that if a Perk is listed in a Narrative, it is generally a short description for convenience; always refer to a Perk's original description for detail.

Coloured Letters with Brackets

Under Unit Name, there is bracket with one or more letters (such as (H)). This is a reference to their location on a Map.

Q (Quantity)

The number of Models or Weapons in that Unit, active in the current Stage. Generally, the number of Weapons on a Unit is shared among the models of the Unit. If this is not the case, it will be noted with 'Enemies' above the profiles.

15.6 Events

Some Stages may have Events such as dialogue and decisions to make. Dialogue can enhance immersion into the Narrative, while decisions can shape the course of the Stage or Narrative. Here is an example:

Event

Reaching the town, you find Von Dyson's Monster trapped in a cage, struggling to break free.

Von Dyson's Monster: "Graarrgh! LET ME OUT!"

Select one of the following three options:

- 1) *Say: "Not going to happen."*
- 2) *Let the Monster out.*
- 3) *Attack the Monster in the cage.*

Results: 1) *Monster breaks free (Player is Turn Master)*

2) *Monster bursts out of cage (Enemy is Turn Master)*

3) *Monster bursts out of the cage in a frenzy. Monster has -1 HP, +1 Attack to all of its Weapon Profiles.*

15.7 Stage Completion

Each Stage has information on what to do when the Objective is complete. These are: Defeat, Completion and Rewards. Defeat and Completion may refer to an 'Epilogue', which is a conclusion to the Narrative (these are usually at the back of the Narrative, on the last pages).

Continuing from the previous example of Von Dyson and his Monster:

Defeat: If the all player Units become casualties, refer to Epilogue: Abomination. If the Stage exceeds 8 Game Turns, refer to Epilogue: Hangman's Noose.

Completion: If Dyson's Monster is a casualty, continue to Stage 4.

Rewards: If '3' was selected in the Event, the Villagers also reward you with 3 x Healing Potions (this item, when used, restores all HP and casualty models of a Unit, which can be used at any time as long as it is the Player's turn to make an action).

Epilogue: Abomination

Your party fought valiantly, but were overcome by Dyson's Henchmen and his Monster. But not all is lost, for your remains have been stitched onto the Monster, upgrading it and allowing you to live on... in the form of an abomination.

Epilogue: Hangman's Noose

Dyson's Monster has escaped, but not before destroying most of the village. Understandably, the townsfolk are upset and demand retribution for the wrongs committed against them. The mayor and local militia - who didn't help you - have decided to appease the masses with your execution.

Stage Completion Details

Defeat

Defeat is usually when you or your party have become casualties, or failed the Objective. This isn't always the end of the Narrative, as failing an Objective may lead to an alternative Stage. It may let the players attempt the Stage again with a penalty, or will most likely lead to an Epilogue, effectively ending the Narrative.

If all player Units are casualties, that will count as defeat unless otherwise stated by a Narrative. Perks that bring back Units after becoming a casualty will not work if all Units are casualties, even if a Perk such as Resurrection is permitted (which is usually banned in Narratives).

Completion

This is when an Objective has been completed. Normally this will lead to the next Stage or an Epilogue. In Stages with multiple Objectives, there may be several Completion options.

Rewards

Stages can offer rewards for achieving various Objectives or other conditions. Rewards could include equipment, recovery and resurrection items, new weapons or upgrades to profiles.

Epilogue

Many Narratives will have multiple endings, depending on what has transpired in the game. The Epilogue section may have a 'good', 'mixed' or 'bad' ending, having a title and description of what occurred after the game concluded. Specific Epilogues may appear within a Stage itself, but in most cases they will all be found at the end of the Narrative.

An important note: avoid reading the Epilogues if you haven't played the Narrative before, as it will ruin the plot and potentially the gaming experience (do not spoil it for yourself or others). If spoilers don't bother you, still be considerate of others.

Challenges

Challenges are optional goals that can add an extra level of fun or difficulty for a Narrative. Try them after your first playthrough.

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.



15.8 Build your own Narrative

Designing your own Narrative can be an engaging and fun experience. With that in mind, here are a few tips and ideas:

Narrative Tips

- 1) **Inspiration:** A good source of inspiration are stories, history, movies, film, books, games and other media.
- 2) **Number of Stages:** How many Stages are needed to experience the Narrative? A Clash Narrative between players may not even need to have Stages, just a detailed Prologue, Objectives and some Epilogues.
- 3) **Clashes:** Clashes could use Stages in many ways. For example, various steps of an invasion, such as covert sabotage of a power station before an assault of the main army. The outcome will define the next Stage, and may offer rewards.
- 4) **Difficulty:** When gauging how to rate the difficulty of a Narrative, keep in mind how likely players are to finish the game successfully on their first playthrough. Hard difficulty may have a high chance of failing on the first attempt.
- 5) **Rewards:** If adding powerful Rewards, make sure the enemies in later Stages are still challenging for players.
- 6) **Multiple Stage Choices:** Stages could lead to one or more optional Stages that can be completed in any order. Alternatively, an optional Stage could be a different path through the Narrative.
- 7) **Themes:** Sometimes it's good to be generic to cover a lot of themes, but a specific theme can be more immersive, especially if it is rich in lore or backstory.
- 8) **Randomly Generated Enemies:** Enemies do not have to be set for every Stage. They could be from a list of randomized enemies, or a variable quantity of enemies.
- 9) **Random Loot:** Markers or counters may be around while exploring Stage. Having a Unit step on or over this could be a chance of encountering enemies or finding loot among other ideas.
- 10) **Epic Finale:** Generally, a last Stage should have an epic fight, whether a large horde of enemies, a 'Boss' or several big enemies. Some bosses might call for help, howl or otherwise gather allies when their HP drops, lower player stats, or unlock a special Weapon for players and/or the boss to use against each other.
- 11) **Escape Sequence:** An alternative to an epic fight (or after one), is to have an escape sequence. The player(s) must escape, having a chance of being slowed by traps, attacked by enemies or distracted by treasure.
- 12) **Crafting Ingredients:** If having a crafted or purchasable item, it's good to scatter loot and items for their acquisition throughout Stages or on 'optional' bosses and encounters.
- 13) **Answers:** Having puzzles and riddles is one thing, but having answers to them is important too. Writing the answers upside down can help reduce accident cheating, or putting them at the back of the Narrative, before or after Epilogues.
- 14) **Epilogues:** Narratives don't have to have end with 'success'. The Objective could be to endure waves of enemies until all players are casualties among other ideas. If the challenge is to endure for as many Game Turns as possible, players in a community might compare how long they lasted and try to beat a record.
- 15) **Mixed Playstyles:** Boss battles could use Advanced Playstyle while the rest of the Narrative uses Standard.
- 16) **Additional Stats:** Players may have additional 'stats' in the Narrative for their Units (such as charisma or agility). These would be used to resolve Events in the Narrative among other situations. An Event may require having a minimum stat value to pass, or a dice roll chance of success that is improved with a new stat. For example, questioning a suspicious villager, unlocking a chest, hacking a computer terminal, crafting a Weapon and many more. As this isn't managed by the WARSURGE App, we suggest having stat points to distribute before starting, and during the game.
- 17) **Special Stages, Unlockable Secrets, Shops and Crafting:** Some Stages may lead to Special Stages which can have a variety of surprises. They could be accessible by taking a difficult or unlikely path in a Stage, or could be 'unlockable' and accessible throughout (most of) the Narrative. Examples include but are not limited to:
 - Shops:** Some Narratives may allow players to exchange loot from enemies or treasure for other items, such as Weapons, Stat Upgrades or Recovery items.
 - Crafting Stations:** Players might acquire enough items that are 'useless' but can be combined into something great.
 - Hidden Bosses:** Hidden Bosses could guard a valuable treasure, or lead to a special Epilogue.
 - Trapped Treasure Rooms:** These could be represented by an Event, containing a puzzle or riddle. Failing the requirements could lead to a harmful Event or an unfortunate Epilogue (as well as missing out on the treasure!).
- 18) **Large Maps or Small Play Area:** If you want to design a large Map or only have a small space to play in, it might be helpful to reduce the distances for the playing area. You could leave specific instruction that all distances in the Narrative (or a particular Stage), such as the Map and Unit distances (Move, Range, Coherency, etc) are changed from inches (") to cm (metric).

15.9 DOWNLOAD NARRATIVES

You have all that is needed to begin participating in Narratives, and to also create your own Narratives. Whether playing with others or by yourself, glorious battles and epic sagas await.

The remainder of this book contains a sample Solo Narrative for you to play, known as 'Training Day'.

Be sure to stay tuned to the Warsurge Website to acquire new Narratives and other content:

www.warsurge.com/narratives



16. SAMPLE NARRATIVE

“The best preparation for tomorrow is doing your best today.”
H. Jackson Brown Jr., P.S. I Love You

Below is a sample Narrative, called ‘Training Day’. We used Halodyne Hoplitēs by [Megalith Games](#) and models from the ‘Dark Gods’ range by [Avatars of War](#), with the Gaming Mat by [Deep-Cut Studio](#). Complete it, then download or make new Narratives!

TRAINING DAY

“It is a trial by fire. From this fire we will forge our greatest champion.”

PROLOGUE

It’s your final day of combat training when the alarm is raised. You must now put your skills to the test and repel the enemy!

Logistics

Narrative Type	Solo	Unit Cap	1
Difficulty	Easy	Model Cap	1
Number of Players	1	Theme	Any
Point Limit	100pts	Perk Restrictions	Yes
Map Size	2' x 2'	Playstyle	Standard

Enemy Models Needed

Unit Name	Q	M	D	DEF	HP	ARM	AEG	TN	FP	PERKS
Ranged Soldier	3	0"	0"	4	2	4+	5+	-	N	Shroud
Melee Soldier	3	6"	6"	4	2	4+	5+	-	N	-
Heavy Soldier	1	3"	0"	5	5	3+	-	-	N	-
Enemy Commander	1	9"	9"	5	6	3+	5+	-	N	Fearless
Commander	1	0"	0"	6	8	3+	4+	-	N	Fearless, Unstoppable

Enemy Weapons

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Ranged Weapon	3	20"	2	4	-	HV	-
Knife	3	0"	2	4	-	AS	-
Melee Weapon	3	0"	2	4	5+	AS	-
Heavy Weapon	1	6"	3	5	-	AS	Penetrate I
Enemy Commander Ranged	1	20"	4	4	-	AS	Penetrate II, Damage 5+
Enemy Commander Blade	1	6"	4	4	-	AS	Penetrate II, Damage 4+
Commander Blade	1	6"	4	0	-	AS	Penetrate II, Damage 4+
Snipe	1	35	4	0		HV	Penetrate II, Damage 4+
Deathblow	1	0"	2	10	2+	AS	Countdown III, Recharge III
Killshot	1	35	2	10	2+	HV	Countdown III, Recharge III

Environment: Interior of a fortress. These are large rooms taking up 2' x 2' which have cover (marked on Maps).

Models Needed: Refer to ‘Q’ for model quantities. The ‘Commander’ is a model who looks to be from the same faction or otherwise affiliated with the player’s Unit. Units have an abbreviation with brackets () for the Map.

Setting: The Stage maps are 2' x 2'. The area is intended to be the interior of a military base, monastery, temple or fortress intended for training warriors. If using an open playing area, have sections blocked by significant terrain pieces.

STAGE 1: Secure the Area

Prologue: Enemies have invaded your home; they must be slain. Beware the Ranged Soldiers, they have brought a strange mist to obscure themselves against ranged attacks (Shroud Perk) and are also hiding behind cover.

Objective: Reduce all Enemy Units to 0 HP, causing them to be casualties.

Time: Unlimited Game Turns.

Deployment: The player Unit starts anywhere in the Green Zone on the Map.

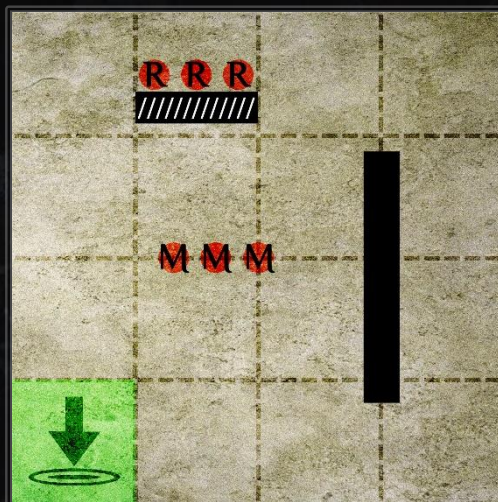
Turn Master: The player may choose to go first or second.

Enemy Behaviour: Aggressive: Enemy Units will focus on the player's Unit, only moving to bring all their Weapons into range and LOS.

Enemies: One Unit of 3 Ranged Soldiers, One Unit of 3 Melee Soldiers

Map Data

2' x 2' Map



Unit Name	Q	M	D	DEF	HP	ARM	AEG	TN	FP	PERKS
Ranged Soldier (R)	3	0"	0"	4	2	4+	5+	-	N	Shroud

Shroud: Attacks directed at the User suffer a -1 Dice Modifier, if it the Attack did not originate from a Melee.

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Ranged Weapon	3	20"	2	4	-	HV	-
Knife	3	0"	2	4	-	AS	-

Unit Name	Q	M	D	DEF	HP	ARM	AEG	TN	FP	PERKS
Melee Soldier (M)	3	6"	6"	4	2	4+	5+	-	N	-

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Melee Weapon	3	0"	2	4	5+	AS	-

Defeat: If the player Unit becomes a casualty, refer to Epilogue: Defeat.

Completion: Once all enemy Units have become casualties, advance to Stage 2: New Orders.

Rewards: All lost HP of the player Unit is restored and choose **one** of the following upgrades:

A) + 2 to Current and Maximum HP

B) + 1 to Armour Save

C) Receive 1x Life Potion: Restores all lost HP when used, which can be used at any time during the Narrative as long as it is the player's turn to make an action (single use).



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STAGE 2: New Orders

Prologue: Your Commander is injured but has managed to barricade himself; he is protected, but trapped. Slay the enemies who are attempting to break in.

Objective: Defeat the enemies surrounding the Commander (C on the Map).

Time: Complete within 10 Game Turns.

Location: The player Unit must start in the Green Zone on the Map.

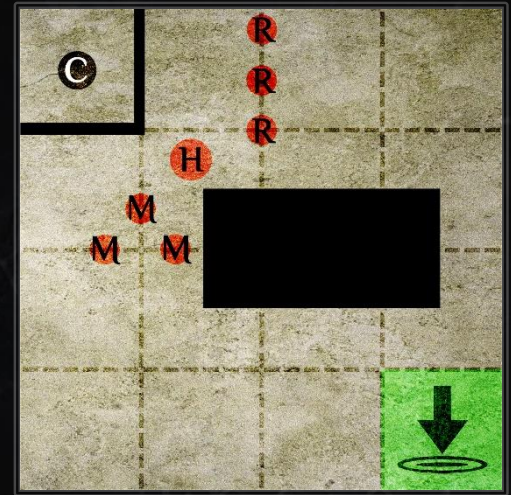
Turn Master: The player may choose to go first or second.

Enemy Behaviour: Aggressive: The Enemy Units will not become active until after the player targets and attacks any of the Enemy Units, or Moves within 6" of them. After one Unit is active, all Units will all focus on the player's Unit, only moving to bring weapons into range and LOS.

Enemies: One Unit of 3 Ranged Soldiers, One Unit of 3 Melee Soldiers, One Unit of 1 Heavy Soldier

Map Data

2' x 2' Map



Unit Name	Q	M	D	DEF	HP	ARM	AEG	TN	FP	PERKS
Ranged Soldier (R)	3	0"	0"	4	2	4+	5+	-	N	Shroud

Shroud: Attacks directed at the User suffer a -1 Dice Modifier, if it the Attack did not originate from a Melee.

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Ranged Weapon	3	20"	1	4	-	HV	-
Knife	3	0"	2	4	-	AS	-

Unit Name	Q	M	D	DEF	HP	ARM	AEG	TN	FP	PERKS
Melee Soldier (M)	3	0"	0"	4	2	4+	5+	-	N	-

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Melee Weapon	3	0"	2	4	5+	AS	-

Unit Name	Q	M	D	DEF	HP	ARM	AEG	TN	FP	PERKS
Heavy Soldier (H)	1	3"	0"	5	5	3+	-	-	N	-

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Heavy Weapon	1	6"	3	5	-	AS	Penetrate I

Penetrate I: The Target suffers a -1 Dice Modifier to their Armour Saves from Attacks caused by this Weapon.

Defeat: If the player Unit becomes a casualty, refer to Epilogue: Defeat.

Completion: Once all enemies have been slain, advance to Stage 3.

Dialogue:

Commander: You have my deepest thanks. Here, take this; it'll help with your next task.

Rewards: All lost HP of the player Unit is restored and choose **one** of the following upgrades:

A) All Player Unit Weapons receive +2 Power.

B) All Player Unit Weapons receive +1 Attack.

C) Receive 1x Doom Stone: When used on a Target, they suffer D6 HP Loss that ignore Armour Saves. It can used be at any time during the Narrative as long as it is the player's turn to make an action (single use).



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STAGE 3: The Bargain

Prologue: Your commander has been saved, but has sustained injuries preventing them from leaving at this time. You now have new orders: you must now find and slay the enemy commander. As you make your way, you discover that the enemy has slain many of your less-skilled colleagues. Seeing the enemy commander, they beckon you over to converse.

Objective: Make your way to the Enemy Commander (E). When you leave the green zone, the Enemy Commander will speak with you. Read what is said in the 'Dialogue' section below.

Location: Your Unit must start in the Green Zone on the Map.

Turn Master: The player must go first.

Attacking with Weapons: If the Enemy Commander (E) or Heavy Soldier (H) is attacked while inside the green zone, it counts as selecting option B in the Dialogue below.

Event: When within 15" and line of sight of the Enemy Commander, refer to the Dialogue below. There is a Time restriction.

Time: After reading all the dialogue options below, select your response within 10 seconds. If no decision is made in time, select option A).

Dialogue: *Enemy Commander*

"Wait! I see you are a powerful warrior with much promise and untapped potential. Do you not see the futility of your cause and the code you follow? All your comrades have been slain and none but you and your 'commander' remain. Join me and slay your foolish leader. Let me strengthen you, then if you succeed... I'll grant you even greater power beyond your reckoning. Otherwise, you will perish like the rest of your kind."

Your Response:

- A) Nope. (Decline)
- B) Prepare to die! (Attack)
- C) ...I accept your offer. (Accept)
- D) You know what, I'm done... I'm out. (Leave).

Completion: If choosing A or B go to Stage 4a.

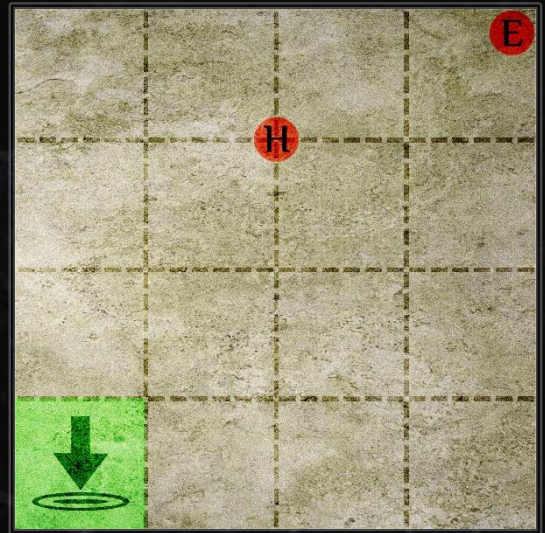
If C was chosen, go to Stage 4b (refer to Rewards below).

If D was selected, refer to Epilogue: I Serve None but Myself.

Rewards: If C was selected, all of your Weapons improve their Power, Attacks and AP by +1 (max AP is 2+).

Map Data

2' x 2' Map



The Lord of Wrath (Avatars of War) has an offer for this Hoplite (Megalith Games). What will he decide?



TIP: STAGE PATHWAYS

Some Narratives have multiple paths, depending on how a fight ends, or an option that is chosen. In other cases, a Stage such as a shop or smithy could be accessible at any time between other Stages. Such a Stage may require unlocking or be inaccessible at certain Stages.

STAGE 4a: Hear No Evil, See No Evil

Prologue: After refusing the enemy's offer, you begin your assault.

Objective: Slay all Enemy Units.

Time: Unlimited Game Turns.

Location: The player Unit begins from where it last stood in Stage 3 (indicated by the question mark on the map).

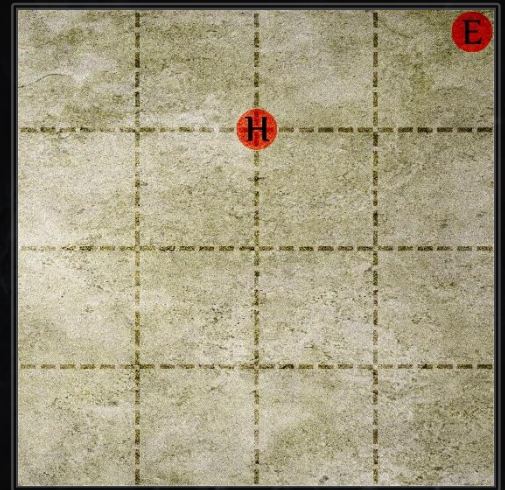
Turn Master: Referring to Stage 3, if the player selected option 'A', the enemy is the Turn Master. If option 'B' was selected, the player is the Turn Master.

Enemy Behaviour: Aggressive: Enemy Units will focus on the player's Unit, only moving to bring weapons into range and LOS. The Enemy Commander will begin as Immobile and will not use Weapons until the third Game Turn and onward.

Enemies: One Unit of 1 Enemy Commander, One Unit of 1 Heavy Soldier

Map Data

2' x 2' Map



Unit Name	Q	M	D	DEF	HP	ARM	AEG	TN	FP	PERKS
Enemy Commander (E)	1	9"	9"	5	6	3+	5+	-	N	Fearless

Fearless: This Unit is immune to Horrific, Terrify and Dread Perks.

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Enemy Commander Ranged	1	20"	4	4	-	AS	Penetrate II, Damage 5+
Enemy Commander Blade	1	6"	4	4	-	AS	Penetrate II, Damage 4+

Damage 4+: If Weapon Power would cause an Attack Dice to require a 5+ or worse to succeed, it becomes 4+ instead.

Damage 5+: If Weapon Power would cause an Attack Dice to require a 6+ or worse to succeed, it becomes 5+ instead.

Penetrate II: The Target suffers a -2 Dice Modifier to their Armour Saves from Attacks caused by this Weapon.

Unit Name	Q	M	D	DEF	HP	ARM	AEG	TN	FP	PERKS
Heavy Soldier (H)	1	3"	0"	5	5	3+	-	-	N	-

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Heavy Weapon	1	6"	3	5	-	AS	Penetrate I

Penetrate I: The Target suffers a -1 Dice Modifier to their Armour Saves from Attacks caused by this Weapon.

Defeat: If the player Unit becomes a casualty, refer to Epilogue: Defeat.

Completion: If successful, refer to Epilogue: Trial by Fire.



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TIP: TRY, TRY AGAIN

Adjust your profile if you don't succeed in a Narrative. Review your Stats, Perks and Weapons then attempt it again.

STAGE 4b: Change of Plans

Prologue: You've changed your allegiance and been rewarded for it. It's now time to uphold your end of the bargain. As you approach your commander's base, he calls out: "That was to be your last step in your training, but I see you've failed. Come! Face me and pay for your treachery."

Objective: Slay your Commander.

Time: Complete within 10 Game Turns.

Location: Player Unit starts at the south east corner, the edge of the Map.

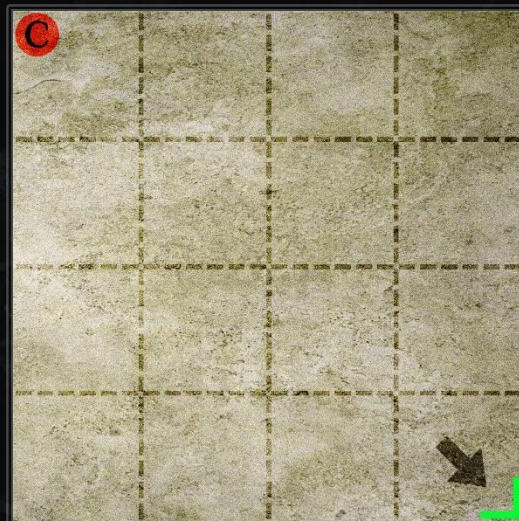
Turn Master: The player may choose to go first or second.

Enemy Behaviour: Aggressive: The Commander directs all Weapons onto the player's Unit.

Enemies: One Unit of 1 Commander

Map Data

2' x 2' Map



Unit Name	Q	M	D	DEF	HP	ARM	AEG	TN	FP	PERKS
Commander (C)	1	0"	0"	6	8	3+	4+	-	N	Fearless, Unstoppable

Fearless: This Unit is immune to Horrific, Terrify and Dread Perks.

Unstoppable: This Unit is unaffected by Cripple, Freeze, Stasis, Stun, Force, Knockback, Warp and Grapple.

Weapon Name	Q	RNG	ATK	PWR	AP	TYPE	PERKS
Commander Blade	1	6"	4	0	-	AS	Penetrate II, Damage 4+
Snipe	1	35	4	0		HV	Penetrate II, Damage 4+
Deathblow	1	0"	2	10	2+	AS	Countdown III, Recharge III
Killshot	1	35	2	10	2+	HV	Countdown III, Recharge III

Countdown III: The Weapon can be used once the User has waited three full Game Turns. If starting on Game Turn 1, this means the Weapon is available on Game Turn 4.

Damage 4+: If Weapon Power would cause an Attack Dice to require a 5+ or worse to succeed, it becomes 4+ instead.

Penetrate II: The Target suffers a -2 Dice Modifier to their Armour Saves from Attacks caused by this Weapon.

Recharge III: After the Weapon has been used, the User must wait three full Game Turns (starting after the Game Turn it was used) before it can be used again. If used on Game Turn 1, this means the Weapon is available again on Game Turn 5.

Defeat: If slain or if not completed within 10 Game Turns, refer to Epilogue: Justice Served.

Completion: If successful, refer to Epilogue: The Traitor.



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TIP: THE NEXT CHALLENGE

At the back of many Narratives there can be 'Challenges'. These add extra difficulty or fun side Objectives when you play a Narrative Game.

EPILOGUE

Defeat

Though you fought valiantly, the enemy was triumphant. Your training and determination were not enough to win this day.

Trial by Fire

Having slain the enemy, you stand triumphant. By the time you return to your Commander, reinforcements have arrived and you are commended on your success. Your training is declared complete... a glorious new career now begins.

The Traitor

You are motivated by power and have joined forces with one who has it in abundance. When the time comes you may move on to greater things, but for now you will take what you can get... destroying all who oppose you in the process.

Justice Served

As is the fate of many traitors, your life ended as it should have according to the code of your former comrades. The temptation was too great, and it was you who paid the ultimate price.

I Serve None but Myself

You trained hard for years and fought those that were deemed your enemies. However, after some thought you realise this battle isn't really your problem, let alone your fight. You have other goals to achieve with your growing abilities.



Victory or Death! Hoplite by [Megalith Games](#)

CHALLENGES

Training Complete

Complete Stage 4a while refusing to use or apply any Rewards offered throughout the Narrative.



A Toast to the Victor

Select the Life Potion Reward in Stage 1 (Option C) and successfully finish Stage 4a or 4b, but do not use the Life Potion at any time during the entire Narrative.



Return to Sender

Select the 'Doom Stone' Reward in Stage 2 (Option C) and use it on the Commander in Stage 4b and complete the Stage.



Now I Am the Master

Complete Stage 4b while refusing to take, equip or use any Rewards offered throughout the Narrative.

