BOOK 3. COMPETITIVE GAMES

v 1.1.1

"Therefore, just as water retains no constant shape,
so in warfare there are no constant conditions."
Sun Tzu, The Art of War

Competitive Games, also known as Player versus Player (PvP), are where players engage each other in tabletop warfare. In this book we will provide step-by-step instructions for starting and playing Competitive Games.

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 → You Are Here!
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
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.

In the morning mists, the Banebrood (Megalith Games) make their strike. Dwarves by Avatars of War, Pirates by Firelock Games
Buildings from Zealot Miniatures (by Tabletop World), Gaming Mat by Deep-Cut Studio

COMPETITIVE GAMES: CONTENTS

13. STARTING A COMPETITVE GAME

"Men grow tired of sleep, love, singing and dancing sooner than war."
Homer, Greek Poet

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
Page 4: Decide the number of Players or Teams that will participate.

Step 2: Select Playstyle
Page 4: Decide between Standard (four Phases), or Advanced (Action Steps and Command Points).

Step 3: Point Limit and Roster
Page 4: Decide how large the Point Limit will be. Generally, the larger the size, the more time the game will take to play.

Once the Point Limit has been decided, players will design their Rosters, using the WARSURGE App.

Step 4: Battlefield Size
Page 5: Select or vote on Battlefield Size. We recommend: 2'x2', 4'x4', 6'x4' or 8'x4'.

Step 5: Deployment Zones
Pages 6-7: Deployment Zones are where players Deploy their armies. They come in many shapes and can be randomly determined.

Step 6: Game Type and Objective Markers
Page 8: Players vote on a Game Type: Deathmatch, Tactical or Strike Missions. Objectives Markers are placed now as well.

If a Game Type cannot be agreed upon, roll D3 to decide: **1)** Deathmatch **2)** Tactical Strike **3)** Missions.

The details of Game Types are discussed from Section 14.

Step 7: Place Terrain and Scenery
Page 9: Players Roll-Off, then the winner places the first piece of scenery. Players then alternate filling the Battlefield with scenery and objects for decoration and protecting armies. When done, ensure scenery placement is balanced for all players.

Step 8: Game Length
Page 10: Players will mutually decide or randomly determine the number of Game Turns the game will go for.

Step 9: Mods
Page 10: These are modifications, conditions or adjustments to the game. All players must unanimously agree on them.

Step 10: Start the Game
Page 10: Begin with a Roll-Off. The winner chooses the Turn Master, who will select a Deployment Zone and also go first with every action for the first Game Turn, beginning with Deployment. For more information on this process, refer to **Section 2.2** and **Section 3.6** in the Core Rules.

TIP: Preset Games

If you enjoyed a particular set of Objectives and map layout, you should note it down, give it a name and keep it as a preset!

13.1 COMPETITIVE GAME SETTINGS

In this section, we will discuss the details of starting a game from the list mentioned at the start of Section 13.

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 maps in Step 4 are optimised for two players or teams, but there are maps that are ideal for 3, 4 and 5 or more players or teams. 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.
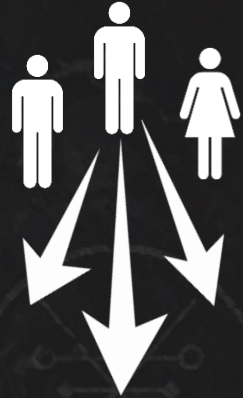
Step 2: Select Playstyle

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

If players cannot agree, randomise by rolling a D2:

1: Standard Games: Deploy Phase, Move Phase, Attack Phase and Dash Phase.

2: Advanced Games: Command Points, Command Steps 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 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 2pts including Weapons.

Example: *In a 1000pts game, players can't take more than 20 Units each.*
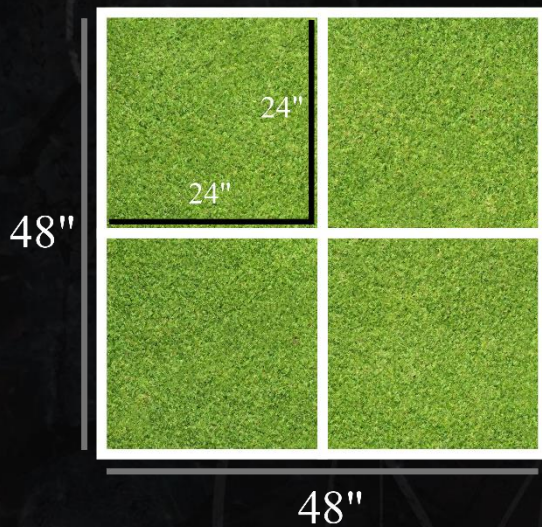
Step 4: Battlefield Size

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 sizes B or C for most games:

	Overall Size	Size in Feet	Size 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+

TIP: If in a small play area, convert inches (") to cm (metric). Include Move, Range, Dash, Coherency and other distances too.

Size B: 4' x 4'

24"
24"
48"
48"

Size C: 6' x 4'

24"
24"
48"
72"

Size A: 2' x 2'

24"
24"

Size D: 8' x 4' +

24"
24"
48"
96"
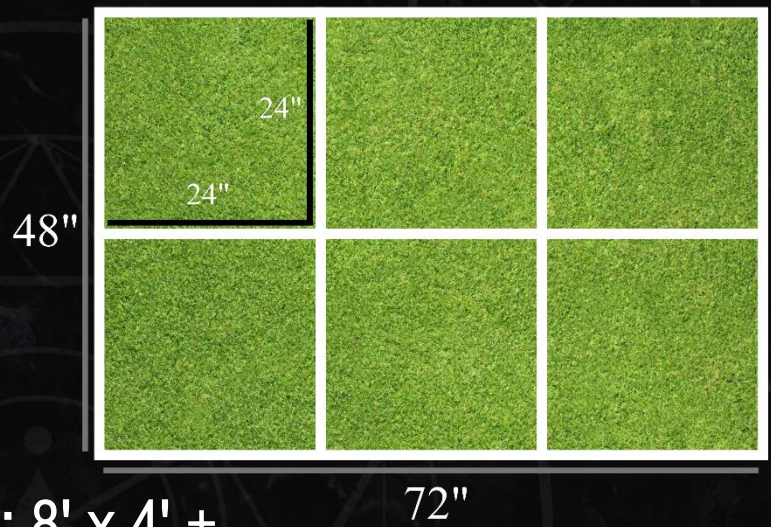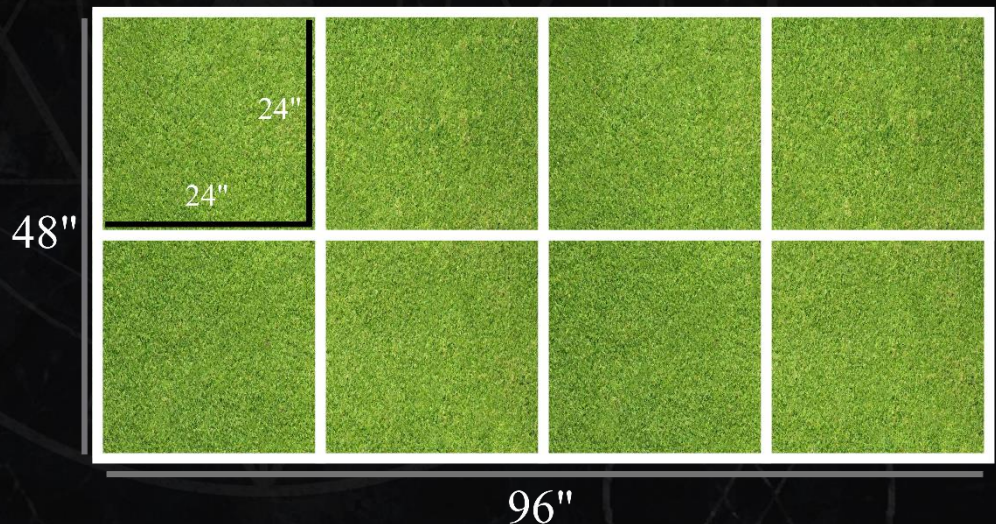
IRREGUARLY SHAPED BATTLEFIELDS

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.
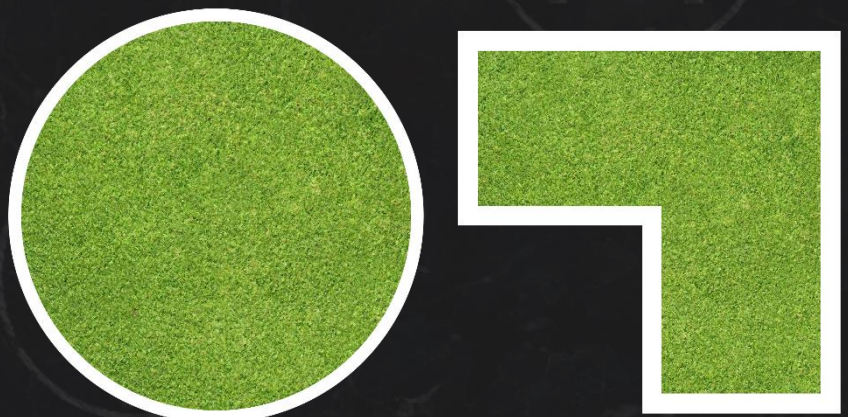
Step 5: Deployment Zones

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.

25% is an alternative to 33%, if players wish to have more 'no man's land' (neutral territory) on the Battlefield.

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% and 33% can be quickly worked out on other boards by dividing a Battlefield's distance by 2 or by 3 respectively.

Example: *33% of a 56" board would be divided by 3, giving a result of 18.6", rounding up to 19".*

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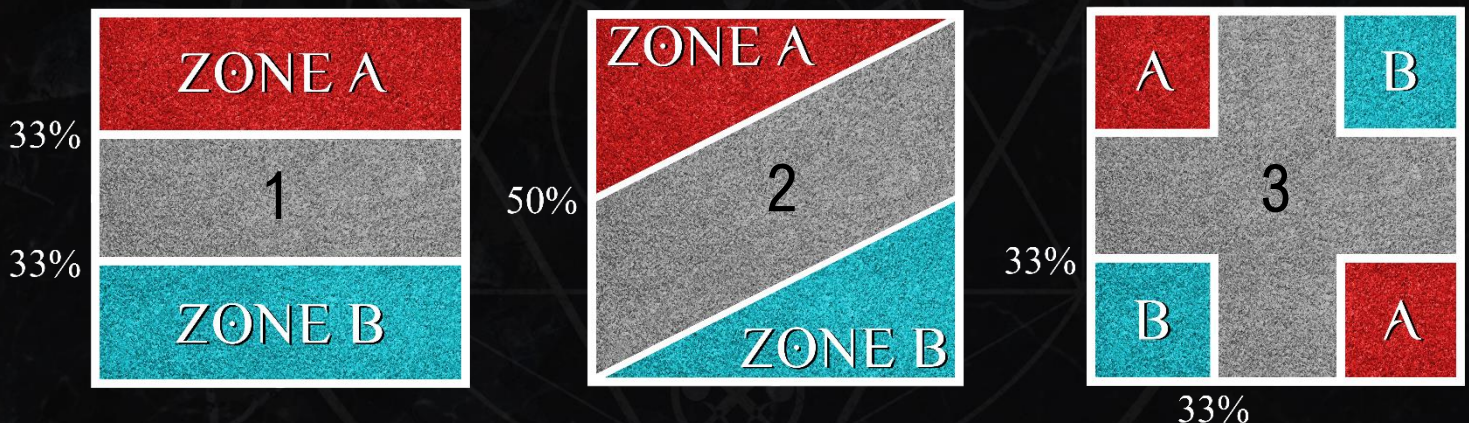
Rectangular: If you are playing on a rectangular board, decide from the options below or roll a D6 and refer to the number.
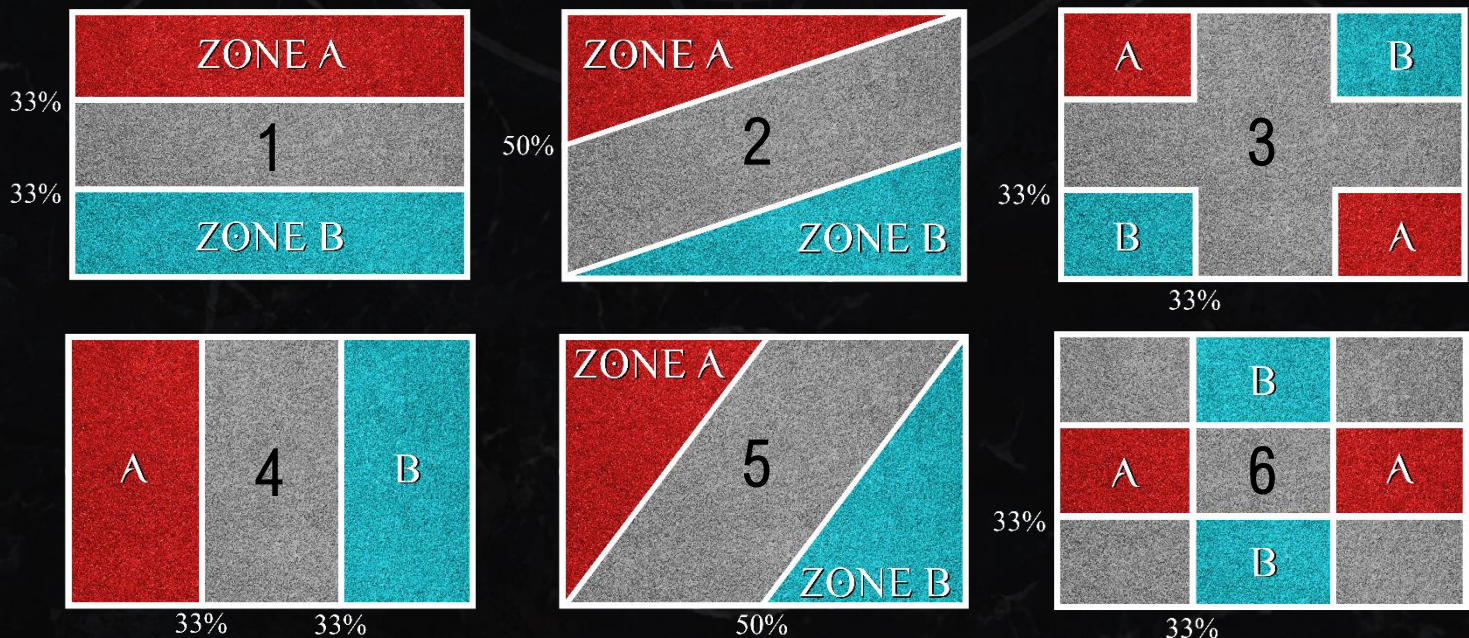
DEPLOYMENT ZONES FOR ADDITIONAL PLAYERS

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.
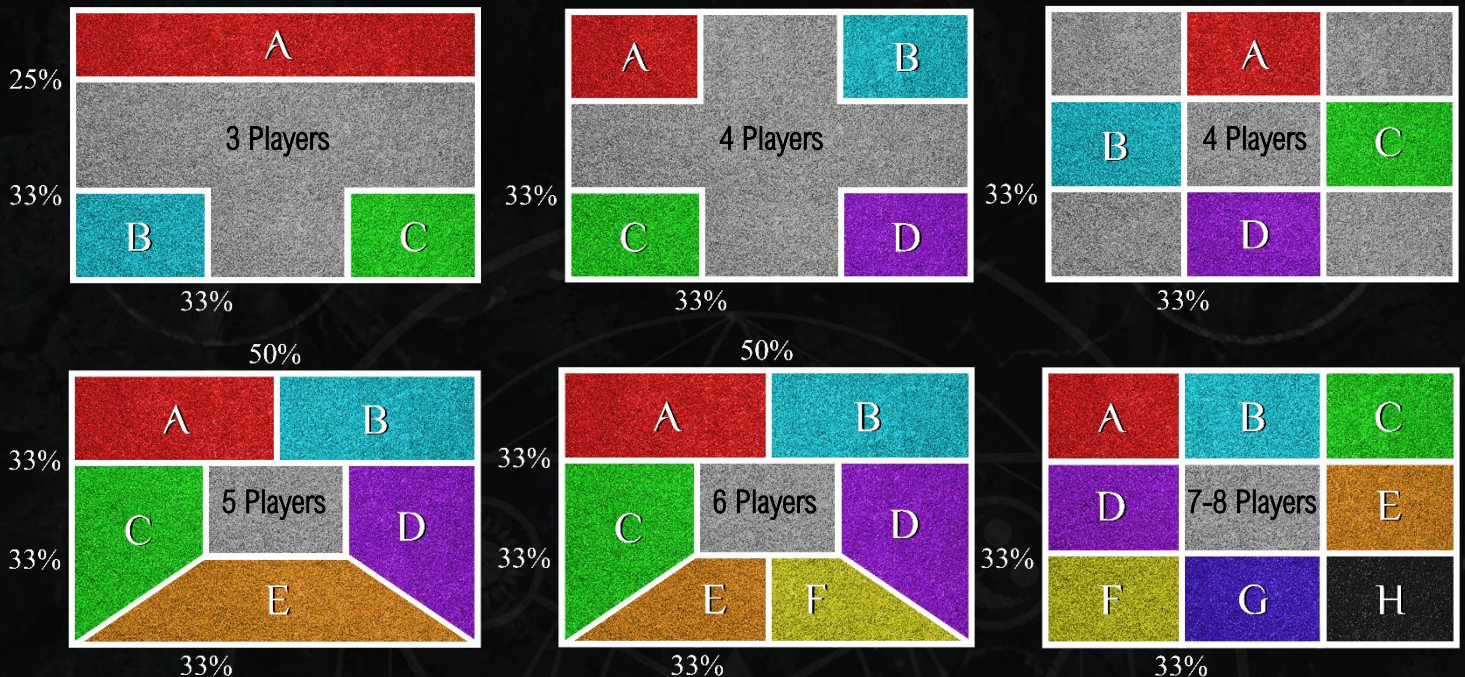
8+ Players

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 set up.

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.
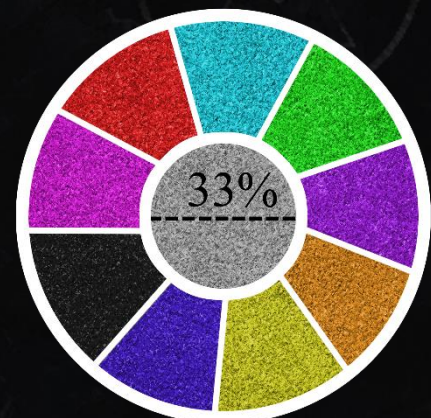
Step 6: Game Type and Objective Markers

Players now select a Game Type from the following: Deathmatch, Missions and Tactical Strike. If the players cannot agree to a Game Type or would like to generate one randomly, then roll a D3:

1) Deathmatch (Section 14.1)   **2) Tactical Strike** (Section 14.2)   **3) Missions** (Section 14.3)

Once you have determined the Game Type, follow the instructions below to establish your Victory Conditions. If this is your first time playing a Competitive Game, we suggest you read about Game Types in detail in Section 14.

1) Deathmatch (Section 14.1)

The only goal is to defeat other players while preserving your own Roster. The player with the most of their Roster remaining is the winner. Read more details about Deathmatch in Section 14.1.

2) Tactical Strike (Section 14.2)

The player with the most Objective Points (OP) is the winner. Players must place five Objective Markers onto the Battlefield as discussed on the next page (under Placing Objectives Markers).

Each player generates their own three Objectives after the Turn Master is determined on each Game Turn (for Game Turn 1, this is after players decide which Deployment Zone to take). Read more details about Tactical Strike in Section 14.2.

3) Missions (Section 14.3)

The player with the most Objective Points (OP) is the winner. Players all have the same Objectives, which are determined no. The details of these Objectives can be found in Section 14.3.

Step 1) Players decide on the number of Mission Objectives in the game, or can randomize the number of Objectives in Step 2 by rolling a D3, giving a result between 1 and 3.

Step 2) Decide what the Mission Objectives will be, or if randomizing, take the D3 result from Step 1 and roll it as a number of D6 (rolling between one and three D6). Then refer to the result below, discarding duplicate results.

1) Regicide
2) Sabotage*
3) Domination
4) Hold the Line
5) Secure Ground
6) Capture the Flag*

*Sabotage and Capture the Flag have special Objectives that players choose to place themselves during Deployment on Game Turn 1.

Step 3) Decide or roll a D6 for one additional Objective from the list below:

1) Seek and Destroy
2) Survive at All Costs
3) Fortification Attack
4) Seize and Control
5) Supply Caches
6) Extraction

Step 4) If an Objective of 4 or higher was decided or rolled on Step 3, there will be a number of Objective Markers to place. Refer to the next page for placement.

PLACING OBJECTIVE MARKERS

Some Game Types use Markers for placing Objectives. Deathmatch does not use Objective Markers, Tactical Strike has 5 Markers while Missions varies with 0 to 9 Markers. 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. In either case, the illustrations can be adapted for all Battlefield sizes and players may alternate placing the Objective Markers.

The central objective (black) is always at the centre as indicated in the first diagram, unless otherwise agreed by players. Other objectives are placed roughly at the coloured circles as indicated in the second diagram. Players should confirm placement.

NOTE - Equal Objectives: Some maps can be irregularly sized or have many players participating. If any player or team has more Objective Markers in their Deployment Zone than another player, randomise again or vote on the number of markers and the placement positions, which may not necessarily follow the formations below. In games with a large number of players, it is advisable to place one Objective Marker per Deployment Zone and/or have one or more neutrally placed Objective Markers (even if it is a small space).

OBJECTIVE MARKER FORMATIONS

Select the number of Objectives, then follow the directions. One Objective Marker refers to Map A. Refer to Map B for others.

One Objective Marker: Black, centre of diagram.

Two Objective Markers: Roll a D2, then refer to below:
1) Now roll another D2:   I. Red   II. Blue
2) Now roll another D2:   I. Orange   II. Purple

Three Objective Markers: Roll a D3, then refer to below:
1) Red and Black
2) Blue and Black
3) Black and roll another D2, then refer to I or II:
   I. Orange   II. Purple

Four Objective Markers: Roll a D2, then refer to below:
1) Red and Blue
2) Orange and Purple

Five Objective Markers: Roll a D2, then refer to below:
1) Red, Blue and Black
2) Orange, Purple and Black

Six Objective Markers: Roll a D2, then refer to below:
1) Orange, Blue and Purple
2) Orange, Red and Purple

Seven Objective Markers: Roll a D2, then refer to below:
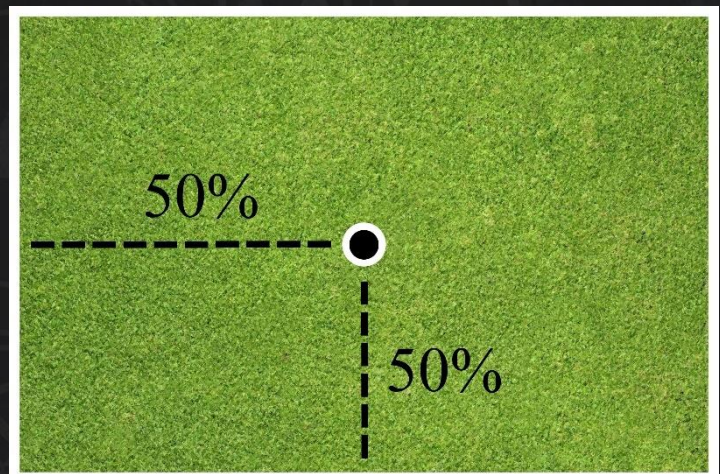1) All but Blue
2) All but Red
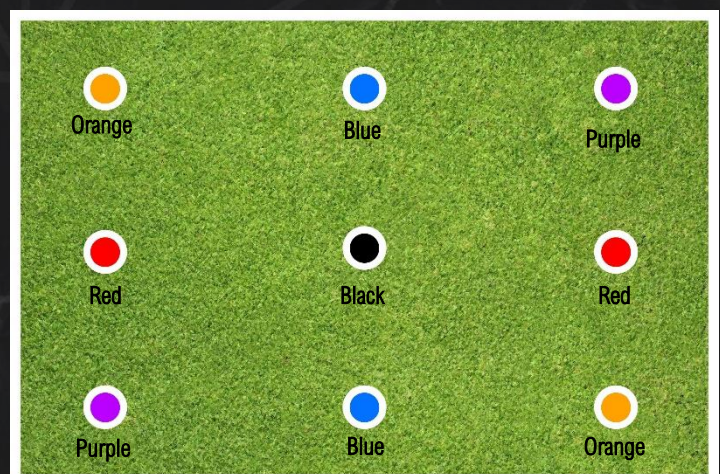
Eight Objective Markers:
   All but Black

Nine Objective Markers:
   All Marker Locations and Colours

Map A: 1 x Objective Marker

Map B: 2-9 x Objective Markers

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 in 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 square feet 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 **Section 5.6** of the Core Rules). 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 to 13 Terrain Pieces altogether.*

Players alternate placing a set of terrain, spreading it fairly evenly across the Battlefield

PLACING TERRAIN PIECES

There are two options for placing terrain:

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

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.

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 top score 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.

TIP: Flipping a coin is an alternative to rolling a 4+.

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 on 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.

Special Terrain: Use one or more Special Terrain Pieces, discussed in **Section 10** of the Core Rules.

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.

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.

Sudden Death: This Mod avoids a draw. Whenever the top scoring players are a draw at the end of the game, continue another Game Turn, but only with those players. If the Rosters of the contested players are 100% destroyed, then it remains a draw.

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.

If you are playing a Deathmatch, follow the guidelines in Section 14.1, if Tactical Strike refer to Section 14.2, if Missions refer to Section 14.3.

Depending on the Playstyle (Standard or Advanced), follow the turn sequence set out in the Core Rules until the game ends, which is defined by the Game Length established in Step 8.

14. COMPETITIVE GAME TYPES

*"I know not with what weapons World War III will be fought,
but World War IV will be fought with sticks and stones."*
Albert Einstein

Competitive Game Types bring three different experiences of dealing tabletop death to your foes. The following pages provide detailed instructions on how to play these varying Game Types.

Deathmatch

The most straightforward game. The only goal of a Deathmatch is to slay enemies and preserve your own forces in the process.

Whoever has the most points remaining of their Roster at the end of the game is the winner.

Read more in Section 14.1.

Tactical Strike

Rapidly manoeuvre your forces as objectives change during the course of the game. Objectives are randomly generated as the game begins and can change as you wage war against your opponents.

Read more in Section 14.2.

Missions

Fight for various objectives on the Battlefield.

Players seek out the same objectives and fight to claim them. Whoever achieves the most objectives will be victorious.

Read more in Section 14.3.

*The Halodyne forces (Megalith Games) rescue their captured comrades held by the Warriors of Wrath (Avatars of War)
Buildings by Printable Scenery, Supplies from Zealot Miniatures (by Tabletop World), Gaming Mat by Deep-Cut Studio*

14.1 DEATHMATCH

"War means fighting, and fighting means killing."
Nathan Bedford Forrest

In Deathmatch, players are solely focused on destroying each other's armies while preserving their own forces as much as possible. The player with the strongest army remaining will be the victor.

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 casualties or 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, which is explained below.

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.

120pts divided by 6 = 20pts per HP.

If the Unit had 3 HP remaining at the end of the game, then: 20pts x 3 HP = 60pts 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 **Book 2. Perks** to determine the Unit's value.

An Archangel with the Legionaries (Scibor Miniatures)

14.2 TACTICAL STRIKE

*"Let your plans be dark and impenetrable as night,
and when you move, fall like a thunderbolt."*
Sun Tzu, The Art of War

In Tactical Strike, each player receives randomly generated objectives, which in most cases will be a different combination for each player. Armies will fight to prevent enemies from achieving their objectives while fulfilling their own.

There are three different groups of Tactical Strike Objectives: Marker, Combat and Territory. Marker focuses on seizing Objective Markers, Combat emphasises slaying enemies, while Territory involves occupying and fighting over Deployment Zones or other areas of the Battlefield.

VICTORY CONDITIONS

Each Tactical Strike objective is worth a number of **Objective Points (OP)** when completed. The player with the most OP at the end of the game is victorious.

INSTRUCTIONS

Generating Objectives: At the start of the game, after deciding the Turn Master, each player generates three Objectives (this occurs after deciding Deployment Zones on Game Turn 1). Roll a D6 for each respective Tactical Objective List below (Marker, Combat and Territory). When an Objective is complete, players replace it with a new Objective at the start of the next Game Turn. Players can only have one Objective from each List at any time.

Discarding Objectives: If players have any incomplete Objectives from a previous Game Turn, they can discard one or more of them and roll a new Objective. All three Objectives can be replaced once in a single Game Turn if desired.

Impossible Objectives: If for any reason an Objective is impossible to achieve, it can be rerolled. For example, you may have acquired the 'Assassin' Combat Objective, but there are no enemy single model Units on the Battlefield or in Reserve.

Track Your Objectives: It can be handy to write down or take note of Objectives, tracking any that are discarded or complete. Players must reveal their Objectives upon request, but players may instead agree to keep Objectives secret until completed.

Markers: Five Objective Markers are placed according to 'Placing Objective Markers' section on . Each Objective must have a number of 1-5 associated with it, for example a note beside it or written underneath the Objective.

Marker List	Description	Reward
1) One	Hold Objective Marker 1 at the end of a Game Turn with no enemies within 2" of the Marker.	3 OP
2) Two	Hold Objective Marker 2 at the end of a Game Turn with no enemies within 2" of the Marker.	3 OP
3) Three	Hold Objective Marker 3 at the end of a Game Turn with no enemies within 2" of the Marker.	3 OP
4) Four	Hold Objective Marker 4 at the end of a Game Turn with no enemies within 2" of the Marker.	3 OP
5) Five	Hold Objective Marker 5 at the end of a Game Turn with no enemies within 2" of the Marker.	3 OP
6) Choice	Player can select any Marker Objective from 1-5 on this list.	-

Combat List	Description	Reward
1) Assassin	Cause an enemy single model Unit to become a casualty (reduce it to 0 HP).	3 OP
2) Raider	Cause an enemy Unit to become a casualty (reduce it to 0 HP) within 2" of any Objective Marker.	4 OP
3) Slayer	Cause enemy Unit that started with 2-19 models to became a casualty (reduce it to 0 HP).	3 OP
4) Exterminator	Cause enemy Unit that started with 20 or more models to became a casualty (reduce it to 0 HP).	4 OP
5) Defender	In any combination with all your Units, pass 10 Armour or AEGIS Saves.	2 OP
6) Hunter	Player can select any Combat Objective from 1-5 on this list.	-

Territory List	Description	Reward
1) Warden	Hold your Deployment Zone at the end of a Game Turn (no enemies fully within it).	2 OP
2) Invader	Hold an enemy player's Deployment Zone at the end of a Game Turn (no enemies fully within it).	3 OP
3) No Man's Land	Hold the neutral area (non-Deployment Zone) at the end of a Game Turn (no enemies fully within it).	4 OP
4) Guardian	Attack an enemy Unit that is fully inside your Deployment Zone with at least one of your Weapons.	1 OP
5) Marauder	Attack an enemy Unit that is fully inside their own Deployment Zone with at least one of your Weapons.	1 OP
6) Opportunist	Player can select any Territory Objective from 1-5 on this list.	-

Mod Suggestion 'Mayhem': When generating Objectives, roll a D3 before the D6. The number on the D3 determines what group the D6 belongs to. 1= Marker. 2 = Combat. 3= Territory. For example, a D3 of 2 followed by a D6 of 3 is 'Slayer'. Players can agree either to reroll duplicate results, or make duplicate results worth double, and triple results triple value for OP.

Revengewing Biker (Wargame Exclusive) pursued by Light Biker Squadron (Puppetswar). Ramparts and Towers by Printable Scenery

14.3 MISSIONS

"Brave men rejoice in adversity, just as brave soldiers triumph in war."
Lucius Annaeus Seneca

In Missions, all players must fight over various objectives. This can range from slaying enemies to seizing territory or securing strategic assets.

VICTORY CONDITIONS

Each Mission has Objectives. Completing these Objectives provides Objective Points (OP). The player with the most OP wins the game.

MISSION OBJECTIVES

Players must decide or randomize from a list of Mission Objectives below. All Mission Objectives are explained in detail over the following pages.

Missions

Step 1) Players decide on the number of Mission Objectives in the game, or can randomize by rolling a D3, giving a result between 1 and 3.

Step 2) Decide what the Mission Objectives will be, or if randomizing, take the D3 result from Step 1 and roll it as a number of D6 (rolling between 1-3 D6). Then, consult the table below, discarding duplicate results.

1) Regicide
2) Sabotage
3) Domination
4) Hold the Line
5) Secure Ground
6) Capture the Flag

Step 3) Decide or randomize (roll a D6) for one additional Objective from the list below:

1) Seek and Destroy
2) Survive at All Costs
3) Fortification Attack
4) Seize and Control
5) Supply Caches
6) Extraction

Step 4) If an Objective of 4 or higher was decided or rolled on Step 3, there will be a number of Objective Markers to place. Follow the instructions in Section 13.1, Step 6.

TIP: First Time Players and Quick Missions

If you're new to WARSURGE, try each Objective by itself in a game before combining several together.

A great mission for quick play is to select 'Seize and Control' on Step 3, and use three or five Objective Markers.

MISSION OBJECTIVE DETAILS

We will now cover details for the various Mission Objectives.

Regicide

Each player must nominate a 'Regicide Unit'. This Unit must be Deployed on the first Game Turn and can't be kept in Reserve or enter Reserve, even from Perk effects.

The Regicide Unit's Point Value cannot exceed 25% of the game's Point Limit.

Example: 25% of a 1000pts game is 250 points, meaning that the Regicide Unit can be worth 250 points or less.

Objective Value

Each player that keeps their Regicide Unit alive gains +8 OP at the end of the Game. Alternatively, if a player's Roster does not have a Unit that is 25% or less, they must nominate their cheapest Unit, but will only gain +4 OP if they survive.

*Dwarf Thane by Avatars of War
Statue by Skullforge Scenics*

Sabotage

Each player (or team) must place a single Sabotage Objective in their Deployment Zones when Deploying Units on Game Turn 1. This Objective can be represented with a Terrain Piece but cannot be inside of terrain, scenery or blocked from access.

At least one model of a Unit must stay within 2" of an enemy Sabotage Objective from the start of a Game Turn to sabotage it. During that Game Turn, they must not Move, Dash, use a Weapon or Activate any Perks. In addition, there must also be no enemy Units within 2" of the Unit and the Sabotage Objective to successfully sabotage it.

Console, Barrier and Crate by Orakio's Studio, Bunker by Micro Art Studio

Objective Value

A player gains +5 OP for each enemy Sabotage Objective they destroy.

Domination

Players must seize enemy Deployment Zones, having at least one friendly Unit fully within it with no enemy Units fully inside as well.

Objective Value

Holding an enemy's Deployment Zone at the end of a Game Turn generates +5 OP.

Hold the Line

The goal is to defend Deployment Zones. Players must hold their own Deployment Zone, having at least one friendly Unit fully within it with no enemy Units fully inside it also.

Objective Value

Controlling your own Deployment Zone generates +1 OP at the end of each Game Turn.

Secure Ground

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*, neither player able to control it.

Objective Value

Each section held uncontested by a player at the end of a Game Turn generates +1 OP. Each table section held uncontested at the end of the final Game Turn instead yields +3 OP.

Capture the Flag

One or more items such as precious relics, hostages, data or inspiring banners rest on the battlefield. These are referred to as 'Flags': the goal is to seize Flags and bring them to your Deployment Zone.

Flags: There are two options for placing Flags. Decide or roll a D2:

1) Player Zones: Each player must decide where to place a Flag in their own Deployment Zone, during Deployment at the start of the game (this occurs on the first Game Turn in the Deploy Phase for Standard, or first Game Turn's Deployment for Advanced).

2) Neutral Zones: Flags are to be placed in neutral (non-player) territory by players before deciding the Turn Master on Game Turn 1. Players then randomize or decide as to which flag 'belongs' to which player (to defend).

Flag and Container by Orakio's Studio, Troopers by Puppetswar Bunker by Micro Art Studio

Holding a Flag: To pick up an enemy Flag, a Unit must be within 2" of it, with one model designated to carry it, keeping it in base-to-base (or model) contact. While holding the Flag, the model is known as the Flag Carrier.

The Flag Carrier can pass the Flag to another model in the Unit or a different Unit within 2" at the end of a Game Turn. If the Flag Carrier embarks a Transport, the Transport will become the Flag Carrier instead. If the Flag Carrier is a casualty or enters Reserve, the Flag is immediately dropped, able to be seized by other Units. Players that have a Unit make Movement within 2" of their own Flag that has been dropped will return it to its starting location.

Objective Value

At the end of the game, the number of enemy Flags you possess determine the OP gained.

Flag Captured: Each enemy Flag in your Deployment Zone yields +8 OP. The Flag Carrier and Flag needs to be in the Zone.

Flag Held: Each enemy Flag held by your Units but not brought to your Deployment Zone yields +4 OP.

Seek and Destroy

The goal is to wipe out enemy Units. Each enemy Unit that is a casualty grants +1 OP per 100pts (rounding), with a minimum of 1 OP awarded. Tally OP at the end of each Game Turn.

Example: A Unit worth 149 points yields 1 OP (rounds down), while a 150pts Unit yields 2 OP (rounds up).

Multiplayer: If there are more than two players or teams, the player who inflicted the killing blow (last HP lost) will claim it.
Attached Units: Attached Units (Leader or Bodyguard Perks) still count as separate Units when determining casualties. They will also yield OP if slain, even though they are attached or merged with another Unit.
Summoned Units: Each copy of a Summon Unit is only worth half their OP value when a casualty (1 OP minimum).
Respawned Units: Respawned Units are only worth half their OP value (1 OP minimum) when they are a casualty or recycled for the first time (they yield no OP after this).
Fusion Units: A Fusion Unit's point cost is multiplied by 10 for determining OP awarded. Units that were used to create the Fusion do not yield OP for Seek and Destroy.

Survive at All Costs

For each 25% of your army's point value on the battlefield, you gain OP. Units in Reserve at the end of the game count as casualties for determining how much has survived. The WARSURGE App can quickly determine this under the Roster Tab in Play. To work out a model or Unit manually, divide the Unit's point value by total HP, then multiply by remaining HP to determine its value. After determining what percent players have remaining of their Rosters, refer to the guide on the right.

Percent Survived	OP Earned
76-100%	+8 OP
51-75%	+6 OP
26-50%	+4 OP
1-25%	+2 OP
0%*	None

Fortification Attack

Each player (or team) has Fortification Units to protect while destroying those belonging to the enemy. Examples of such Units include castles, bunkers, forts, artillery, catapults, trebuchets among other structures and siege weapons.
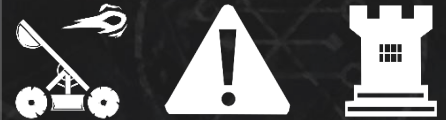
Fortifications cannot have a Move or Dash stat (Immobile), cannot go into Reserve or embark a Unit (including from Perks), but can otherwise be fully customized, including Weapons, Perks, Transport Capacity and Fire Points.

TIP: With the WARSURGE App, having a Faction and Armoury dedicated to Fortification Attack makes it easy to quickly add Fortifications to your Roster.

Players gain 50% of the game's Point Limit to spend on Fortification Units, which are added onto the Roster.

Example: 50% of a 1000 points game is 500 points, meaning that up to 500 points can be spent on Fortification Units.

Objective Value

Players gain OP based on the condition of their Fortification Units at the end of the game:

Condition	Description	Reward
Flawless	All Fortification Units are at full HP.	+12 OP
Scratched	At least one Fortification Unit has lost HP.	+9 OP
Battered	All Fortification Units have lost HP.	+6 OP
Damaged	At least one Fortification Unit has become a casualty.	+3 OP
Destroyed	All Fortification Units have become casualties.	NONE

Sniper Troopers by Puppetswar, Bunker by Micro Art Studio, Containers by Orakio's Studio, Gaming Mat by Deep-Cut Studio

Seize and Control

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 Step 6 in Section 13.1 for placement.

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.

Dwarves by Avatars of War, Supplies from Zealot Miniatures

Objective Value

Each Objective Marker generates +1 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.

Supply Caches

The battlefield has several precious caches, some of which can contain useful upgrades, treasure or deadly booby traps. Supply Caches are represented with Objective Markers.

Number of Caches: Roll D6+3 for the number of Supply Caches then refer to Step 6 in Section 13.1 for placement.

Holding a Cache: To pick up a Supply Cache, a model must be within 2" of it. One model in a Unit must be designated to carry it.

Supplies and Buildings from Zealot Miniatures

While holding the Supply Cache, the model (known as the Cache Carrier) and the Unit the model belongs to benefits from the Loot List below. If the Cache Carrier enters Reserve, it will immediately drop the Supply Cache. The Cache Carrier may still enter a Transport, though the Transport will become the Cache Carrier instead.

If the Cache Carrier is a casualty, the Supply Cache is dropped where the model stood when it is removed. If the Carrier was a Transport with passengers embarked, one of the passenger Units will become the Cache Carrier instead.

The Cache Carrier can pass the Supply Cache to another model in the Unit or a different Unit within 2" at the end of a Game Turn.

Cache Loot: The first time a Supply Cache is controlled by a Unit, roll a D6. The result is applied to the Supply Cache for the rest of the game, applying its effect to the Unit and any other Units that later carry the Supply Cache. If the Cache is dropped by a Unit for any reason, they will no longer receive its effects.

Loot List	Description
1) Booby Trap	At the end of each Game Turn, the Unit suffers D6 Automatic Attacks. All Saves allowed.
2) Empty	No extra effect!
3) Movement	Unit receives 6" increase to Move and Dash stats.
4) Defence	The Unit improves its Defence stat by +1.
5) Power	The Unit receives +1 Power to all of its Weapons.
6) Treasure	The player gains an additional +1 OP at the end of each Game Turn while holding the Supply Cache.

Objective Value

In addition to the Loot List benefit, each Supply Cache generates +1 OP at the end of a Game Turn for the player controlling it. At the end of the final Game Turn, each Supply Cache instead yields +3 OP.

Extraction

There are a number of civilians, creatures or resources that need to be saved or 'acquired', known as Assets. Players choose the role of Liberator or Terrorist, take control of the Assets and deliver them to a designated Extraction Point, which will yield an amount of OP depending on the role players take.

Objective Markers and Extraction Point

There are Objective Markers acting as 'spawn points' where the Assets will emerge. Roll D6+1 for the number of Objective Markers on the Battlefield then refer to Step 6 in Section 13.1 for placement.

Armed forces clash to capture an injured soldier who has vital information. Models by Wargame Exclusive and Puppetswar. Gaming Mat by Deep-Cut Studio

During Deployment, each player places an 'Extraction Point', represented as a marker or Terrain Piece, which is their designated area to capture Assets (this occurs on the first Game Turn in the Deploy Phase for Standard, or first Game Turn Deployment for Advanced). This must be placed in their own Deployment Zone, and cannot be used by other players.

Number of Assets: At the start of each Game Turn before players make actions with Units, the Turn Master rolls a D3. That is the number of Assets that emerge from each Objective Marker this Game Turn.

Default Profile: Asset

Each Asset is a Unit consisting of a single model, with no Weapons or Perks.

Move	Dash	Defence	HP	Armour	AEGIS
6"	6"	3	2	6+	5+

Each Asset can join a Unit when that Unit moves within 2" of it. Coherency must be maintained.

Custom Asset Units: Players can agree to give Assets profiles, designed by the WARSURGE App.

Player Role: Liberator or Terrorist

Before the game begins players must choose the role of Liberator or Terrorist. All players may select the same role.

Liberator: Liberators cannot harm Assets in any way, even with Weapons that Target friendly Units.

Terrorist: Terrorists are like Liberators, but they may attack an Asset that is or was previously controlled by another player.

Both roles can seize an Asset by moving a Unit within 2" of it. When this occurs, the Asset attaches to that Unit, entering that player's control. They must maintain Coherency with each other, and the Asset will be slain last if the Unit is under attack (by Terrorists). The controlling Unit can only Move and Dash up to the same distance as the Asset (unless their Movement is lower than the Asset's). Assets can also embark with the Unit onto Transports; though a Transport by itself cannot force an Asset to embark it. The Assets do not count towards Transport Capacity.

If the Unit controlling an Asset is slain, the Asset will remain stationary, free to be seized by another Unit from any player.

A Unit can have any number of Assets attached to it.

An Asset must be within 2" of an Extraction Point after a Move or Dash to deliver it, causing it to exit the Battlefield and yield OP.

Objective Value

Liberator: Players gain +3 OP for delivering each Asset to their Extraction Point.

Terrorist: Players gain +2 OP for delivering each Asset to their Extraction Point, and +1 OP if they slay an Asset that is or was previously controlled by another player. Otherwise, the Terrorist cannot attack an Asset, even with Weapons that Target friendly Units.