SAMPLE ARMY

"A key that opens many locks is worth buying.
A lock that can be opened with many keys isn't."
Nabil N. Jamal

INTRODUCTION

This eBook is a sample army for you to try a game of WARSURGE without using the app. Though you cannot customise Units and Weapons in this eBook, you can still experience a Standard or Advanced game of WARSURGE!

If you haven't already, we highly recommend you watch a quick start video or read a quick start booklet about the basics of WARSURGE. You can watch the videos by clicking here, or you can acquire the rules by clicking here.

Here in this eBook we will list Units with generic names so that you put many kinds of models in their place on the battlefield. Make sure each Unit is worth at least 50pts.

When using the WARSURGE App, each model can have different Weapons and you can have a variety of Weapons spread across a Unit. In this sample army, each Unit has been kept simple; each model in a Unit has the same Weapons and the point cost of Weapons are included in each model's point cost.

Review the Units over the following pages and with their simple point costs, you'll be able to quickly put an army together. There are summaries of all the profiles at the back of the eBook.

In this book the profiles have abbreviations as follows:

M = Move	**D** = Dash	**DEF** = Defence	**HP** = Hit Points	**ARM** = Armour	**AEG** = AEGIS
RNG = Range	**ATK** = Attacks	**PWR** = Power	**AP** = Armour Piercing	**HV** = Heavy	**BT** = Battle	**AS** = Assault
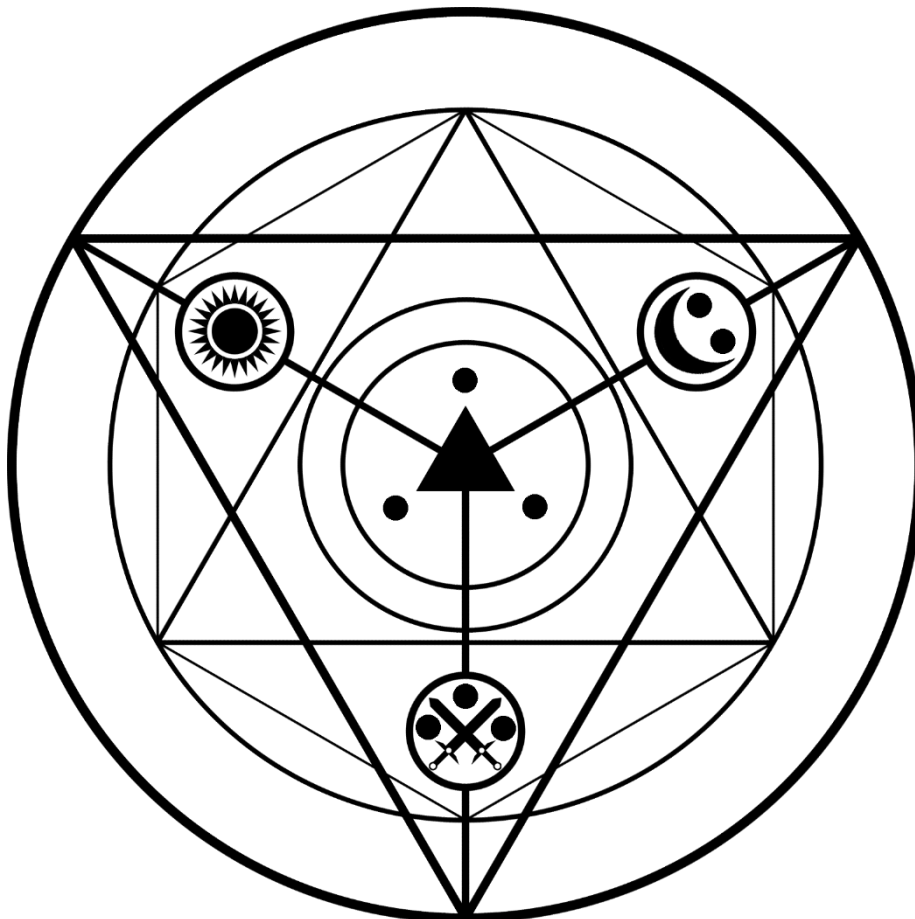
Ranged Soldier

These soldiers have basic ranged weapons and the ability to Move and Attack.

Point Cost: Each model is worth 4 points. You must take at least 13 models to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Ranged Soldier	6"	6"	3	1	5+	-	Cover I, Traverse I

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Ranged Weapon	24"	2	3	5+	BT	-

Cover I: When benefitting from Cover, the User has an additional +1 to their Defence.

Traverse I: The User ignores Difficult Ground.

Melee Soldier

These models have basic melee weapons and no range, but have faster Movement and superior Saves to Ranged Soldiers.

Point Cost: Each model is worth 5 points. You must take at least 10 models to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Melee Soldier	8"	8"	3	1	4+	5+	Charge I

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

Charge I: If there are one or more enemy Units within 6" of this Unit after making a Move or Dash, roll a D6. The result is how many inches this Unit can relocate toward an enemy within 6". If this is enough to make contact, the Unit engages them in a Melee.

Elite Soldier

These models have a variety of weapons and excellent protection. They can also Deploy anywhere from Game Turn 2 onwards.

Point Cost: Each model is worth 50 points. You must take at least 1 model to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Elite Soldier	8"	8"	4	3	3+	5+	Ambush III, Traverse I

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Elite Soldier Projectile	16"	3	4	4+	AS	-
Elite Soldier Melee	0"	3	5	2+	AS	-

Traverse I: The User ignores Difficult Ground.

Ambush III: This Perk is available from Game Turn 2 and onwards. Place one model of the Unit on the Battlefield. If Mastery Test is successful, place rest of Unit in circle around that model. If insufficient space, such as from terrain or other Units, this Unit returns to Reserve. If Ambush fails, or if the player would prefer, the User may Deploy normally instead.

Hero

These individuals can fight at a distance or up close. They cannot be attacked unless on the front line and can heal themselves.

Point Cost: Each model is worth 150 points. You must take at least 1 model to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Hero	8"	8"	5	6	3+	4+	Charge I, Traverse I, War Master

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Hero Projectile	30"	3	5	-	AS	Piercing Hit II
Hero Melee	0"	5	7	2+	AS	-
Healing Draught	0"	1	7	2+	AS	Heal, Unwieldy, Pain Locked

Traverse I: The User ignores Difficult Ground.

Charge I: If there are one or more enemy Units within 6" of this Unit after making a Move or Dash, roll a D6. The result is how many inches this Unit can relocate toward an enemy within 6". If this is enough to make contact, the Unit engages them in a Melee.

Traverse I: The User ignores Difficult Ground.

Piercing Hit II: Any Attack Dice with this Weapon that results in a 6 will ignore Armour and AEGIS Saves.

Heal: This Weapon restores lost HP rather than inflicting damage. Refer to the Weapon's Stats such as Power and AP as normal, as you must 'Attack' the Target to restore HP. Heal restores casualty models within a Unit, placing them within Coherency. A Unit must have at least one model that is not a casualty for Heal to function.

Unwieldy: The Weapon cannot be used if the User is engaged in a Melee.

Pain Locked: Once the User has received HP Loss from an enemy Unit, the Weapon will be unlocked and usable from the next Game Turn and onwards.

War Vehicle

Each War Vehicle is sturdy and has considerable firepower.

Point Cost: Each model is worth 500 points. You must take at least 1 model to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
War Vehicle	12"	6"	8	8	3+	4+	-

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
War Anti-Horde Weapon	24"	30	4	6+	BT	-
War Cannon	50"	3	10	2+	HV	xD6 Attacks, Recharge I

xD6 Attacks: Each time this Weapon is used, roll a D6. This D6 is then multiplied by the Attacks on the Weapon, generating extra Attacks on the Weapon. After the Weapon is used, the Attacks return to normal. Example: A Weapon with 2 Attacks rolls a D6, yielding a result 3. The Weapon now has 6 Attacks.

Recharge I: After using the Weapon, the User must wait one Game Turn before it can be used again. The User needs to be present on the Battlefield for the whole Game Turn for it to apply to Recharge. Deploying via the Deploy Action during an Advanced Game Turn does not count toward Recharge. Example: If the User attacked with the Recharge Weapon on Game Turn 1, it will be available to use again on Game Turn 3.

Mystic

These 'casters' draw upon mysterious energies to harm and heal. At times these powers surge or harm the Mystic.

Point Cost: Each model is worth 250 points. You must take at least 1 model to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Mystic	6"	3"	4	7	5+	3+	+Armour I

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Mystic Battle Magic	24"	6	5	4+	BT	Incantation, Piercing Hit II
Mystic Healing Magic	18"	3	7	2+	HV	Incantation, Heal
Mystic Heavy Magic	30"	3	10	-	HV	Incantation, Penetrate II

Armour I: At the start of the Game Turn, roll a D3 and add the result to the User's Armour Stat for this Game Turn. Cannot exceed 2+, while having no Armour Save Stat can still grant an Armour Save. For example, a result of 2 will turn a 5+ Armour Save into a 3+.

Incantation: Each time the Weapon is used, roll an Aether Test (2D6 and add the result together). If successful (a result of 9 or less), the Weapon can be used. If a double '1' is rolled, the Attack Stat on the Weapon is doubled. If a double 6, the User suffers D6 HP Loss with no Saves allowed.

Piercing Hit II: Any Attack Dice with this Weapon that results in a 6 will ignore Armour and AEGIS Saves.

Heal: This Weapon restores lost HP rather than inflicting damage. Refer to the Weapon's Stats such as Power and AP as normal, as you must 'Attack' the Target to restore HP. Heal restores casualty models within a Unit, placing them within Coherency. A Unit must have at least one model that is not a casualty for Heal to function.

Penetrate II: If the Weapon's AP does not ignore the Target's Armour Save, it instead applies a -2 Dice Modifier to the Armour Save. If the Save would be less than 6, then no Armour Save is available. This Perk does not benefit other Weapons attacking the Target. An example of -2 to an Armour Save is that a 3+ Armour Save would become a 5+ instead.

Transport

Transports carry Units across the battlefield, keeping them protected in the process.

Point Cost: Each model is worth 200 points. You must take at least 1 model to create a Unit.

Transport: This Unit is a Transport and has a capacity of 200, meaning it can carry 200pts worth of Units. Refer to the Quick Start: Extra details booklet or video, or read the Core Rules for more details.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Transport	15"	10"	7	7	4+	5+	Recon I, Traverse I

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Transport Weapon	20"	5	7	5+	AS	-

Recon I: When this Unit is Deployed on the first Game Turn, it can relocate up to 6" in any direction (at the end of the Deploy Phase in Standard or before Action Steps begin in Advanced), which does not count as Movement and cannot engage a Melee.

Traverse I: The User ignores Difficult Ground.

Demolisher

Demolishers carry long range weapons that are particularly effective against tough enemies.

Point Cost: Each model is worth 100 points. You must take at least 1 model to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Demolisher	7"	7"	4	3	3+	5+	-

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Demolisher Weapon	40"	4	10	-	HV	Penetrate II

Penetrate II: If the Weapon's AP does not ignore the Target's Armour Save, it instead applies a -2 Dice Modifier to the Armour Save. If the Save would be less than 6, then no Armour Save is available. This Perk does not benefit other Weapons attacking the Target. An example of -2 to an Armour Save is that a 3+ Armour Save would become a 5+ instead.

Horde

Each model in a Horde is fairly weak, but devastating when they get into Melee with sufficient numbers.

Point Cost: Each model is worth 2 points. You must take at least 25 models to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Horde	6"	12"	3	1	6+	-	Recon I

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Horde Weapon	0"	3	3	-	AS	-

Recon I: When this Unit is Deployed on the first Game Turn, it can relocate up to 6" in any direction (at the end of the Deploy Phase in Standard or before Action Steps begin in Advanced), which does not count as Movement and cannot engage a Melee.

Sniper

Each Sniper is vulnerable to attack, but has very long range and armour piercing capacity.

Point Cost: Each model is worth 50 points. You must take at least 1 model to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Sniper	4"	4"	3	3	6+	4+	-

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Sniper	50"	3	5	2+	HV	Precision 6+, Damage 6+
Sniper's Close Weapon	12"	2	4	5+	AS	-

Damage 6+: When rolling Attack Dice, Weapons with this Perk always succeed on a 6+, unless Power allows for a stronger roll. Positive Dice Modifiers do not affect this Perk, but negative Dice Modifiers from Weapon Types (in a Melee) will.

Precision 6+: Any Attack Dice from this Weapon that results in a 6+ will allow the attacking player to choose a specific model in the Unit to receive the Attack Dice. If Precision occurs and the Target is within 6" of a War Master Unit, the User may Target the War Master with the Precision Attacks, unless it is outside the Weapon's maximum Range.

Armour Soldier

These soldiers are equipped with superior armour and able to provide armour piercing attacks to support the army.

Point Cost: Each model is worth 50 points. You must take at least 1 model to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Armour Soldier	6"	6"	5	2	2+	4+	-

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Armour Soldier Projectile	18"	2	5	3+	BT	-
Armour Soldier Melee	0"	3	5	2+	AS	-

Titan

These Units are powerful and difficult to destroy – an army by themselves!

Point Cost: Each model is worth 2000 points. You must take at least 1 model to create a Unit.

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Titan	15"	10"	10	15	2+	4+	Disengage, Lucky

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Titan Boom	40"	20	5	4+	AS	-
Titan Melee	0"	20	10	2+	AS	-
Titan Shred	0"	30	6	5+	AS	xD6 Attacks
Titan Eradicator	50"	5	10	2+	AS	-
Titan Fall	0"	1	10	2+	AS	Self-Destruct, Nova III

Disengage: The User can use this ability before or after making an action, such as Move or Attack – either once per Game Turn in Standard Games or when the Unit selects the 'Use Perks' Action in Advanced Games. The User removes the Locked effect of being engaged in a Melee, allowing them Movement away from enemies in that Melee (causing the User to no longer be engaged in that Melee). This can occur before any Attack Dice are made in that Melee.

Lucky: Lucky allows you to reroll any one dice per Game Turn related to the User, even if it has already been rerolled. It can also reroll enemy dice directed at this Unit.

xD6 Attacks: Each time this Weapon is used, roll a D6. This D6 is then multiplied by the Attacks on the Weapon, generating extra Attacks on the Weapon. After the Weapon is used, the Attacks return to normal. Example: A Weapon with 2 Attacks rolls a D6, yielding a result 3. The Weapon now has 6 Attacks.

Self-Destruct: When the User is a casualty, it can use this Weapon. It can choose to instantly reduce its HP to 0 (no Saves permitted) to activate the Weapon.

Nova III: Template: circular 10" diameter. Place template over the centre of the User's model. Resolving each Unit affected individually, count each enemy model inside the template and multiply the total by Attacks on the Weapon. Roll the result as Attack Dice.

Summary

Unit Profile Summary

Unit Name	M	D	DEF	HP	ARM	AEG	PERKS
Armour Soldier	6"	6"	5	2	2+	4+	-
Demolisher	7"	7"	4	3	3+	5+	-
Elite Soldier	8"	8"	4	3	3+	5+	Ambush III, Traverse I
Hero	8"	8"	5	6	3+	4+	Charge I, Traverse I, War Master
Horde	6"	12"	3	1	6+	-	Recon I
Melee Soldier	8"	8"	3	1	4+	5+	Charge I
Mystic	6"	3"	4	7	5+	3+	+Armour I
Ranged Soldier	6"	6"	3	1	5+	-	Cover I, Traverse I
Sniper	4"	4"	3	3	6+	4+	-
Titan	15"	10"	10	15	2+	4+	Disengage, Lucky
Transport	15"	10"	7	7	4+	5+	Recon I, Traverse I
War Vehicle	12"	6"	8	8	3+	4+	-

Weapon Profile Summary

Weapon Name	RNG	ATK	PWR	AP	TYPE	PERKS
Armour Soldier Melee	0"	3	5	2+	AS	-
Armour Soldier Projectile	18"	2	5	3+	BT	-
Demolisher Weapon	40"	4	10	-	HV	Penetrate II
Elite Soldier Melee	0"	3	5	2+	AS	-
Elite Soldier Projectile	16"	3	4	4+	AS	-
Healing Draught	0"	1	7	2+	AS	Heal, Unwieldy, Pain Locked
Hero Melee	0"	5	7	2+	AS	-
Hero Projectile	30"	3	5	-	AS	Piercing Hit II
Horde Weapon	0"	3	3	-	AS	-
Melee Weapon	0"	3	4	5+	AS	-
Mystic Battle Magic	24"	6	5	4+	BT	Incantation, Piercing Hit II
Mystic Healing Magic	18"	3	7	2+	HV	Incantation, Heal
Mystic Heavy Magic	30"	3	10	-	HV	Incantation, Penetrate II
Ranged Weapon	24"	2	3	5+	BT	-
Sniper	50"	3	5	2+	HV	Precision 6+, Damage 6+
Sniper's Close Weapon	12"	2	4	5+	AS	-
Titan Boom	40"	20	5	4+	AS	-
Titan Eradicator	50"	5	10	2+	AS	-
Titan Fall	0"	1	10	2+	AS	Self-Destruct, Nova III
Titan Melee	0"	20	10	2+	AS	-
Titan Shred	0"	30	6	5+	AS	xD6 Attacks
Transport Weapon	20"	5	7	5+	AS	-
War Anti-Horde Weapon	24"	30	4	6+	BT	-
War Cannon	50"	3	10	2+	HV	xD6 Attacks, Recharge I