QUICK REFERENCE

v 1.02

"Opportunity does not waste time with those who are unprepared."
Idowu Koyenikan, Wealth for All

Game Terms

Coherency: Units containing multiple models must always be within 2" of each other. Verticall y, this is 6".

Dice Modifiers: This is an adjustment to a dice roll. For example, a -1 Dice Modifier makes it more difficult for a roll to succeed by 1. Therefore a 4+ dice with a -1 Dice Modifier becomes 5+ instead. Modifiers on Armour do not affect AP.

Playstyle: Standard

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

Standard Game Turn Sequence

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

Playstyle: Advanced

Advanced Games use Action Steps. Each player resolves up to two Actions with a Unit before the next player.

Advanced Game Turn Sequence

1) **Determine Turn Master:** Players Roll-Off. Winner nominates the Turn Master, who goes first this Game Turn. On the first Game Turn, players also refer to the Roll-Off results to determine who chooses which Deployment Zone. Then, players may alternate Deploying any Units they wish to use on the first Game Turn.
2) **Determine Command Points (CP):** Each Unit on the Battlefield (not in Reserve) grants 2 CP. The Turn Master rolls 2D6, giving 2-12 extra CP for all players. Any unused CP from the previous Game Turn is also added.
3) **Action Steps:** A Unit makes 1-2 Actions: Move, Attack, Dash, Deploy, Use Perk, Prepare, Guard and Support. If attacked, Units can make a Counter Action: Counter Attack, Counter Guard or Counter Perk. Most Actions cost double CP each time they are used again by the same Unit, but this extra cost resets at the start of a new Game Turn.
4) **End of Game Turn:** Apply ongoing Perk effects, calculate Objectives then start the next Game Turn. Any unspent CP is held for the next Game Turn. Game ends on the last Game Turn.

Advanced Actions	CP Cost	Description
Move	1 (Doubles with each Use)	The Unit can move in any direction up to its maximum Move distance, just like in the Movement Phase of a Standard game.
Attack (Counter)	1 (Doubles with each Use)	Each model in the Unit can attack with all their available Weapons following the Attack Sequence (see Page 3 in this Quick Reference). Attacker resolves before Counter Attacker. Casualties are applied when the Action and Counter Actions are completed.
Dash	1 (Doubles with each Use)	The Unit can Dash up to its maximum Dash distance in any direction, just like the Dash Phase of a Standard Game.
Deploy	Free	If the Unit is in Reserve, the player may Deploy this Unit.
Use Perks (Counter)	1 (Doubles with each Use)	The Unit can use all Unit Perks that are Activated (and Mastery) from the Unit's profile.
Prepare	1 (Doubles with each Use)	Prepare resets both Heavy and Battle Weapons for Moving and/or Dashing, or allows the Unit to Move and/or Dash after using any combination of Heavy and Battle Weapons.
Guard (Counter)	1 (Doubles with each Use)	The Unit using this Action increases its Defence Stat by +1. Each reuse adds a further +1 to Defence. Guard expires with another Action or the end of a Game Turn.
Support	+1 (Once per Game Turn)	Unit cannot make any Actions or Counter Actions this Game Turn, but adds +1 CP.

ACTIONS

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

Deploy

Take a Unit that is in Reserve and place each model of that Unit wholly within your Deployment Zone. If there is not enough room to place the Unit, it remains in Reserve.

Move and Dash

A Unit can move up to its Move or Dash stat (in inches) in any direction.

Difficult Ground: By default, model Movement is slowed by 1/3 (33%, at least 1"). E.g. 6" move becomes 4".

Dangerous Ground: Models passing through, in or out of this ground take damage or slain as agreed upon for that terrain.

Impassable Ground: Models cannot pass through this object, they must go around, over or under it.

Engaging a Melee: Moving one model of a Unit into contact with one or more enemy Units engages them in a Melee. The following then applies:

I. **Locked:** Units involved in a Melee must have at least one model maintain Base Contact with their foe. A Melee continues until only Unit(s) from one player remain.

II. **Directed Movement:** Units may still perform Movement, but must maintain Base Contact with at least one enemy model. Players can use Movement to surround an enemy, create space for allies to engage or even engage other Units.

III. **Casualties:** As the Melee progresses and casualties are removed, gaps between models may appear and Units may find themselves out of base contact with the enemy. Starting with the Unit that received the most casualties, place the minimum number of models into base contact with the closest enemy model (or as close as possible) in the Melee while maintaining Coherency. The exception is that Immobile Units are always the last to be relocated.

Attack

Units can use their Weapons against any Unit. Summary of the Attack Sequence is on the next page.

Perks

Perks come in many forms, but all affect the performance of a Unit or Weapon. Some are always in effect, while others can be Activated during an Action. Details of Perks are in descriptions on the WARSURGE App, and Book 2. Perks.

TRANSPORT UNITS

- A Transport can Deploy with a Unit already embarked inside of it.
- During a game, Units can embark a Transport by having at least one model make contact with the Transport.
- When Units disembark, they may be placed up to their max Move or Dash distance away from the Transport model.
- Survivors of a destroyed Transport will occupy where the Transport model once was. If there is insufficient space to place the Unit - such as when enemies surround the area - then excess surviving models are casualties.
- Fire Points allow an embarked Unit to attack with all available Weapons.
- Engaging a Transport in a Melee allows engaging Units to attack the Transport's embarked Units, but the passengers do not suffer Melee penalties.

Attack Sequence

1) Select Attacking Unit and Targets.
2) Check Weapon Range and Line of Sight *(if out of Range, select a different Target).*
3) Roll Attack Dice. Compare Power to Target's Defence (refer to chart below). Roll each Attack on a Weapon as a single D6, referred to as Attack Dice. A roll that is equal or greater than the number needed is successful.
4) Target rolls Armour and AEGIS Saves. If AP is equal or better than Armour, an Armour Save is not rolled. Each successful Attack Dice that isn't prevented by Saves, causes the Target to lose 1 HP.
5) Apply HP Loss. If the Target model or Unit has no HP left, it becomes a casualty.

When Step 5 is complete, resolve the next Weapon on the attacking Unit until it is finished attacking.

Cover Bonus: If 50% or more of a Unit's models are 50% or more obscured from sight or inside Cover Area, they gain a Cover Bonus, which by default is +1 Defence.

Melee Effects on Attacks

1) When attacking engaged enemies in a Melee, Weapon Range is unlimited, ignore LOS and there are no Cover Bonuses.
2) Battle and Heavy Weapons are less effective in a Melee. Heavy Weapons suffer a -2 Dice Modifier while Battle suffers -1 when rolling Attack Dice.

Weapon Types

Heavy: A model cannot Move or Dash and use this Weapon during a Game Turn.
Battle: A model cannot use this Weapon and Dash during a Game Turn.
Assault: This Weapon is unaffected by the model's Movement. It can Move, Dash and use the Weapon freely.

Attack Dice Chart

UNIT DEFENCE

WEAPON POWER	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	A	4+	5+	6	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5	6/6/6	6/6/6	6/6/6
2	A	3+	4+	5+	6	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5	6/6/6	6/6/6
3	A	2+	3+	4+	5+	6	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5	6/6/6
4	A	2+	2+	3+	4+	5+	6	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4	6/6/5
5	A	2+	2+	2+	3+	4+	5+	6	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3	6/6/4
6	A	2+	2+	2+	2+	3+	4+	5+	6	6/2	6/3	6/4	6/5	6/6	6/6/2	6/6/3
7	A	A	2+	2+	2+	2+	3+	4+	5+	6	6/2	6/3	6/4	6/5	6/6	6/6/2
8	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6	6/2	6/3	6/4	6/5	6/6
9	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6	6/2	6/3	6/4	6/5
10	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6	6/2	6/3	6/4
11	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6	6/2	6/3
12	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6	6/2
13	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+	6
14	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+	5+
15	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+	4+
16	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+	3+
17	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+	2+
18	Ax7	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+	2+
19	Ax7	Ax7	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+	2+
20	Ax8	Ax7	Ax7	Ax6	Ax6	Ax5	Ax5	Ax4	Ax4	Ax3	Ax3	Ax2	Ax2	A	A	2+

A: Stands for Automatic Damage. No dice roll is needed, all Attack Dice are treated as successful.

x2, x3, x4, x5, x6, x7, x8: This means that successful Automatic Attacks are multiplied by the number listed.

6/: The '6/' before a number means dice rolls require a roll of 6 before rolling the next number to determine if it is successful.

Maximum Power and Defence: Power and Defence cannot go beyond their respective maximum values of 20 and 15.