

WARBURGE

Universal Miniature Wargame



Welcome to WARSURGE, Commander

*Prepare for warfare in a tabletop game where you can design and fight with **any** army you want.*

The following material will guide you to a full understanding of the limitless possibilities of WARSURGE. For WARSURGE's Lore and more, go to our website:

www.warsurge.com

WARSURGE is an exciting war game where armies throughout time, space and beyond can clash in glorious battle! WARSURGE brings you the opportunity to use your favourite historical or fictional factions on the tabletop. You can pit them against any opponent you can imagine, where magic and science coexist and where guns and blades clash!

WARSURGE Books

Book 1. Core Rules → **You Are Here!**

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

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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WARSURGE®

"Welcome to WARSURGE, the universal miniature wargame where you forge custom armies to annihilate your foes."

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CORE RULES: INTRODUCTION

In this book, we will focus on the Core Rules and mechanics of WARSURGE; the essentials of playing a game. You can use any miniatures to engage in this game of tabletop warfare, wielding weapons and abilities of your choice. There are two ways to play, or 'Playstyles' for Warsurge:

Standard: The typical and simpler way to play WARSURGE. A Standard Game is broken down into Phases, wherein players alternate making actions with each Unit in their army before moving onto the next Phase. This is the main focus of the Core Rules.

Advanced: This Playstyle is a 'skirmish' or Unit-by-Unit focus, where actions can be performed in any order and repeated. It is governed by a strategic resource known as Command Points. Players alternate making actions with one Unit at a time.

LEARN TO PLAY VIDEOS

The WARSURGE rules are available as videos: <https://www.warsurge.com/how-to-play>

This means you can watch a video instead of reading. This can be very useful if you want to see the game explained in a fast, practical way or prefer to watch as opposed to read. Click [here](#) or on the film symbol on the right to browse the video range. Note you'll need a connection to the Internet to view them, as the videos are online.



DEMONSTRATION MINIATURES

The miniatures used throughout this rulebook have been used with permission for demonstration purposes only. They can be found and purchased through our affiliates at www.warsurge.com/affiliates.



Renegade Soldiers (left, [Wargame Exclusive](#)) clash with Troopers (right, [Puppetswar](#)) in the desert wastes. Mat by [Deep-Cut Studio](#)

1. THE BASICS

“All things are ready, if our mind be so.”
William Shakespeare, Henry V

From across dimensions and parallel universes, the darkest depths of the earth to the galaxies beyond... armies both great and small are consumed by war and death. From trivial clashes to ageless conflicts, countless factions are engulfed by conflict; bound to an eternal battlefield for domination.

It is into this limitless multiverse that you now embark; where your legend begins. Steel thy blade and prime your weapons. War calls you!

Let us now learn the basics.



1.1 TOOLS OF WAR

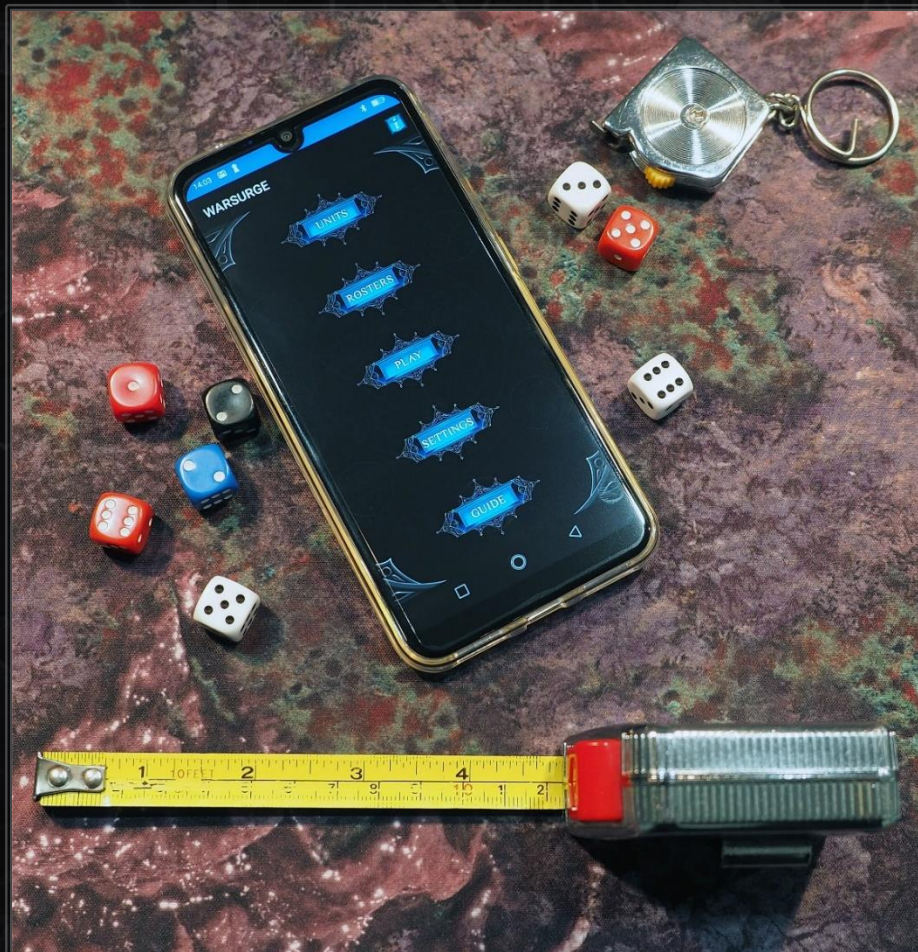
In addition to your army and an area to play on, you'll need measuring tools that work in inches (") to play, as WARSURGE measures model Movement, Weapon Range and other elements of the battlefield in inches. The playing area, table or board is measured in feet (').

You will also need several six-sided dice (D6) or WARSURGE's Dice Generator. For players who prefer to use ten-sided dice (D10 dice), WARSURGE accommodates with the 'D10 Mode'. After reading the rules, read the D10 Mode book for details.

Warsurge App

It is highly recommended you acquire the Warsurge App to play the game, as it is a powerful tool. Here you can create profiles and weapons for your models, create rosters of models to take into games and it has an inbuilt Dice Generator. You can also share the profiles you create in the Warsurge App using QR Codes!

Read the next page and also [Section 3.4](#) to learn more.



Tools of the Trade: Dice, Tape Measures and Smartphone with [WARSURGE App](#)



Lady of Corruption (censored), by [Creature Caster](#)

THE WARSURGE APP

"Your powerful companion in tabletop gaming where your imagination and collection can run wild."



The WARSURGE App brings you the opportunity to represent ANYTHING on the tabletop! You can FULLY CUSTOMIZE all the miniatures in your entire collection along with the weapons they wield.

Your favourite historical and fictional miniatures can be pitted against any opponent you can imagine.

With the convenience of QR Codes, you can share your profiles and ideas across the world with the tap of a button.

Visit the [WARSURGE Website](#) to begin your journey and acquire this powerful tool. Click on the link below:

[Click here for the WARSURGE App](#)



WARSURGE Main Menu

App Features

- + **Endless Design:** create any Units and Weapons you can imagine: soldiers, heroes, vehicles, monsters and buildings along with an arsenal to go with them.
- + **Any Miniature Scale:** Compatible with any miniature scale, size or range.
- + **QR System:** Utilising the QR Code System, share your Units, Weapons and armies with other players.
- + **Play Manager:** Keep tabs on your army and enemies during games of WARSURGE with any number of players.
- + **Dice Generator:** You can quickly roll thousands of dice at once and track results during a game.
- + **Lore Master's Dream:** you may write up your own background information for every Unit and Weapon.
- + **Symbols:** Choose from over 150 symbols to place on your Units and Weapons.
- + **Flexible Profiles:** Units and Weapons can be used in both WARSURGE's Standard and Advanced (skirmish) systems.

Grenade

RANGE	12	ATTACKS	1
POWER	4	AP	5+
TYPE	ASSAULT		
SYMBOL		LORE	Y

Weapon Creation

ROSTER		ENEMY		DICE		RULES	
30							
NEED	3+	Pass:	17	Fail:	13		
ROLL							
Result	Reroll	Result	Reroll				
	<input type="checkbox"/>		<input type="checkbox"/>				
	<input type="checkbox"/>		<input type="checkbox"/>				
	<input type="checkbox"/>		<input type="checkbox"/>				

Dice Generator

1.2 UNITS + MODELS

Your individual miniatures in Warsurge are referred to as 'models', and a group of one or more models is known as a 'Unit'. An army is comprised of Units that contain one or more models. To put it specifically:

Models: are individual figures or miniatures in your army.

Units: A Unit can consist of just one model acting on its own, or several models traveling and fighting as a squad.

Example: Below, we see Unit A consists of one model, while Unit B consists of three models.



Unit A: Henry Morgan (*Firelock Games*)



Unit B: Dwarf King's Guard (*Avatars of War*)

1.3 BASES

Models often have bases, which are flat surfaces that the model is posed on for stability. They serve a number of purposes, but for gameplay they are used as a reference for measuring distances between themselves and other models or areas.

Some models may not have a base. When this happens, refer to the model's actual body or hull (exterior of a vehicle) when measuring. This is more typical for vehicles and buildings.



Model with Base: Legionaire on Jet Bike (*Scibor Miniatures*)



Model without Base: Ursus APC (*Puppetswar*)

WARSURGE AFFILIATES

Warsurge has a variety of tabletop gaming affiliates from all over the world who are willing to offer their services in your war efforts. These businesses sell a variety of miniatures, scenery and other merchandise to enhance your gaming experience. There are miniature ranges for sci-fi, fantasy, mythical, ancient world and more. Most affiliate credits in this book are links you can access by clicking or tapping their name. For more, go to www.warsurge.com/affiliates



1.4 DICE TERMINOLOGY

In games of Warsurge, we use 'D6' dice, which are standard six-sided dice numbered from 1 to 6.

Dice are used to represent the likelihood of success from various actions during the game such as attacking, or deflecting damage with armour.

When rolling dice, you must get a result that is **equal to or greater** than the number needed to succeed. Each model will have a profile (explained on the next page) that will determine what number is required for your dice rolls. For example, an attacking action may require a 3+ dice roll which passes on a result of 3, 4, 5 or 6. Lower dice requirements are superior, as it means a better chance of success.



Dice Roll Definitions

On occasion you may need to roll one or more dice with a particular method or combination. Here are some examples:

Reroll: Pick up one or more dice and roll them again. You must accept the new result, even if it is worse than the previous roll. You will be instructed to pick up and reroll dice that either failed or were successful, never both.

D2: Divide a single D6 roll by 3 (and round it up), giving a result between 1 and 2.

D3: Divide a single D6 roll by 2 (and round it up), giving a result between 1 and 3.

2D6: Two D6 are rolled and added up, resulting in an outcome between 2 and 12.

Scatter Arrow: A single D6 is used to determine a random direction. This is detailed in 'Book 2. Perks'.

Dice Modifiers: These increase or decrease the number you need to roll on a dice. For example: a D6 of 3+ with a Dice Modifier of +1 can succeed on 2+ or higher (2, 3, 4, 5 or 6). On the other hand, a dice modifier of -1 will lower the chance to succeed from a 3+ to a 4+ chance. Unless otherwise stated, Dice Modifiers are accumulative (the effects stack).

Dice Modifiers can sound backwards but just remember that a (+) is an increased chance of success while a (–) is a decreased chance of success. Note that any changes to Unit stats occur before applying Dice Modifiers.

Roll-Off: A Roll-Off is where players each roll a single dice for an event. The highest score wins and will generally decide what will happen with the event. If there is a tie, the top players reroll until a winner is decided.

This most commonly occurs when players begin playing in order to decide who goes first. Roll-Offs are also used to help resolve disagreements between players.

WARSURGE APP: Dice Generator

When you are playing with the WARSURGE App, you will have access to a dice generator. This will fulfil your D6 needs, allowing players to 'roll' dice quickly and easily. It is able to perform rerolls, keep a history of dice rolls made during a session and also has a Scatter Arrow (which is used to indicate random direction). Furthermore, a dice rolling sound effect is played to indicate to other players when you are rolling.

✂ ROSTER
 ☠ ENEMY
 🎲 DICE
 ⚡ RULES

30

NEED 3+ Pass: 17 Fail: 13

ROLL

Result	Reroll	Result	Reroll
4	<input type="checkbox"/>	4	<input type="checkbox"/>
4	<input type="checkbox"/>	7	<input type="checkbox"/>
5	<input type="checkbox"/>	6	<input type="checkbox"/>

Scatter Arrow

HISTORY



1.5 UNIT STATISTICS

All Units and Weapons have profiles containing characteristics which we refer to as statistics or simply 'stats'. These stats all represent how tough, fast or effective a Unit is during a game. You can define these stats for your Units using the **Warsurge App**.

Unit Stat Definitions

Move: The maximum distance a model can 'Move' in inches. A model's ability to Move can be anywhere between 0" to 50".

Dash: The maximum distance a model can 'Dash' in inches. A model's ability to Dash can be anywhere between 0" to 50".

Defence: How tough a model is against Weapon Power (explained on the next page). On a profile, a model's Defence stat can range between 0 to 10. 0 being no defence and 10 being very durable.

Hit Points (HP): How many times a model can be damaged before it becomes a casualty. Casualties represent the dead, injured and deserters. A model's HP can range between 1 to 99.

Armour: Physical protection that is used to avoid damage. Represented by a dice roll, a model's Armour stat can be either nil (-), 6+, 5+, 4+, 3+, 2+. The lower the number, the better.

AEGIS: Special protection that allows models to avoid damage. Represented by a dice roll, a model's AEGIS stat can be either nil (-), 6+, 5+, 4+, 3+, 2+. Like Armour, lower numbers are superior.

Transport: This stat represents the ability and capacity to carry other Units. The greater the Transport stat, the more it can carry. Examples include a soldier carrying another soldier or a vehicle transporting multiple troops.


Fire Point: Transport Units can have Fire Points. If Fire Points are present, embarked Units may use their Weapons from inside the Transport. However, this can also leave the embarked Unit more vulnerable to enemy attacks at close quarters.

Symbol and Lore: Units can select a symbol to represent them, and players may also write background information with Lore.

Unit Perks: These are optional rules or effects for a Unit. Unit Perks are explained in Book 2. Perks allow for nigh limitless variations to your units, such as the ability to disappear from the battlefield or regenerate missing HP.

AEGIS: Protection of the Ages

AEGIS is special protection that comes in a plethora of forms. In WARSURGE it is an acronym that stands for: Avoid, Endure, Gear, Insight and Sorcery. Units may have a variety of special ways to avoid even the most devastating of damage, and AEGIS is just the stat to represent it!

✚ UNIT STATS	⚙ UNIT PERKS	✂ WEAPONS
Halodyne Hoplite		
MOVE 7		DASH 5
DEFENCE 3		HP 2
ARMOUR 4+		AEGIS 5+
TRANSPORT 0		FIRE POINTS N
SYMBOL 		LORE Y



Halodyne Hoplite (*Godslayer*, *Megalith Games*)

1.6 WEAPON STATISTICS

Like unit profiles, Weapons also have profiles that contain stats. How powerful, piercing or far reaching a Weapon can be is defined by its profile. You can customize your Weapons using the **Warsurge App**.

Weapon Stat Definitions

Range: The maximum distance a weapon can attack, measured in inches.

Attacks: This is the number of times the weapon strikes an enemy per turn. A Weapon's Attack stat can range between 1 to 30. This is the number of dice you will roll to determine if you are able to damage your opponent.

Power: How powerful a Weapon is against a unit's Defence. On a profile, a Weapon's Power stat can range between 0 to 10. 0 being unable to damage anything and 10 being incredibly strong.

AP: Short for Armour Piercing, which is a Weapon's capacity to pierce Armour. Weapon AP can be nil (-), 6+, 5+, 4+, 3+, 2+. For the AP stat to work against an opponent's Armour, the AP stat needs to be equal to or better than the Armour they are attacking. If this occurs, Armour will not be available against that Weapon. Like Armour and AEGIS, lower AP values are stronger.

Type: This stat represents how difficult the Weapon is to wield. Type has three different options: Heavy, Battle and Assault. They limit a model's ability to use their Move or Dash, or how easy they can fight at close quarters.

Symbol and Lore: Weapons can have a symbol and background information with Lore.

Weapon Perks: These are optional rules or effects for a Weapon. Perks are explained in **Book 2. Perks**. Perks allow for virtually limitless variations to your Weapons, such as explosives, traps, cursed weapons and many more.

Points & Point Limits

The Point Limit determines the size of a game, setting a limit on your Units with their Weapons (which cost Points to use). The WARSURGE App calculates your Weapon and Unit point value referring to the stats mentioned above and on the previous page. A more powerful Unit (models with higher stats and superior Weapons) will **cost more points** to field in a game.

When you are playing a game of Warsurge, you and your opponents must agree on a Point Limit. For example, if it was 500 points, you would be able spend up to 500 points on your Units. You can keep track of how many points you are spending by using the WARSURGE App.



WEAPON STATS



WEAPON PERKS

Obliterator Sniper



40



1



7



3+



HEAVY



Y



Imperial Sureshot Assassin (*Wargame Exclusive*)

2. THE GAME

"Know yourself and you will win all battles."
Sun Tzu, *The Art of War*

In this section we will discuss some game terminology and give an overview of playing a Standard Game of WARSURGE.

2.1 GAME DEFINITIONS

Phase: There are four different Phases to a Game Turn. Players alternate making actions one Unit at a time. During a Phase, Units will perform specific actions exclusive to that Phase (such as attacking enemies in the Attack Phase). The Phases will be described in detail on the next page in [Section 2.2](#).

Game Turn: This is a full cycle of Phases, which are in this order: Deploy Phase, Move Phase, Attack Phase, Dash Phase.

Game Length: The total number of Game Turns. This is determined by players before commencing a game; this is at least 4 Game Turns.

Roll-Off: Each player rolls a single dice. The highest score wins. If top scores are tied, then the tied players will reroll until a winner is determined.

Turn Master: The player that goes first in each Phase for a Game Turn. This is decided by a Roll-Off at the beginning of the Game Turn; whoever rolls the highest number wins. The winner of the Roll-Off will then decide to pick either themselves or someone else to be the Turn Master, depending on what suits their situation best.

Reroll: Pick up the dice and roll them again. This often occurs when there is a tie between players. For example, two players have both rolled 6's for deciding who will choose the Turn Master, so they both pick up their dice and roll again until there is a victor.

Battlefield: This is the playing area for the armies, often decorated with terrain. It is also known as a table or board.

Terrain: This is scenery or objects on the Battlefield not belonging to a player, such as rocks, trees or buildings.

Deployment Zone: A section of the Battlefield where a player will deploy their army. The different options for Deployment Zones are discussed in **Book 3. Competitive Games**. Each player will have their own separate Deployment Zone.

Unit: A group of one or more models.

Target: The Target (or Targeting) in most circumstances refers to a Unit selected by an Attacking Unit, but can also refer to a specific model or area on the Battlefield.

Movement: This is a Unit's Move, Dash or any other means that allows the Unit to reposition on the Battlefield.

Attack Dice: These are Attacks from Weapons which are represented as dice rolls.

Saves: These are dice rolls referring to the Armour or AEGIS stat, used to avoid damage from successful Attack Dice. Models that fail their Saves will lose 1 HP.

Casualty: This is a model that has been reduced to 0 HP. They are removed from the table after the Attack Phase ends.

Base-to-Base Contact: Also known as Contact or Base Contact, this is where at least one model of a Unit has made a Move or Dash into direct contact with an enemy Unit. This is either by being in direct contact with the model's base, or if it does not have one, then the model itself. This engages a [Melee](#), described in [Section 4.2](#) and [4.3](#) and the following pages.

Reserve: All Units start the game in Reserve, which means they are not on the Battlefield. Units remain in Reserve until deployed on the Battlefield. This occurs during the Deploy Phase at the start of the Game Turn.

Points: The value or cost of a Unit, model or Weapon. Points may be abbreviated to pts. For example, 100pts.

Point Limit: Games will have a Point Limit, which is the maximum amount of Points you can spend on your army.

Alternating Actions: When alternating actions with Units, go clockwise from the Turn Master, referring to Deployment Zones as a point of reference. Two players will simply alternate back and forth.

Coherency: If a Unit has more than one model, then each model in the Unit must be within 2" of another model in the Unit.

2.2 PLAYING A GAME OF WARSURGE

In this sample Game Turn, there are two players. One is using an army of Sci-fi Humans (produced by Puppetswar, painted in grey colours) while the other player is using an army that will be referred to as 'Scavengers' (miniatures produced by Wargame Exclusive, painted in brown colours). The buildings are by [Micro Art Studio](#), the gaming mat by [Deep-Cut Studio](#), and assorted sci-fi scenery by [Orakio's Studio](#).

Sci-Fi Human Army ([Puppetswar](#))

This army consists of a variety of Units, all well-equipped and armoured troops. Their primary tactic is ranged firepower with the support of assault Units. They have an Enforcer Battlewalker which they intend to Deploy on a later Game Turn.



Scavenger Army ([Wargame Exclusive](#))

This army has a plentiful supply of troops supported by powerful Units, focusing more on offence than defence. Using a powerful warlord to spearhead the attack, they intend to overrun the enemy with sheer numbers.



Standard Game: First Game Turn

A Standard Game is played by performing the following steps:

- 1) **Decide Turn Master:** Each player rolls a dice; the winner selects the Turn Master. If there is a tie during the Roll-Off simply reroll until a winner is decided.

On the first Game Turn, the Turn Master chooses their Deployment Zone followed by the player with the next highest dice roll. This is repeated until all players have chosen their Deployment Zone.



In this example, the players decided the Battlefield would be divided into thirds, 14" from the vertical board edge (the battlefield size is 42" x 32"). They placed scenery, then Scavengers won the Roll-Off (getting a five), choosing themselves to be Turn Master.

A: Being the first Game Turn, the Scavengers selected the red Deployment Zone, on the right-hand side of the Battlefield.

B: The Sci-Fi Humans had to choose the blue Deployment Zone, as it was the only one remaining.

*TIP: There are many ways you can set up Deployment Zones. The different options are shown in detail in **Book 3. Competitive Games**.*



Dwarf Engineer by *Avatars of War*, Sword in Stone by *Orakio's Studio*, Smithy by *Zealot Miniatures*

- 2) **Deploy Phase:** Starting with the Turn Master, the players alternate placing one Unit at a time from Reserve onto the Battlefield.

If a player doesn't have enough room to deploy their entire army at the start of the game within their Deployment Zone area, they must keep the Units that cannot be placed on the Battlefield in Reserve. Units with more than one model in a Unit must be within 2" of at least one other model in their Unit for the game.

A: In our example, the Scavenger player is the Turn Master and must Deploy a Unit first. They place a Unit of Dead Dogs (which contain several models) inside their Deployment Zone (red shaded area).

B: Next, the Sci-Fi Humans player places a Unit in their Deployment Zone (the blue shaded area), an Ursus APC (this Unit is a single model).

C: The players continue to place one Unit at a time until they are finished or have no Units left. In this example, the Sci-Fi Humans keeps one Unit in Reserve, which they plan to Deploy on a later Game Turn.

Now finished, they will move to the next Phase.



- 3) **Move Phase:** Starting with the Turn Master, players alternate making a Move with their Units. How far a Unit can Move depends on its Move stat, which is measured in inches ("). Players alternate Moving their Units until all Units have made a Move, or all players have finished (decided not to Move any more Units). Players can choose not to Move any of their Units if they wish.

A: As the Turn Master, the Scavenger player will go first. They measure the area to Move a Unit: a Heavy Flamer Car. They intend to Move the Unit in such a way that it blocks an enemy Unit from passing through. It can move as far as the Unit's 'Move' stat will allow. In this case it is 12", but the player wants to Move it less than this, 11" instead.

B: The player makes their first Move this Game Turn, using the Heavy Flamer Car.

C: Next, the Sci-Fi Humans player Moves a Unit: a Light Bikers Squadron.

D: The players continue alternating Moves with their Units, one Unit at a time, until each Unit has made a Move or until they have Moved as much as they wish this Game Turn. The Sci-Fi Humans player has less Units to Move and declared they were finished. The Scavenger player Moves one more Unit, then decides not to Move two of their Units. The Sci-Fi Humans player also has two Units that are stationary this Game Turn.

X: In one Move, the Scavenger Warp Caster makes base-to-base contact with the Light Biker Squadron, starting a Melee.



A: This is a Scavenger Rifle, made in the WARSURGE App. Each model with this Weapon can select a Unit within 24" and roll a single dice (1 Attack = 1 Attack Dice).

B: The Scavenger player selects a Unit of Dead Dogs and checks the range of their Scavenger Rifles. They are Targeting a Unit of Shadow Hounds. All Weapons are in range of at least one model in the Shadow Hounds Unit.

C: As there are 26 models with this Weapon, there are 26 Attack Dice to roll (1 Attack per Weapon). The player got a variety of different numbers from the dice, of which we will determine how effective they are on the next page.

4) **Attack Phase:** Starting with the Turn Master, repeat the following steps with each Unit that is going to attack:

- I. Select a Unit and Weapon to attack with.
- II. Check that the Weapon's **Range** stat can reach the enemy. Measure from a model's base or body to the Target: if they are out of range, you can choose a different enemy Unit, until one is found within Range. If no Units are in Range, the Weapon cannot be used to attack.
- III. The player now rolls Attack Dice. The number of dice rolled is determined by the 'Attacks' stat on a Weapon Profile. Each Attack is one dice. If there are identical Weapons in the Unit, they can be rolled at the same time.

Scavenger Rifle

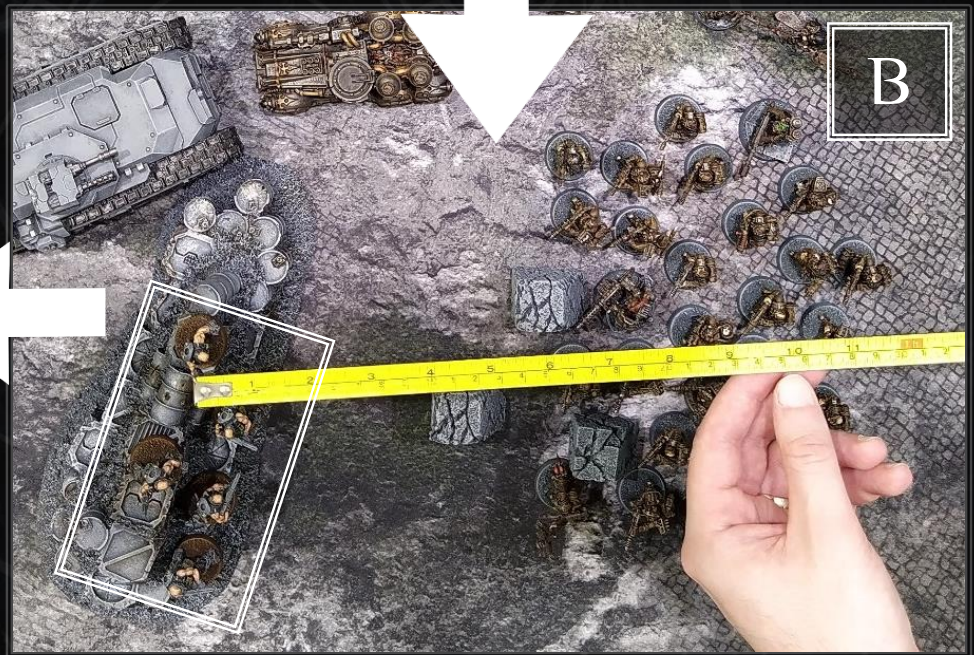
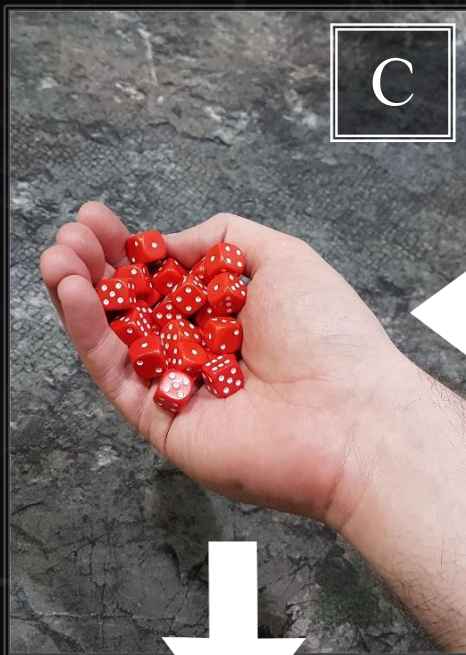
A

RANGE

24

ATTACKS

1



- IV. The **Power** of the Weapon being used is then compared to the enemy **Target's Defence** stat. Refer to the Attack Dice Chart (below) to determine the minimum number needed on each dice to successfully damage the Targeted Unit. For example: 4+ requires a 4, 5 or 6 to succeed.

A roll with /, requires Rerolls for the dice to succeed. For example, 6/6/4 requires a roll of 6, followed by another 6, then finally a 4+.

'A' means the Attack Dice succeeds automatically with no dice roll needed.



*NOTE: If the Attack Dice Chart has Ax2, Ax3, Ax4 or Ax5, the number of Attacks are **multiplied** by that number, causing more Save Dice to be needed. For example, if 3 Attacks had a x2 on the chart, then 6 Save Dice would be needed.*

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



2

B



3

THIS REQUIRES 5+ ON THE
ATTACK DICE CHART

A: The Scavenger player rolled 26 dice.

B: Looking at the Attack Dice Chart, the player compares the Weapon's Power of 2 against the Shadow Hounds' Defence of 3, which requires a 5+. This means a five or six is needed to succeed on each dice.

C: The player had eight results of 6, and two results of 5; these are successful Attacks. All the dice that were 4 or less were discarded.

C



- V. Once the Unit has finished rolling their Attack Dice and comparing the results to the chart, the opponent compares their Unit's Armour stat to the Weapon's AP. If the attacking Weapon's AP value is equal or a lower number than the opponent's Armour stat, the opponent Unit will not be able to roll an Armour Save against that Weapon and will go to step VI.

If Armour is available, the opponent picks up all successful Attack Dice and will roll 'Saves' referring to the **Armour** stat from their Unit's profile. They must roll equal or higher than the number listed on the Armour stat to succeed.

- VI. Any unsuccessful Armour Saves can then be rolled again using the **AEGIS** stat. If the AEGIS Save is also unsuccessful, damage has been inflicted, which is referred to as HP Loss.

- VII. After AEGIS Saves have been completed, count up the failed Saves. Each dice that failed causes 1 HP to be lost. Any models that are reduced to 0 HP are **casualties**. Casualties are removed from a Unit at the end of the Attack Phase. Any models that are casualties during the Attack Phase will still have an opportunity to attack before they are removed - this represents that combat (and damage inflicted) is occurring at the same time during the battle.



4+



6+



A: The Sci-Fi player's Shadow Hounds have an Armour value of 4+, while the Scavenger Rifle is AP 6. The Shadow Hounds are unaffected by the AP and are able to roll their Armour Saves.

B: After the result of diagram C from the previous page, the Sci-Fi Humans player picks up the 10 successful Attack Dice and prepares to roll it as Armour Saves. They decide to use their own blue dice to do this.

C: Five of the 4+ Armour Saves were successful, but five also failed. The Shadow Hounds do not have an AEGIS Save, so they cannot roll dice to utilise that stat. As a final result they lose 5 HP.

D: As there were only five Shadow Hound models each with 1 HP, -5 HP causes the whole Unit to be reduced to 0 HP, therefore the entire Unit become casualties. They will still be able to Attack in this Game Turn before being removed from the Battlefield.



- VIII. If the Unit has another Weapon with a different profile, the Unit may now attack with that Weapon using the above process (I to VII). Once all Weapons in the Unit are used, the Unit has finished attacking.
- IX. The next player will now select a Unit and repeat the above process (I to VIII), followed by the next player until all Units on the Battlefield have rolled their Attack Dice or all players no longer wish to attack.

A: After the Scavenger player's Dead Dogs made their Attacks against the Sci-Fi Human's Shadow Hounds, the Sci-Fi Humans decided to Attack with the Shadow Hounds Unit (who are casualties), seeking to strike back against the Unit that defeated them (though they could have selected any Target in Weapon Range). The Scavenger player then Attacked with another Unit. After that, the Sci-Fi Humans attacked with another Unit, and so on, until both players were finished. The casualties of the Attack Phase are then removed; the black skulls mark casualties that the Scavengers received while red skulls mark casualties for the Sci-Fi Humans. The player who suffered the casualties would choose which models to remove from the game.



- 5) **Dash Phase:** The Dash Phase is almost identical to the Move Phase discussed in 3), except we use the Dash stat.

Starting with the Turn Master, players alternate making a Dash with Units. How far a Unit can Dash depends on its Dash stat which is measured in inches. This is repeated until all Units capable of making a Dash have finished, or all players have decided not to Dash any more Units. Players can choose not to Dash any of their Units.

A: The Urban Hunter Car's Dash stat is 12". The Scavenger player is Turn Master and so must Dash first (assuming they intend to Dash).

B: The Scavenger player decides to Dash their Urban Hunter Car.

C: After the Scavenger player is finished with their Urban Hunter Car, the Sci-Fi Humans player Dashes their Ursus APC. That is all both players are able to Dash at this time and so the Phase and the Game Turn end.

Urban Hunter Car

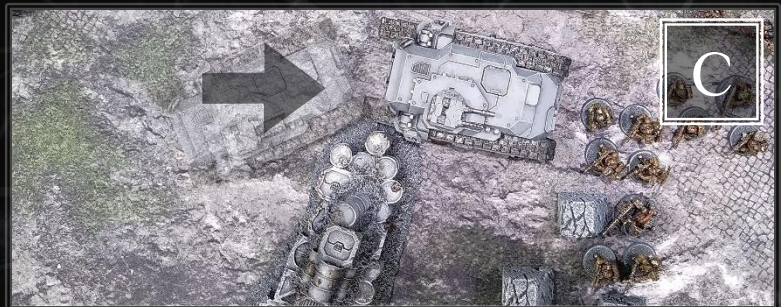
A



12



12



- 6) **End of Game Turn:** All Phases have now been completed which ends the Game Turn.
- 7) **Next Game Turn:** Repeat Steps 1-6 until the Game is complete. Games can end on an agreed Game Length or be determined randomly from the end of Game Turn 4 and onwards by rolling a dice. If 4 or higher then you continue playing, if 3 or lower the game has ended. Different methods of Game Length are discussed in detail in **Book 3. Competitive Games**.
- 8) **End Game:** At the end of the game, the player with the most value of their army in Points remaining on the Battlefield (not in Reserve or a casualty) is victorious.

Surviving Units with missing HP are worth less than at full health. Take the Unit's Current HP (add the HP of all models in the Unit together) then divide (/) by its full HP (all models), then multiply (X) that result by its full Point Cost to see its current Point Value. For example, a Unit valued at 100pts with 4 HP is reduced to 1 HP. This Unit is now worth 25pts.



Miniatures by [Wargame Exclusive](#), Scenery by [Micro Art Studio](#)
Gaming Mat by [Deep-Cut Studio](#)

There are many other ways to play, all described in **Book 3. Competitive Games** and also in **Book 4. Narrative Games**.

2.3 ATTACK EXAMPLES

In Section 2.2, we explored an example Game Turn which included explaining how to attack. Now, we will provide two different, specific examples of attacking with a Unit.

Ranged Example

I) Select Unit and Weapon: A Unit of six Troopers are about to shoot with their Laser Rifles (Weapon profile on right).

II) Check Range: Laser Rifles are Range 18". All of the Troopers are measured to be within 18" of the two Kataton Battle Servitors Unit.

III) Attack Dice: The Troopers now roll dice equal to their Attacks multiplied by the number of Laser Rifles in the Unit. In this case it is 12 Attacks, as each Laser Rifle has two Attacks and there are six models each with one Laser Rifle in the Unit.

IV) Power vs Defence: Referring to the Attack Dice Chart (from Page 19) we can see that against the enemy Unit's Defence stat of 5 the Troopers will need to roll a 6 to successfully damage them with their Laser Rifles (Power of 3). After the roll they have three successful dice (6's).

V) AP vs Armour: The Laser Rifle's AP of 6+ does not punch through the Kataton Battle Servitor's 3+ Armour, because 3+ is stronger than 6+. The Kataton Battle Servitors now pick up the three successful Attack Dice made against them and roll three Armour Saves. They need to roll 3+ (3, 4, 5 or 6). They fail all three of their Armour Saves, rolling one 2 and two 1's.

VI) AEGIS Saves: The Kataton Battle Servitors have not purchased an AEGIS; they do not get to roll an AEGIS Save.

VII) HP Loss and Casualties: The Kataton Battle Servitors failed all three of their Armour Saves, losing 3 HP. The Unit started with 4 HP in total between the two models; one model was reduced to 0 HP, the other being left with 1 HP. The casualty model will be removed from the Unit at the end of the Attack Phase.

Laser Rifle

RANGE	18	ATTACKS	2
POWER	3	AP	6+
TYPE	BATTLE		

6 x Troopers with Laser Rifles
(Models by Puppetswar)

2 x Kataton Battle Servitors
(Models by Wargame Exclusive)

Kataton Battle Servitors

MOVE	6	DASH	6
DEFENCE	5	HP	2
ARMOUR	3+	AEGIS	-

-3 HP

Melee Example

We will now discuss attacks made in a Melee. A Weapon with 0" Range, such as the 'Ripper Sword' profile needs the model to be engaged in a Melee to be able to attack. A Melee occurs when one model from a Unit makes Movement into **Base-to-Base Contact** with one model from an enemy Unit. When Units are engaged in a Melee, the Range of Weapons is unlimited if attacking a Unit within the same Melee. Models in the Melee that are not in base contact still benefit from unlimited Range.

I) Select Unit and Weapon: A Unit of five Sisters Repentium are equipped with one Ripper Sword each and have engaged in a Melee against a Unit of Troopers.

II) Check Range: All Weapons in both these Units are treated as within Range for measuring purposes, as they are engaged in a Melee.

III) Attack Dice: The Sisters Repentium now roll dice equal to their Attacks multiplied by the number of Ripper Swords in the Unit. In this case it is 15 Attacks, as each Ripper Sword has three Attacks and there are five models each with one Ripper Sword in the Unit.

IV) Power vs Defence: Referring to the Attack Dice Chart (from Page 19) we can see that against the Trooper Unit's Defence stat of 3 the Sisters will need to roll a 2+ to successfully damage them with their Ripper Swords (Power of 5). After the roll they have twelve successful dice (only three 1's were rolled).

V) AP vs Armour: The Ripper Sword's AP of 2+ slices through the Trooper's 4+ Armour, because 2+ AP is stronger than 4+ Armour. The Troopers cannot roll any Armour Saves against the twelve Attack Dice caused by the Ripper Swords.

VI) AEGIS Saves: The Troopers have purchased a 5+ AEGIS. The Troopers now pick up the twelve successful Attack Dice made against them and roll twelve AEGIS Saves. They need to roll 5+ (5 or 6). They pass 3 of their AEGIS Saves, rolling one 6 and two 5's. Nine AEGIS Saves were unsuccessful.

VII) HP Loss and Casualties: The Troopers failed nine of their AEGIS Saves, losing 9 HP. The Unit started with 10 HP in total between the 10 models, leaving one model unharmed (see diagram A). The casualty models will be removed from the Unit at the end of the Attack Phase.

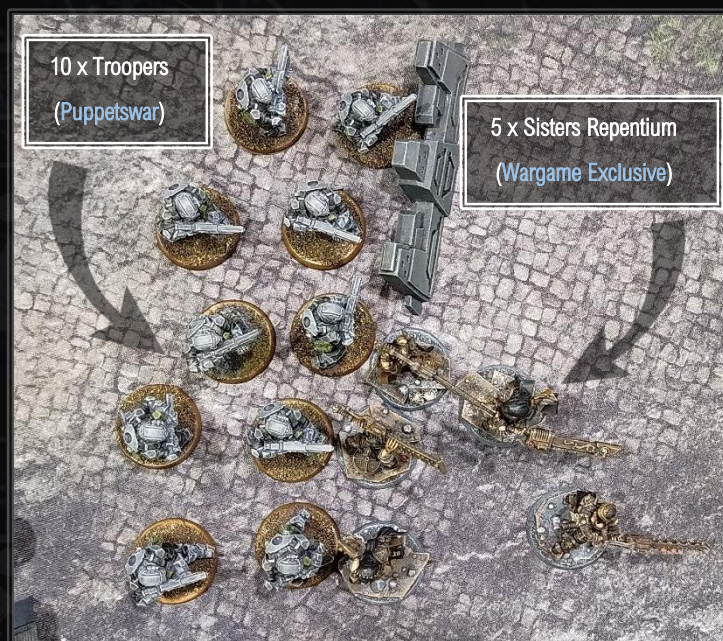
Melee Note: If removed casualties causes the engaged Units to not be in base-to-base contact, move the minimum number of models the minimum distance to restore contact (see diagram B).

Ripper Sword

RANGE	0	ATTACKS	3
POWER	5	AP	2+
TYPE	ASSAULT		

Troopers

MOVE	6	DASH	6
DEFENCE	3	HP	1
ARMOUR	4+	AEGIS	5+



3. GAMEPLAY MANAGEMENT

"Ten soldiers wisely led will beat a hundred without a head."
Euripides, Ancient Greek Tragedian

3.1 POINT LIMIT

When playing a game, players agree on a maximum amount of points to use in the game, which is known as the Point Limit. This defines the overall size of a game.

The Point Cost of a Unit is determined by the profiles you create in the WARSURGE App. For details on acquiring the app, refer to the next page.

When creating an army to fill a Point Limit, you create one or more Units (and Weapons), then make a Roster and import these Units. You can set how many models and Weapons to equip each Unit in a Roster, so as to reach the Point Limit

Example: Players agree on a 1000pts game, hence, each player may select an assortment of Units and Weapons to play with that does not exceed 1000pts. If a Unit with several models and Weapons adds up to 100 pts in total and you only used this kind of Unit, you could take 10 of these Units to make a 1000pts game. $100\text{pts Unit} \times 10 = 1000\text{pts}$.

Players are not to exceed the Point Limit. However, participants in a friendly game might not mind if a player is a few points over, but always check and confirm with the other players first.

3.2 MINIMUM UNIT COST

When playing Warsurge, there is a minimum amount of points you need to spend on each Unit.

Each Unit must be worth at least 50pts. A Unit can consist of a single model if desired.

Each model in a Unit must be worth at least 1pt, including Weapons. This would require a minimum of 50 models to reach 50pts.

There is no maximum Unit cost; it can be as large as the Point Limit itself if desired.

3.3 GAMES WITH MORE THAN TWO PLAYERS OR TEAMS

In games with more than two players, alternate Unit actions by going clockwise around the Battlefield. The Turn Master is determined at the start of each Game Turn as normal, with each player rolling a D6 in the Roll-Off.

Start with the Turn Master and go **clockwise** from the Turn Master's Deployment Zone to the next player's Deployment Zone. Always refer to the player's Deployment Zone as a reference, no matter where their Units go. In the example image on the right, the green zone player (A) is the Turn Master. They will go first, followed by red zone (B) and then blue zone (C).

Team Games are where a team of two or more players fight together against another team. Each team counts as one player for making actions. This means that team members behave and play like they were one player.

←

Dave's Division

i

✂

ROSTER

💀

ENEMY

🎲

DICE

⚡

RULES

Total Roster Points: 1000.42

Roster Perks: MASTER STRATEGIST

✓

Sergeant Dave: 82 of 82 (100 %)

1/1 Models (4/4 HP)

MOV: 6 DSH: 6 DEF: 3 HP: 4 ARM: 4 AEGIS: 0 TRN: 0 FP: N

Unit Perks: WAR MASTER

Traits: None

Weapons: 1 x Bombardment, 1 x Pistol, 1 x Combat Knife

✓

Riflemen: 101 of 101 (100 %)

10/10 Models (1/1 HP)

MOV: 6 DSH: 6 DEF: 3 HP: 1 ARM: 5 AEGIS: 0 TRN: 0 FP: N

Unit Perks:

Traits: None

Weapons: 10 x Rifle, 1 x Grenade

🚗

Battle Tank: 264 of 264 (100 %)

1/1 Models (5/5 HP)

MOV: 9 DSH: 6 DEF: 7 HP: 5 ARM: 3 AEGIS: 5 TRN: 0 FP: N

Unit Perks: JUGGERNAUT

Traits: None

Weapons: 1 x Tank Cannon, 1 x Vehicle Machine Gun

🚗

APC: 131 of 131 (100 %)

1/1 Models (4/4 HP)

MOV: 12 DSH: 9 DEF: 5 HP: 4 ARM: 3 AEGIS: 5 TRN: 120 FP: N

Unit Perks:

Traits: None

Weapons: 1 x APC Machine Gun

🏠

Medic: 116 of 116 (100 %)

2/2 Models (3/3 HP)

MOV: 6 DSH: 6 DEF: 3 HP: 3 ARM: 5 AEGIS: 0 TRN: 0 FP: N

Current Roster Value: 970 of 970 (100 %)

PURGE

RESTORE

SHARE QR

A Player's 1000pts Roster using the WARSURGE App

Miniatures by *Avatars of War*, *Firelock Games* and *Megalith Games*, Scenery by *Printable Scenery* and Gaming Mat by *Deep-Cut Studio*

3.4 WARSURGE APP

To make profiles, you will need to use the WARSURGE App. For this, we recommend an Android smartphone or iPhone. The WARSURGE App is currently being developed for computers that use Windows or Mac as an operating system.

Step 1. Download Warsurge App

Search an App Store for 'WARSURGE' to find the app.



Android: Google Play Store



iPhone: Apple Store



Step 2. Start the App

Now you are ready to start making Units!

Contact us or read our FAQ at www.warsurge.com/technical-faq if you have any issues or difficulties.

The Main Menu

There are several choices on the Main Menu. When using the App, use the info (i) button for help or more information.



1. UNITS

Here you can design profiles for your Units and Weapons. Your Unit profiles are saved into Factions, while Weapons are stored in an Armoury.

2. ROSTERS

This area is for compiling your Units and Weapons into Rosters that you take into a game.

3. PLAY

Play a game of WARSURGE! Start by selecting a Roster you've created. The units in your Roster and enemy Rosters are outlined conveniently for use during a game. There's also a Dice Generator and Core Rule references.

4. SETTINGS

Here you can manage various settings.

5. GUIDE

This area provides helpful links regarding WARSURGE.



Ogre Mammoth Hunter (*Avatars of War*), Buildings by Zealot Miniatures

3.5 PROFILE GUIDELINES

The following is our recommended guideline for profile statistics when creating your Units in the WARSURGE App. These stats could vary for each profile depending on equipment, physique, training and technology.

UNITS

Move: Represents steady movement of a Unit.

0": Fortifications and immobile turrets.

3-9": Humans on foot.

6-18": Ground vehicles, beasts, horseback, bikes.

18+": Normally for faster war machines or aircraft. It also suits troops with teleport technology or flight.

Dash: Dash represents a sprint or hasty movement. As a stat, Dash is similar to Move, but may have some variance based on equipment or tactics.

Defence: Describes how physically resilient or sturdy a Unit is.

0-2: Children, swarms, halflings or weak humanoid creatures.

3: The recommended value for humans and beasts.

4: Robots, augmented humanoids or savage creatures.

5: Military grade machines, heavily enhanced lifeforms.

6-8: Monsters, militant vehicles, giants.

9-10: Powerful creatures and war machines.

11+: Extreme damage resistance or mythological vitality.

Hit Points (HP): Amount of damage a Unit can take before being unable to fight, becoming a casualty.

1: Most standard soldiers or beasts fit this value.

2: Veteran soldiers or bulky creatures.

3-5: Heroes, machines, swarms and light vehicles.

6-10: Powerful lifeforms, hulking monstrosities and heavily durable war engines.

11+: Legendary characters and monsters, or titanic machines.

Armour: Physical protection that blocks or deflects damage.

-: Little or no protection, civilian clothing or exposed flesh.

6: Reinforced clothing, combat uniforms or a soft hide.

5+: Kevlar, leather armour or the shell of an animal.

4+: Chain mail or thick body armour. Creatures may have a hard carapace, resilient hide or bone plating.

3+: Very strong armour, such as full plate mail, power suits or dragon scale. Creatures made of stone or metal.

2+: Magically or technologically enhanced armour, the hide of mythical beasts or monsters. A creature with a hide or shell akin to diamond or adamantium.

AEGIS: This is a Unit's ability to avoid harm, which can also be used to represent extremely dense armour.

-: The Unit has no special means of avoiding damage.

6: Environmental awareness, good luck charm or bionic parts.

5+: Weak force fields, unnatural biology or acute reflexes.

4+: Excellent dodging or arcane barriers.

3+: Powerful force fields or distorted time perception.

2+: Immortal or a deity, foresight or psychic premonitions.

Transport: This allows the Unit to carry other Units across the Battlefield. The stat indicates the combined total Point Cost of the Units it can carry.

Fire Points: If a Transport has a way for allowing its passengers to attack while embarked inside of it, then it has Fire Points and must select 'Yes' in the WARSURGE App. For all other Units, this should be set to 'No'.

Unit Perks: Perks provide an additional effect or ability to Units. Unit Perks are equipped using the WARSURGE App, browsed from several families that provide a variety of utilities and abilities. Units can equip any number of Perks.

All Perks have names to hint at their function, but reading their descriptions will provide details to their use.



Sanctum Priestess (Godslayer, Megalith Games) Building by Zealot Miniatures

WEAPONS

Range: How far a Weapon can reach when attacking.

0": Melee Weapons or unarmed attacks.

1-9": Thrown projectiles, flails and spears.

10-19": Shotguns and handguns.

20-29": Rifles, bows and midrange magic.

30-79": Snipers and heavy weaponry.

80+": Artillery, warheads, bombardments and gigantic guns.

Power: The strength or sheer force produced by an attack. Skilful handling of a Weapon can be represented with more Power.

0: A weapon that does not use direct force to harm.

1-2: Stun guns, halfling punches, toy slingshots and utensils.

3-4: Attacks of human strength or standard firearms.

5-6: Heavy machine guns, snipers or magical fireballs.

7-8: Cannons, explosives or attacks from monstrous creatures.

9-10: High-powered lasers or anti-tank weaponry.

11+: Weapons of mass destruction and colossal impacts.

AP: How effective an attack is at piercing physical armour.

-: Weak lasers, rubber bullets or training weapons.

6: Knives, claws and light firearms.

5+: Swords, spears, spiked clubs, rifles and laser guns.

4+: Armour piercing bullets and two-handed melee weapons.

3+: Magical weapons and concentrated energy weapons.

2+: Highly advanced or mythical weapons.

Attacks: The number of times a weapon strikes when attacking.

1-2: Concentrated, heavy attacks or slow firing weapon.

3-5: Rifles, shotguns or a flurry of close combat attacks.

6-10: Machine guns, melee swings that strike multiple targets.

11+: Gatling weapons, large scale destructive attacks.

Type: How easy the weapon is to use or carry while moving. There are three options: Heavy, Battle and Assault.

Heavy: The wielder must remain stationary to reload or attack with the weapon.

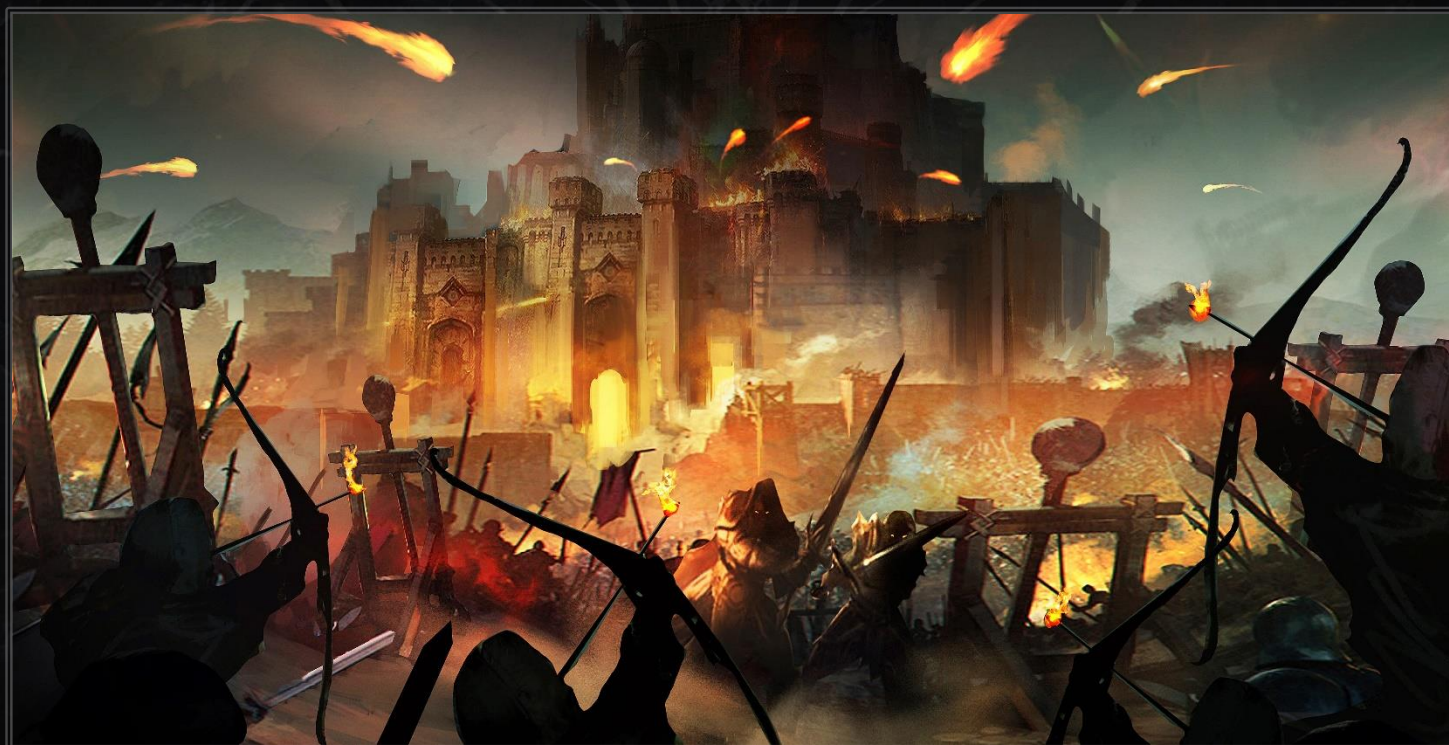
Battle: Able to move at a steady pace but cannot run or go at top speed.

Assault: Intended for close combat or can be used while moving very quickly.

Weapon Perks: These provide additional potency or tactical options to a Weapon. When selecting Weapon Perks, choose those that best represent how the Weapon is used in combat.



Kataton Battle Servitor with Gravi-Cannon (Wargame Exclusive)



3.6 DEPLOYMENT

When starting a game, players must establish where they will place their Units. The areas that Units are deployed into are known as Deployment Zones. Players Deploy their Units from Reserve in the following steps:

1. At the start of a Game Turn, players first determine the Turn Master by a Roll-Off. The highest scoring player in the Roll-Off will choose the Turn Master, which can be themselves.
2. On the first Game Turn, players choose a Deployment Zone, starting with the Turn Master. The next highest scoring player from the Roll-Off in the previous step may then choose an available Deployment Zone.
3. The Turn Master will place a Unit first, then following Deployment Zones clockwise the next player places a Unit. This repeats until all players have finished or no longer wish to Deploy any more Units.

Players do not need to Deploy all of their Units, and may even choose to Deploy nothing.

If there is not enough room to fully Deploy a Unit, then it must remain in Reserve.

An example of Deployment is given in [Section 2.2](#).



4. MOVEMENT

"Battles are won by slaughter and manoeuvre."
Winston S. Churchill

Tactically placing and moving your armies can be the difference between victory and defeat. In this section, we will discuss the details of how to move your armies during a game. Move and Dash are both defined as **Movement** during a game.

4.1 MOVING UNITS

Your Unit's profile will indicate how far it can **Move** or **Dash** in inches. This will be a number value between 0 and 50. There are many reasons why Units might travel faster or slower than others: equipment, agility, physiology, size or even if they are a vehicle or can fly.







On the right, the 'Halodyne Hoplite' (by [Megalith Games](#)) can Move up to 7" and Dash up to 5".

You do not need to move every model in a Unit when you use a Move or Dash. You can choose to leave some or all of the models in a Unit stationary, however the Unit must maintain [Coherency](#), described on the next page.

The Hoplite here can 'Move' up to 7", as indicated on its profile. Measure from one side of the model's base (or body if it does not have a base) with a tape measure, then referring to its Move stat, place the model within that distance. Be sure **not** to move a model to the far side of its Move or Dash distance, as shown in the diagram! After moving a model from a Unit, it can be faster to move the rest of the models in the Unit using that first model as a reference.

You do not have to Move or Dash a Unit using its full distance. In the example here, the model could Move 0.1" to 7" or anything in between.

A Unit with 0" Move and 0" Dash is considered an **Immobile** model.

 UNIT STATS	 UNIT PERKS	 WEAPONS
Halodyne Hoplite		
 MOVE 7		 DASH 5
		
<i>Measure from the front of a model then place the front within that distance.</i>		

Immobile Models

An Immobile model cannot make any Movement. There are Perks that may not be usable if the model is considered Immobile, and there are Perks that can temporarily cause an entire Unit to become Immobile.

Perks are discussed in **Book 2. Perks**.

Good examples of Immobile models include fortifications, gun turrets, sentry guns, buildings, artillery and siege weapons, but could also represent many other machines and creatures.



Gun Turret by [Orakio's Studio](#), Buildings by [Micro Art Studios](#), Gaming Mat by [Deep-Cut Studio](#)

4.2 COHERENCY

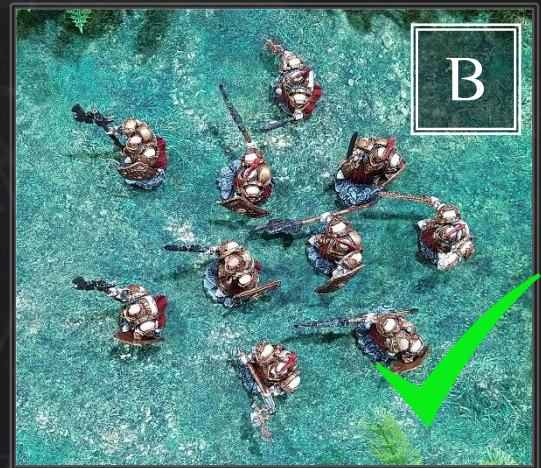
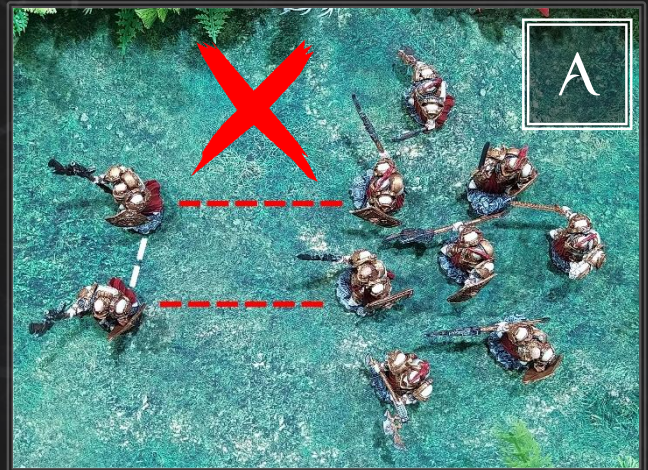
Each model in a Unit must be 'linked together'. This is referred to as 'Coherency' and represents that models formed as a Unit do not simply 'wander off' on their own - they work as a team!

Coherency requires that each model in a Unit must be within 2" of another model in that Unit. This is checked by measuring from each model's base or body to another model's base or body in the same Unit. The following rules apply to Coherency:

- I. Models must be **within 2"** of at least one other model in the Unit. It does not matter if the Unit is spread out or in neat rows, but all models in the Unit need to be one group and cannot be separated into smaller groups.
- II. If a model is very large and 2" is not enough to be practical for Coherency in the Unit, it is recommended using such models as **single model Units** instead.
- III. **Vertical Coherency** is 6". When measuring Coherency vertically, models must be within 6" of another model in the same Unit. This is to be practical when scaling buildings and other tall scenery.
- IV. **Coherency is not to be broken** during the game at any time. If a Unit is not in Coherency due to a casualty, place the incoherent models back with the rest of its Unit (this includes Immobile Units) when it is the player's turn to make an action. This does not count as a Move or Dash, but to regain Coherency you must move the **least number of models the minimum distance** to regain Coherency. If a Unit is out of Coherency due to player error, then the Unit must use Movement to restore Coherency.

A: Although each model in the Legionaries Unit ([Scibor Miniatures](#)) is within 2" of another model in the same Unit, they have been separated into two groups. This is breaking Coherency.

B: Each model is within 2" of at least one other model, and they are grouped together. This Unit is obeying Coherency.



Unstable Surfaces and Placing Models

If a model is difficult to place as the scenery or miniature itself is challenging to balance, let your opponent know where you wanted to actually place the miniature and temporarily set it nearby in a safer place.

Example: In the image on the right, the banner bearer of the Dwarf King's Guard is finding it difficult to stand on the rough slope.

The player decides to sit the miniature somewhere more stable but informs their opponent that they wanted to place it on the slope. When the Unit next performs Movement, that model can refer to their intended position.



4.3 MELEE: ENGAGING IN CLOSE COMBAT

During battle there may be several reasons as to why Units would charge into the fray. The main one being if a Unit wields close combat weapons such as swords, knives, claws, fangs or even fists.

When Units Move or Dash into contact with at least one model in an enemy Unit (making contact with base, body or hull), they engage in close combat with that Unit. The Units involved are declared as being locked in a 'Melee'. Units may engage more than one enemy Unit in a single Move or Dash.

In the image below, the Halodyne Hoplites have used a Move to bring several models into contact with at least two enemy models from the Unit of Chaos Warriors. Therefore, both Units are now engaged in a Melee.



Halodyne Hoplites ([Megolith Games](#)) engage a Melee against Chaos Warriors ([Avatars of War](#)), Ship by [Printable Scenery](#), Gaming Mat by [Deep-Cut Studio](#)



A small force of Legionaries lead by an Archangel prepare to do battle. Miniatures by [Scibor Miniatures](#), buildings by [Micro Art Studio](#), Mat by [Deep-Cut Studio](#)

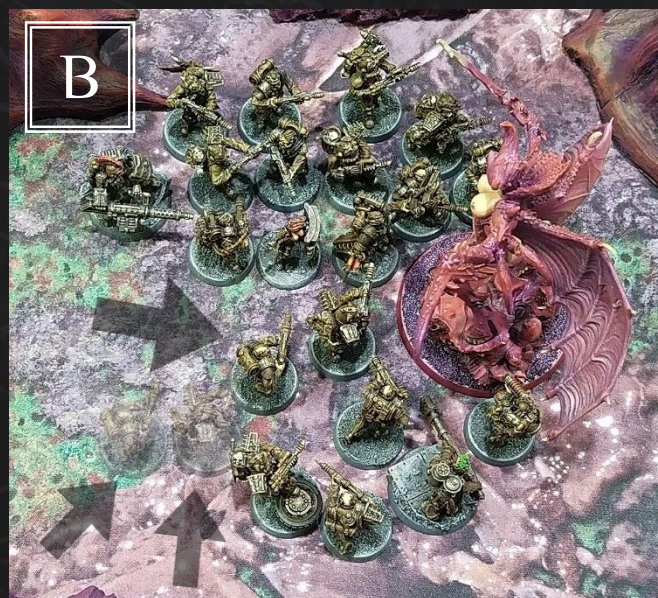
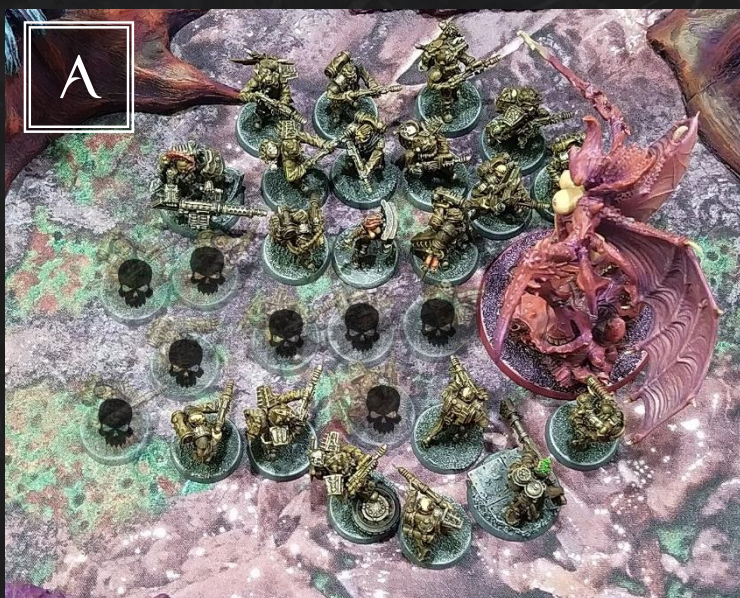
4.4 MELEE: EFFECTS ON MOVEMENT

When Units make base contact with one or more enemy Units, changes occur. The following applies to all engaged Units:

- 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. If three or more players are participating, refer to [Section 5.4](#).
- II. **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.

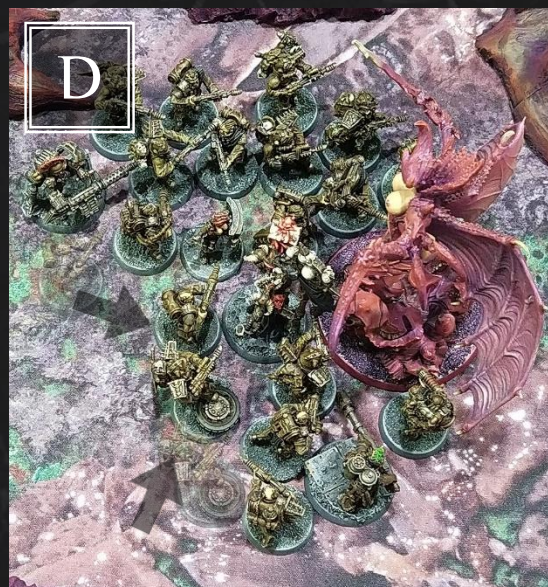
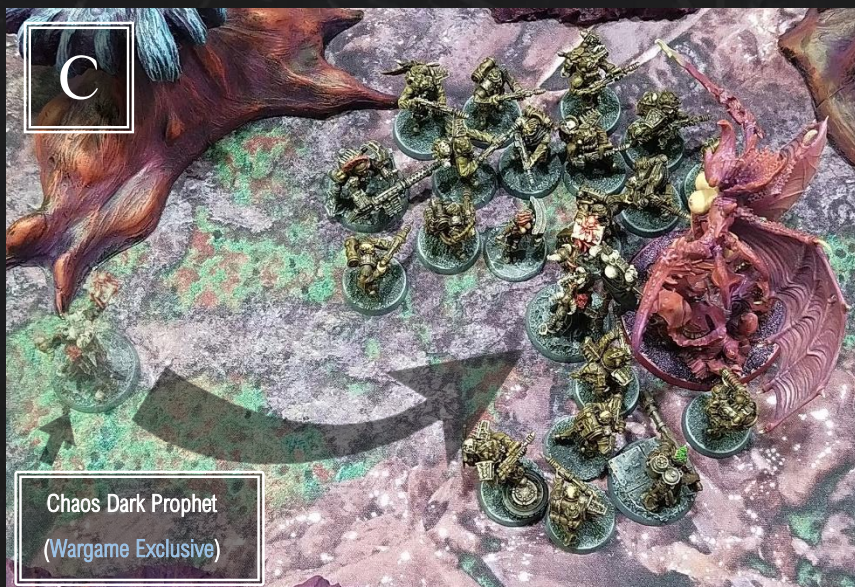
A: Eight models from the Dead Dogs Unit ([Wargame Exclusive](#)) are slain by a Lady of Corruption ([Creature Caster](#)). The Dead Dog player selects their casualties, but it creates a gap that breaks Coherency.

B: Rather than selecting different models to be casualties, the player shifts two Dead Dog models to restore Coherency.



C: A Unit outside the Melee (Chaos Dark Prophet by [Wargame Exclusive](#)), wishes to join the Melee. Two Dead Dog models make room for her to join before she makes her Move action during the Movement Phase.

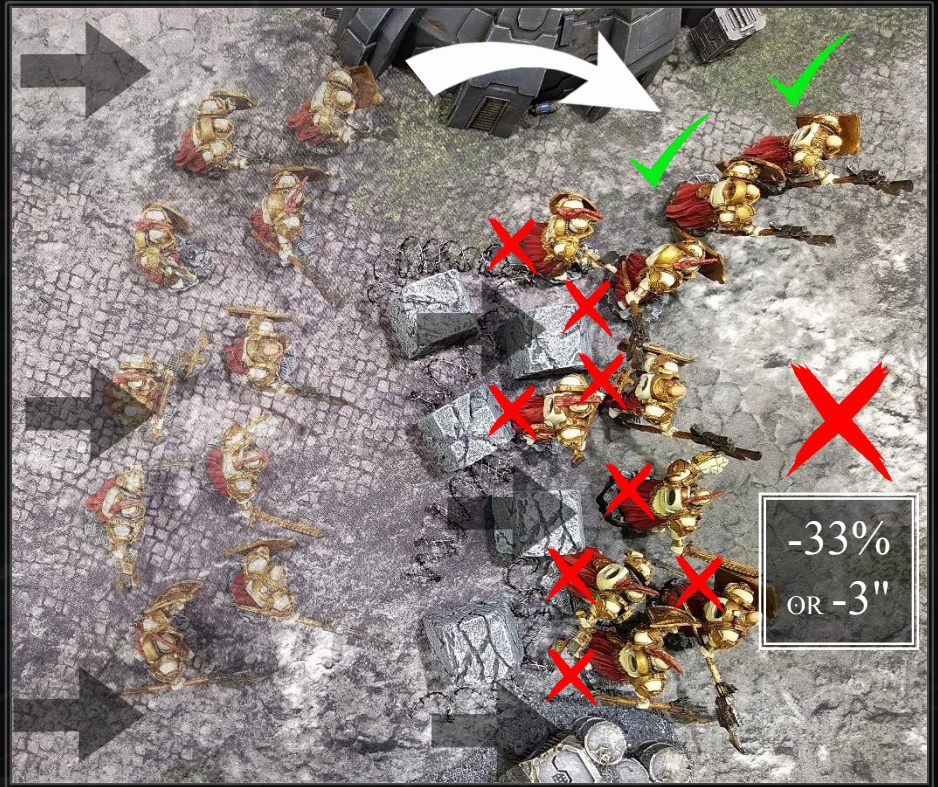
D: Now that the Chaos Dark Prophet has finished their movement, the Dead Dogs reposition to restore Coherency.



4.5 DIFFICULT GROUND

Difficult Ground is terrain that would slow Movement, such as a rocky hillside, dense foliage or steep slopes. When moving models through, from or into Difficult Ground, deduct 33% (a minimum of 1") from the model's maximum Movement distance. Players might agree to raise or lower the penalty depending on the terrain, prior to starting the game.

Example: Legionaries that can Move 9" are traversing stones and barbed wire. The players agreed that this terrain would be Difficult Ground, slowing Units down by 33%. The models passing through the Difficult Ground can only Move 6" (marked with a red x). The two models that did not pass through the Difficult Ground can still move their full 9" (marked with a green tick).



Legionaries by [Scibor Miniatures](#), Gaming Mat by [Deep-Cut Studio](#)

4.6 DANGEROUS GROUND

Dangerous Ground refers to the environment and the danger it can represent to a Unit. Terrain features such as sharp rocks, extreme temperatures, poisonous gases and minefields can pose a serious threat to some Units. In more lethal cases it can represent very steep cliffs, bottomless pits, molten lava, vats of powerful acid, the vacuum of space and other dangers.

Dangerous Ground is handled in two ways. It is either treated as a **Weapon** (see [5.1 Weapons](#)) that strikes any Unit that enters the area (as agreed by players), or has a set chance of causing harm.

If on a set chance, a Unit that Moves or Dashes through 'Dangerous Ground' must roll a D6 for each model when travelling through, from or into the Dangerous Ground. For each model that rolls a '1' the Unit has suffered damage. The Unit must then roll any available Armour and AEGIS Saves or lose 1 HP.

Example: Ten models pass through a minefield. Roll ten D6, one for each model going through the Dangerous Ground. Any dice that result in a 1 inflict damage on the Unit, on a 2+ the Dangerous Terrain does not cause damage. If the Unit rolled 5 x 1's then you would need to roll 5 Armour saves (and perhaps AEGIS if on the Unit profile) to prevent losing HP.



This Hive Devourer (by [Micro Art Studio](#)) could also be given its own WARSURGE Profile

If any models become casualties, they are removed from the battlefield **immediately**. The player controlling the models may choose which models from the Unit are casualties.

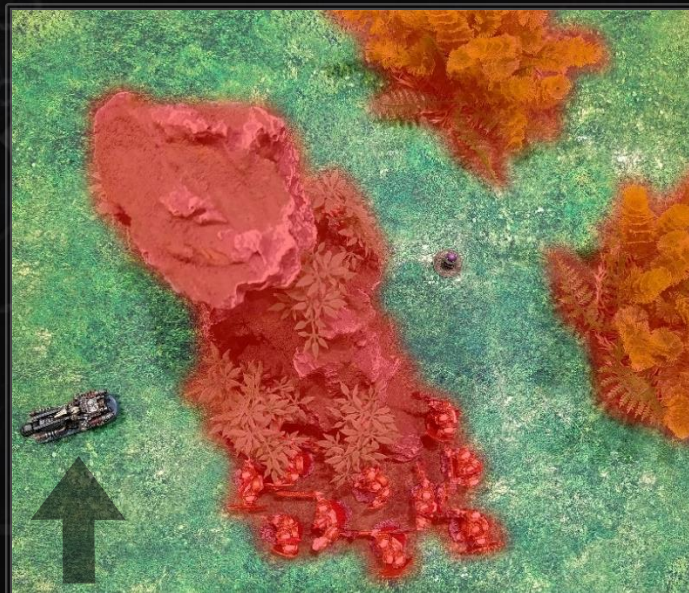
Terrain can be both Difficult and Dangerous, depending on what was agreed upon before the start of the game. Players could agree that some Dangerous Ground is more harmful than others. Instead of rolling a 1 for damage, it could be a 1-2, 1-3 or automatic damage, ignores Armour or AEGIS, and even remove additional HP or even cause instant casualties.

4.7 IMPASSABLE GROUND

Impassable Ground is any area that models cannot move through or into. Impassable Ground could be objects such as tall terrain pieces or solid walls. It can also refer to areas such as outer space or lava.

Units, both enemy and friendly are treated as Impassable Ground.

The Revengewing Bike (indicated with a black arrow), can't move into the red areas, which are blocked by other Units or Impassable Ground (there's a tall, giant rock blocking the path). The Revengewing Bike is by [Wargame Exclusive](#), while the Legionaries in the red area are by [Scibor Miniatures](#).



4.8 DETERMINING TERRAIN FOR YOUR BATTLEFIELD

Discuss with your opponent(s) as to the nature of terrain on the Battlefield before beginning a game. If a decision cannot be agreed upon then treat the terrain as Impassable Ground with no special or harmful effects.

Some Battlefields may feature water or outer space and players may have special Units intended to traverse these areas. When this occurs, players must agree prior to starting a game as to what terrain Units can and cannot traverse.

Example: A pirate ship could treat water as normal ground, but would treat land as impassable. Likewise, ground units would treat the water as either *Difficult*, *Dangerous* or *Impassable*.

For additional options and suggestions for terrain, go to [Section 10](#) (Special Terrain).



Ship by [Printable Scenery](#), printed by [OTP Terrain](#), Gaming Mat by [Deep-Cut Studio](#)

5. ATTACKING

“War is the science of destruction.”
John Abbott

5.1 WEAPON PROFILES

Weapons come in many forms, both for ranged and melee combat.

The WARSURGE App allows the creation and use of all Weapons in detail. Here are some example Weapons below:

NAME	RANGE	TYPE	ATTACKS	POWER	AP	WEAPON PERKS
Longbow	36"	Heavy	2	4	4+	—
Plasma Beam	18"	Battle	1	7	2+	Beam, Burn
Energy Sword	0"	Assault	3	5	3+	Lethal Hit

RANGE (RNG)

Range is the maximum distance a weapon can be used, which is measured in inches. This is checked by measuring from one model's base or body to an enemy model's base or body. Weapons that are out of range cannot be used.

TYPE

Weapon Types define how difficult a weapon is to use whilst moving.

Heavy: The user (model) must **remain stationary** to Attack. They can't Move or Dash and use a Heavy Weapon during the same Game Turn.

Battle: The user can Move and use this Weapon but **cannot** Dash in the same Game Turn.

Assault: The user can Move, Dash and attack with this Weapon in the same Game Turn.

Any model can choose to not use their Weapons. This option is useful for Battle or Heavy weapons as the model can still Move and Dash.

Weapon Type only affects the model using the Weapon, it has no effect upon the Movement of any other models in the unit.

ATTACKS (ATK)

Each **Attack** from a Weapon is represented by a single dice roll. For example, a Weapon with **4 Attacks** means that it rolls **four dice** against an enemy unit.

POWER (PWR)

Power represents how strong a Weapon is. When rolling dice for Attacks, the Weapon's Power is compared to the enemy's Defence to determine the likelihood of causing damage.

ARMOUR PIERCING (AP)

AP is the **armour piercing** value of a Weapon. If the AP is the **same** value or **better** than a target's Armour Save, the target will not get to roll their Armour Saves. For example, AP 2+ ignores a 2+, 3+, 4+, 5+ or 6 Armour Save. AP of — (nothing) has no effect on Armour.

WEAPON PERKS

Weapon Perks are special rules that can enhance, hinder or otherwise change a Weapon.

Weapon Perks can add explosions, create traps, slow foes down or even add a chance to cause injury to the Weapon's user. Learn about Weapon Perks in **Book 2. Perks**.



Adept Eradicator with Plasma Cannon by [Wargames Exclusive](#)

5.2 ATTACK SEQUENCE

In WARSURGE, there are opportunities to wield a variety of devastating weapons. From claws to laser swords, massive warheads to the humble bow and arrow, weapons are employed to destroy the enemy and secure victory.

When you have an opportunity to attack with a Unit you do so with the following 'Attack Sequence':

ATTACK SEQUENCE

Step 1) Select Attacking Unit and Targets

Step 2) Check Range and Line of Sight

Step 3) Roll Attack Dice

Step 4) Roll Saves

Step 5) Apply HP Loss

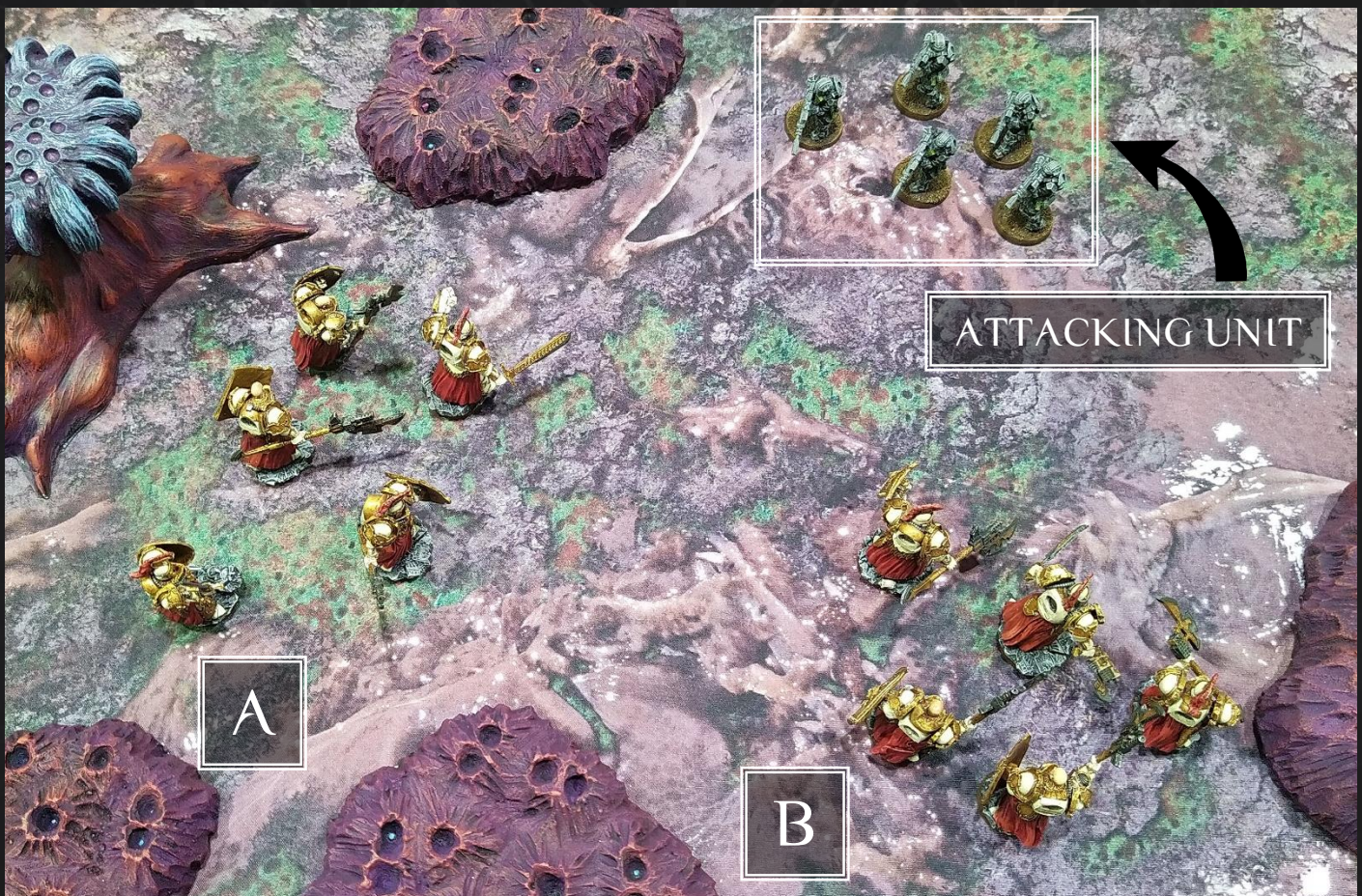


Halodyne Hoplite by [Megalith Games](#), Ogre Mammoth Hunter by [Avatars of War](#)

ATTACK STEP 1) SELECT ATTACKING UNIT AND TARGETS

When it is your turn, simply select a Unit that you control that has not yet attacked. Now that you've chosen a Unit to attack with, you will need to choose at least one Unit to Target. Each individual Weapon can Target a different Unit, whether friend or foe, but players must commit to their decision choices once they start rolling dice.

Example: In the diagram below, we can see a unit of Sniper Troopers ([Puppetswar](#)) preparing to attack. There are two Legionaries Units (Target A and Target B, both from [Scibor Miniatures](#)). The Sniper Troopers can choose to focus their Weapons onto one Unit, or split their Weapons between the two Units as they please. For instance, the Sniper Troopers could have three Weapons attack Target A, and two weapons attack Target B.



ATTACK STEP 2) CHECK RANGE AND LINE OF SIGHT

Using a tape measure, check the range of a Weapon against the Target Unit. Measure from the base or body of your models to a Target's base or body. The details are discussed below.



Using a Tape Measure, refer to a Weapon's Range.

5.3 TARGETING AND RANGE

Check the range of all Weapons in your Unit. Models with Weapons that are out of Range or have no line of sight (discussed next in [Section 5.4](#)) cannot be used against the Target Unit. As long as a model can Target at least one model from a Unit, they can attack the whole Unit (but only the models that are in line of sight).

RANGE

18

A Weapon's Range stat is measured in inches (")

A Unit can Target any number of Units, though each Weapon may only Target a single Unit. For example, a Rifle with 3 Attacks must direct all 3 Attacks against one Unit.

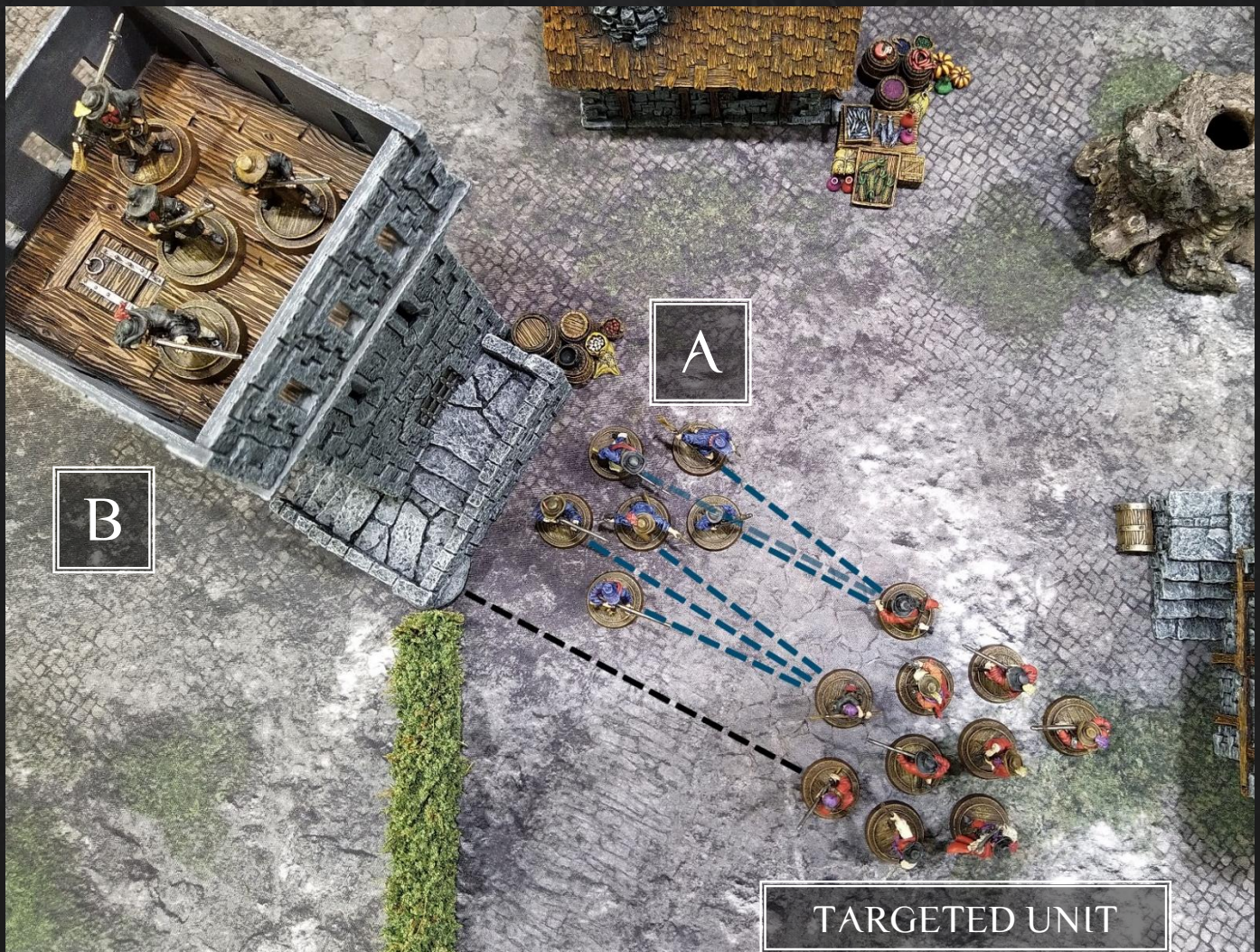
Models armed with more than one Weapon can Target more than one Unit.

Models from the same Unit do not block each other when Targeting other Units.

Example: In the diagram below, there are two Units of Soldiers ([Firelock Games](#)) preparing to attack an enemy Unit of Soldiers. Unit A is on the ground, while Unit B is inside a tower that is being treated as a Unit. Note that the tower does not have a base to measure from, so measurement is made from the model itself, at ground level.

Unit A (blue lines) measures each model to the closest enemy model. Each model has a clear shot to the enemy, including the faded blue line that is measuring through a member of its own Unit.

Unit B (black line) is measuring from the tower model, as they are inside it. It can measure from anywhere on the ground level of the tower model. In this instance it could also measure through Unit A, as Unit B can see the Target from above (sighting an enemy is discussed more on the next page). Tower and buildings by [Zealot Miniatures](#).



5.4 LINE OF SIGHT

Line of sight is where you draw an imaginary line from your model to the Target Unit. You must be able to see the Target to attack it. If none of the models in a Unit can see any models of a Unit being Targeted, they cannot attack the Unit.

Note that models within their own Unit do not block or obscure each other – this applies for both attacking and when being attacked. Any other Units, friendly or enemy, will obscure line of sight.

In addition to its body, a model's base is considered a part of the model itself. Hence if your Unit can see any of the enemy model or base, you can Target that Unit and they can Target you. However, do not count banners, aerials, tall hats or anything superficial when Targeting – to avoid contention, discuss models such as these with regard to line of sight before starting a game.

Remember: If you can Target a Unit, they can Target you; Targeting goes both ways.

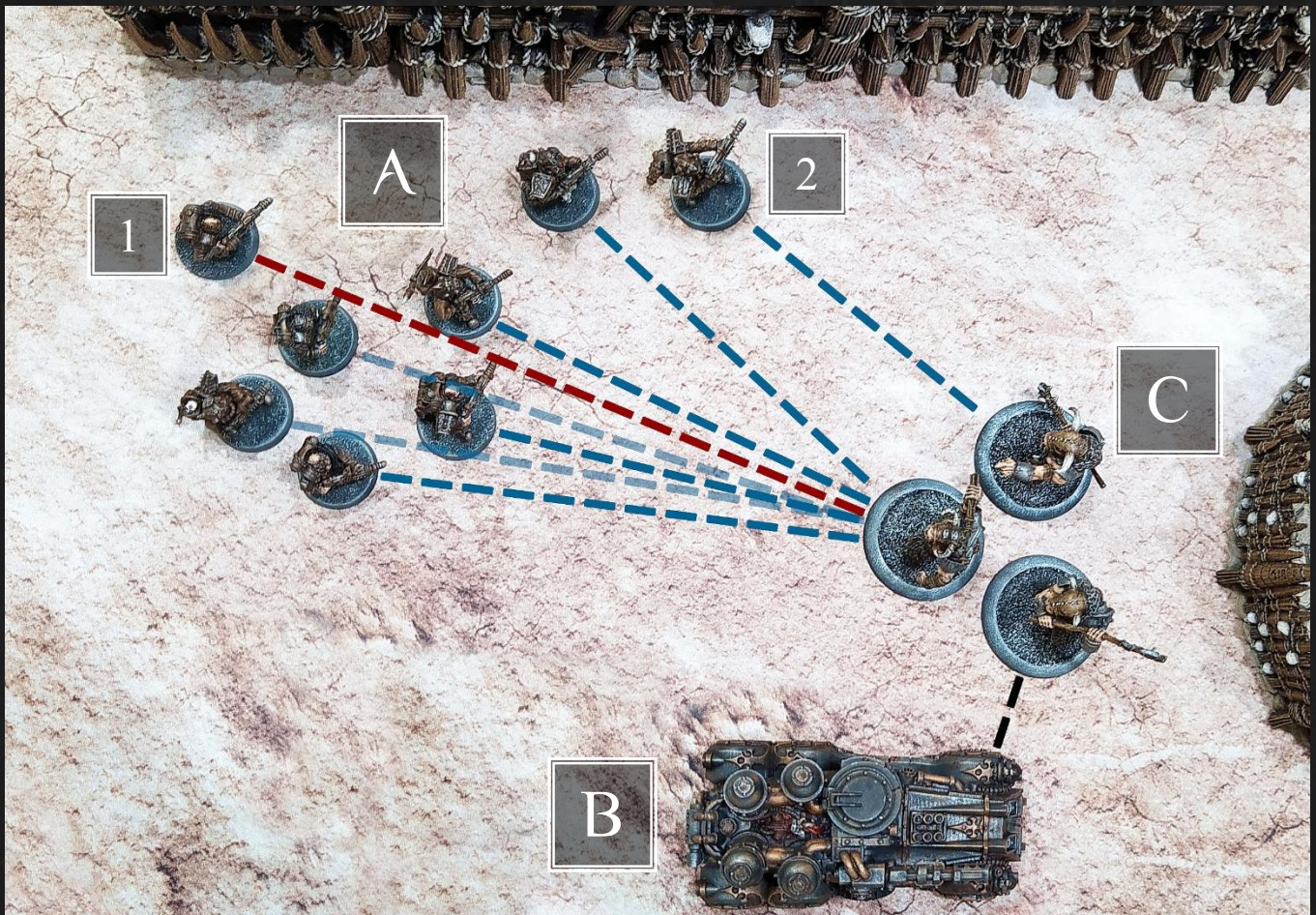


Obscured by rocks, the Dwarf Engineer and Warriors of Wrath can still see each other and therefore Target each other (models by [Avatars of War](#))

Example: In the diagram below, a Unit of Dead Dogs (A) and a Heavy Flamer Car (B) can target a unit of Fomorian Gut-Hackers (C). They measure to the closest model (which Targets the whole Unit).

Each Dead Dog model measures from its base while the Flamer Car which does not have a base will instead measure from the model's body itself. Each model measures to the closest model in the Gut-Hackers Unit.

The solid black or blue lines indicate a clear shot. The faded blue lines are through a member of their own Unit which has no effect on targeting. Model 1 has a red line as its Weapon is out of range and cannot attack the Gut-Hackers, even though it can still see them. Model 2 measures up against the closest Gut-Hacker.



Models by [Wargame Exclusive](#) and [Megalith Games](#), Ramparts by [Printable Scenery](#), Gaming Mat by [Deep-Cut Studio](#)

5.5 PARTIAL LINE OF SIGHT

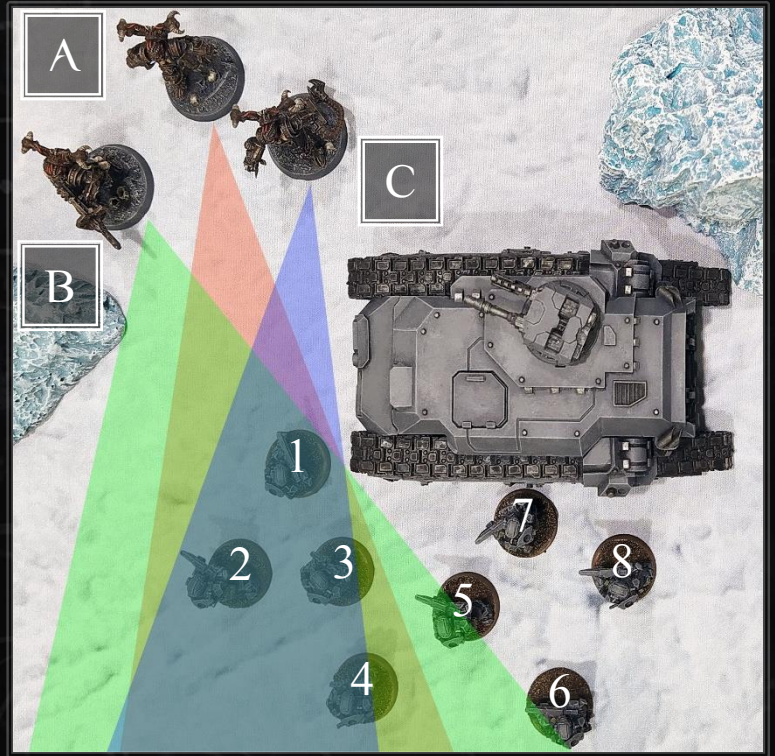
Several models in a Targeted Unit can be completely out of line of sight, while others are fully exposed to enemy fire. When this happens casualties will only be able to be chosen from those who are in line of sight. Essentially, the models out of sight do not exist for casualty purposes.

Example: In the diagram, there is a Unit of Possessed Cultists (A, B and C) attacking a Unit of Troopers (1 to 8), but there is an Ursus APC blocking line of sight to some models.

The whole Possessed Cultist Unit can see and attack models 1 through to 6. Cultist A and C can only see Troopers 1 to 4, but Cultist B can also see Troopers 5 and 6, so those two Troopers can still be slain by the Possessed Cultist Unit as a whole. Troopers 7 and 8 cannot be attacked by the Possessed Cultist Unit as there is no line of sight to those models.

In summary, Troopers 1 to 6 can be slain by the Unit of Possessed Cultists, with any excess Attack Dice to be discarded rather than causing harm to Trooper 7 and 8.

NOTE: If Troopers 1 to 4 were not there, then only Cultist B could attack the Trooper Unit (Trooper 5 and 6). In that case the other Cultist models would be unable to Target them and therefore could not contribute Attacks.



Models by [Wargame Exclusive](#) and [Puppetswar](#), Gaming Mat by [Deep-Cut Studio](#)

5.6 OBSCURED VIEW AND COVER BONUS

Sometimes Units don't have a clear view of their Target. We determine this by looking from the model's perspective to see if they have clear sight to Targets.

Cover Bonus: If a Unit is Targeted and 50% or more of the Unit's models are 50% or more obscured, the entire Unit gains a **Cover Bonus** against the Unit Targeting them. The Cover Bonus grants the Unit +1 to their Defence stat.

Example: In the picture on the right there is a Medusa Targeting a Unit of Kapers behind some bushes. Three of the four Kapers (75%) are behind the bushes (which are able to block 50% of their body), so they gain a +1 Cover Bonus, which improves their Defence by 1.

Note that players may agree to raise or lower the Cover Bonus of scenery before a game begins. For example, heavy fortifications might grant +2 Defence. They could also agree to a Dice Modifier, Armour or AEGIS adjustment instead.

Borderline or Unsure: Sometimes it can be difficult to gauge as to whether the 50% allowance of models or the amount obscured is fulfilled. If Cover is borderline or unsure, it is considered good sportsmanship to allow some leeway for your opponents, or to Roll-Off.

Cover Area: If players agree before starting a game, terrain such as forests or ruins could grant Units cover just by occupying that space, even if not 50% blocked (but still 50% of models in that area). It represents that a Unit could quickly dart behind a tree, rock, wall, or another object.



Medusa by [Avatars of War](#) and Kapers by [Firelock Games](#)



Banebrood ([Megalith Games](#)) seeking Cover Area in a jungle

5.7 ATTACK DICE

ATTACK STEP 3) ROLL ATTACK DICE

After checking Targets are in Range and in line of sight, Attack Dice are now rolled. Roll one dice per Attack on a Weapon, then compare the Power of the Weapon to the enemy Target's Defence.

Attack Dice Chart

We compare the Power of the Weapon to the Defence of the Target to determine if damage is inflicted. First look down the vertical axis of Power, then to the right for Defence. The intersecting number is what is needed on a dice to succeed in harming a Unit. If a Weapon's Power is equal to the enemy's Defence, then 4+ (4, 5 or 6) on a D6 is needed.

Laser Rifle



18



2



3



6+

Shadow Hounds



3

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+

Chart Definitions

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

Ax2, Ax3, Ax4, Ax5, Ax6, Ax7, Ax8: This means that successful Automatic Attacks are multiplied by the number listed.

Example: A Weapon with Ax2 that has four Attacks. This causes the opponent to roll 8 Saves. If all Saves failed and each model had 1 HP in the Unit, then there would be 8 casualties.

6/: The '6/' before a number means dice rolls will require a roll of 6 before rolling the next number.

Example: A Weapon with four Attacks and Power 2 is Targeting an enemy with Defence 8.

On the Attack Dice Chart, this is 6/5+, which requires a successful roll of 6 followed by a reroll of 5+.

The player rolls four Attack Dice. Two of the four dice land a 6, they pick up the two 6's and roll them again, getting one 5 and one 4. As a 5+ was needed on the second roll, only the 5 succeeds.

Maximum Power and Defence: Power and Defence cannot go beyond their maximum on the Attack Dice Chart. If Power exceeds 20 (such as 21), it is treated as 20. If Defence exceeds 15 (such as 17), it is treated as 15.



Quick Formula

Equal Power and Defence = 4+ on a D6.

Whenever there is a difference of 1 in Power or Defence, the chance goes up or down by 1 with the required dice roll.

Example 1: Power 5 vs Defence 5 = 4+ (no difference).

Example 2: Power 5 vs Defence 4 = 3+ (Power better by 1).

Example 3: Power 5 vs Defence 7 = 6 (Defence better by 2).



Dice Modifiers to Attack Dice

Dice Modifiers lower or raise the chance of a dice roll's success. Dice Modifiers can increase an Attack Dice to go to a maximum of 2+ (unless it is already A on the chart), and decrease to a minimum of 6/6/6. Negative modifiers against 'A' will lower it to be 2+ and so forth, but Attack Dice multipliers such as x2 still apply.

5.8 MELEE: WEAPON TYPES AND DICE MODIFIERS

Units that have one or more models in contact with enemies have engaged them in a Melee. While in a Melee, there are Dice Modifiers to Attacks made by Heavy and Battle Weapons. This represents the distracting element of restricted movement coupled with weapons that are not ideal for close combat. Earlier we discussed Melees ([Section 2.3](#) and [Section 4.3](#)) and Weapon Types ([Section 5.1](#)).

The following are Dice Modifiers to Attack Dice while a Unit is engaged in a Melee.

- **Heavy Weapons:** Lowers an Attack Dice's chance of success by -2. This means a 4+ Attack Dice needs a 6.
- **Battle Weapons:** Lowers an Attack Dice's chance of success by -1. This means a 2+ Attack Dice becomes 3+.
- **Assault Weapons:** These have no penalty and are ideal for use in a Melee.



Wargame Exclusive Model with Heavy Weapon



Firelock Games Model with Battle Weapon



Scibor Miniatures Model with Assault Weapons

5.9 MELEE: WEAPON RANGE, LINE OF SIGHT, COVER BONUSES

When attacking enemy Units while engaged against them in a Melee, the Weapon's Range, line of sight and Cover Bonuses are ignored. This allows a model in the Unit to strike from the back of the Melee as long as it Targets an engaged Unit (and not one from outside of the Melee). In this way, a model with a 0" or a low Range Weapon can strike even from the back of a large mob or horde.

Example: On the right, a Warriors of Wrath Unit ([Avatars of War](#)) are engaging a Unit of Halodyne Hoplites ([Megalith Games](#)). Even the Hoplite up the back (indicated by the white arrow) can attack normally with his Weapon (even if 0" Range).



5.10 ARMOUR AND AEGIS SAVES

If a Unit has received successful Attack Dice from a Weapon, they may be able to protect themselves through equipped armour and other evasive measures. We refer to these as 'Saves', which are represented by rolling D6.

There are two different Save rolls that can be made per Attack Dice: Armour and AEGIS. Your Units can purchase both an Armour and an AEGIS save in the WARSURGE App.

ARMOUR

This is equipped armour, tough hide or the shell of a creature which could help deflect damage.

Armour has a range from 2+ to 6+. Alternatively, you can choose to have no Armour stat (-). Weapon AP ([discussed in 5.1](#)) can pierce Armour Saves if the value is equal to or lower than the equipped Armour Save. For example, AP 3+ pierces Armour of 3+, 4+, 5+ and 6+, preventing this model from rolling Armour Saves against successful Attack Dice.



This Pirate by [Firelock Games](#) is a good example of light armour, best represented with a 5+, 6+ or no Armour Save at all.



This H.I. Goliath by [Puppetswar](#) is a prime example of heavy armour, best represented with a 2+ or 3+ Armour Save. It could also be given an AEGIS to represent the suit's superior protection.

AEGIS

AEGIS is an acronym for:

Avoid, Endure, Gear, Insight, Sorcery.

This is any combination of special gear, skills, reflexes or powers that could be protecting a unit.

AEGIS has a range from 2+ to 6+ and is not affected by AP. However, it costs significantly more to equip a unit with an AEGIS Save than an Armour Save.



The Plague Angel by [Creature Caster](#) is a demon of supernatural power. It is a great example of a good AEGIS, to represent that it defies physics, ignores pain or warps reality (and attacks) around it. It could have an Armour Save too, due to demonic skin and bone. The buildings in the image are by [Zealot Miniatures](#).

ATTACK STEP 4) ROLL SAVES

When enemy Units have successful Attack Dice made against them, they may be able to use Armour and AEGIS Saves to avoid losing HP. To attempt an Armour Save, roll a D6 for every successful Attack Dice made against the Unit. If Weapon AP was too strong for the Armour, then no Armour Save can be made.

Example: AP 3+ will pierce 3+ Armour Saves or weaker (4+, 5+ and 6), but a 2+ Armour Save can still be attempted.

If AP does not pierce the Armour Save, then a Save roll can be attempted. If the result is equal to or higher than the number needed then the Armour Save was successful; the Attack Dice has been ignored. If the roll was lower than what is needed (for example, rolled a 1 or 2 on a 3+ Armour Save) then the Armour has failed to protect the Unit. This is when an AEGIS Save (if equipped on the Unit's profile) is rolled.

Rolling an AEGIS Save follows the exact same process as an Armour Save, except it is not affected by AP. Each time the Unit has failed both Armour and AEGIS Saves, the Unit will lose 1 HP.

If a Unit has no Armour or AEGIS values in its profile then it cannot use Saves. In this case, any successful Attack Dice will automatically harm the Unit, causing them to lose 1 HP for each Attack Dice.

Save Dice Example

On the right, a mighty Lord of Wrath (*Avatars of War*) is equipped with magic plate armour and a demon shield. He has a 3+ Armour Save and a 4+ AEGIS Save on his profile to represent this. The Lord of Wrath has 3 HP, which means he can take damage three times before he becomes a casualty.

He receives 3 successful Attack Dice from 2 different Weapons.

The first Weapon has 1 Attack at AP 3+. This pierces his Armour, since AP 3+ is equal to Armour 3+. Thus, he only has his AEGIS available. He fails his 4+ AEGIS Save by rolling a 3 so he loses 1 HP. He has 2 HP left to spare though so he lives on.

The 2 Attacks from the second Weapon are AP 6+ which allows the Lord of Wrath to use his 3+ Armour Save (as AP 6+ is insufficient to pierce his 3+ Armour Save). He's unlucky with his Armour Saves and rolls a 2 and a 1. Next he rolls his 4+ AEGIS Save. Anxiously he rolls a 2 and a 6, succeeding with one but failing the other, which leaves him with 1 HP.



Having good Saves can greatly reduce the chance of losing HP. You can roll an Armour Save, then if that fails, an AEGIS Save.

Save Dice Modifiers

Dice Modifiers can improve a Save to a maximum of 2+, but if a Save is reduced to lower than 6+, the Save cannot be used.

Example: A Dice Modifier of +1 to an Armour Save improves a 4+ Save to a 3+ Save, while a -2 Dice Modifier reduces a 5+ Armour Save to nothing (-).



5.11 HP LOSS & CASUALTIES

In war, casualties are considered an inevitability. In this section we will discuss removing defeated models.

ATTACK STEP 5) APPLY HP LOSS

If both Armour and AEGIS Saves fail, a model loses 1 HP. If no HP remains the model will become a casualty.

The player who controls the Unit will choose which models are the casualties from within the Unit. We advise using markers, tokens, dice or placing a model sideways to note a casualty. Casualties are removed at the end of the Attack Phase, once all players have finished their Attacks. Models that become casualties are removed along with the Weapons they are armed with.

MOVE	12	DASH	6
DEFENCE	6	HP	4
ARMOUR	4+	AEGIS	5+

Example: In pictures A and B below, a Dwarf Runic Smith (*Avatars of War*) has attacked a Unit of Halodyne Hoplites (*Megalith Games*), causing seven casualties. In A, the player has selected seven models to be casualties. In B, Coherency was broken when removing casualties, so the minimum models move the minimum distance to restore Coherency immediately (refer to [Section 4.2](#) for more information). In this case, one model moves so the Unit obeys Coherency.



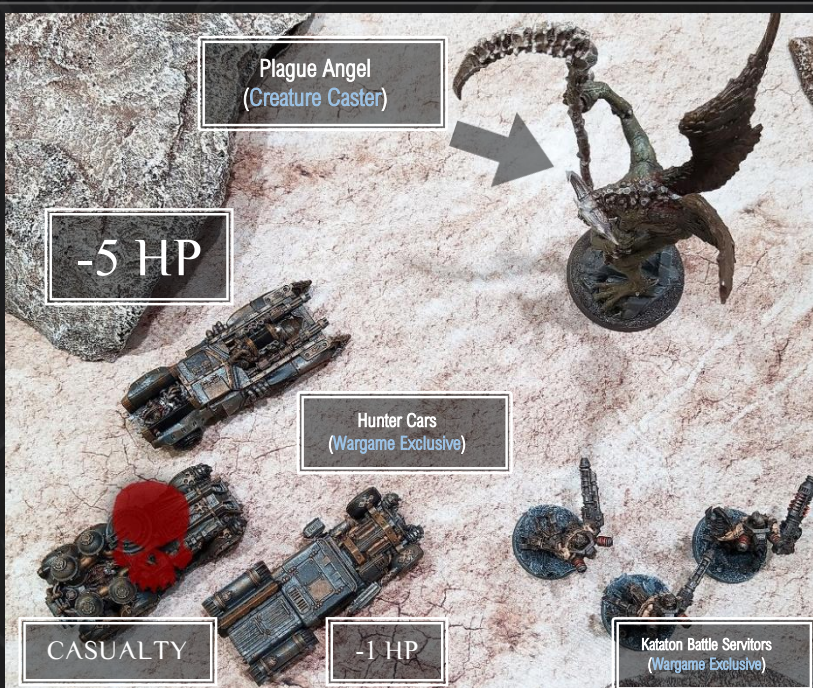
5.12 UNITS WITH MULTIPLE HP MODELS

When Units contain models with multiple HP you cannot spread the HP loss across the Unit. Whole models must be removed, starting with models that already have missing HP.

Example: A Unit consisting of Hunter Cars (*Wargame Exclusive*) have 3 models, each with 4 HP. Whenever 4 HP is lost, a model becomes a casualty.

In the diagram on the right, a Plague Angel (*Creature Caster*) has attacked the Hunter Car Unit, inflicting enough damage to cause 5 HP to be lost. As the Hunter Cars have 4 HP each, this causes one of the Hunter Cars to become a casualty, and 1 HP will go onto the next Hunter Car, chosen by the player who owns the Hunter Car Unit.

They decide to put the -1 HP onto the car on the right. Due to the gap between models, they will need to invoke the Coherency rule and move one of the two remaining Hunter Cars to restore Coherency.

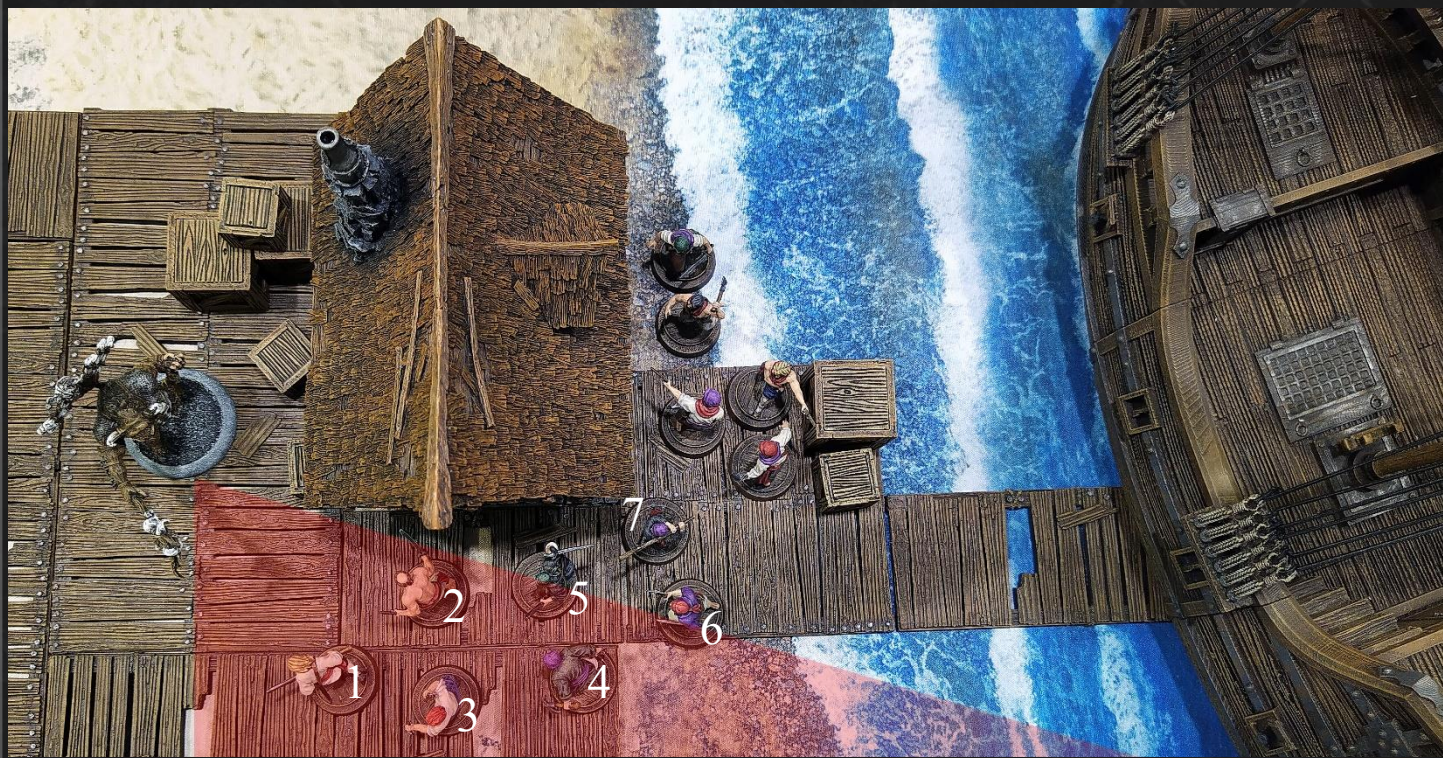


5.13 LINE OF SIGHT AND SELECTING CASUALTIES

Models from a Unit that are not in line of sight to the attacker cannot be selected as casualties. Refer to [Section 5.5](#) for more details of Targeting Units and line of sight.

Example: Below, a Bisotaur Shaman ([Megalith Games](#)) is Targeting a Unit of Pirates ([Firelock Games](#)). Pirates 1 to 4 are in obvious sight to the Shaman, while Pirates 5 and 6 are still visible, but obscured. Pirate 6 can Target the Shaman, so that in itself is reason for the Shaman to be able to Target that model. Pirate 7 cannot see the Shaman, nor can the Shaman see that model, so Pirate 7 cannot be a casualty. Likewise, the rest of the unnumbered pirates cannot see or be seen by the Shaman as they are blocked by the building, so they cannot be casualties when the Shaman attacks the Unit.

Note that if this was a Melee, line of sight is ignored and any of these models could become casualties.



5.14 ENDING A MELEE

When casualties are removed and there are no opposing Units left, the Melee has ended. This removes Melee Dice Modifiers to Weapons, ends the Locked effect between the engaged Units (see [Section 4.4](#) and [Section 5.8](#)) and removes any potential cover or line of sight effects caused by the casualties.

The Melee, and its effects on Units and Weapons, officially ends at the conclusion of the Attack Phase (or in Advanced Games, at the end of an Attack Action, discussed later).

Multiplayer Melee: If in a Melee that has three or more opposing players and some players are left with no enemies in contact (and not directly engaged against each other), these players will no longer be engaged in a Melee. They will need to engage each other at the next opportunity.



*The Dwarves look upon the Lady of Corruption (censored), mesmerized by her 'beauty'.
Models by [Avatars of War](#) and [Creature Caster](#). Tower by [Zealot Miniatures](#).*

5.15 TARGETING UNITS THAT HAVE CASUALTIES

Models and Units that are casualties still count when being Targeted by another Unit, and can also block line of sight for all Units as normal. Only when casualties are removed from the Battlefield at the end of the Attack Phase will they not block line of sight or be used as a reference for Targeting with any Weapons. This includes specially created Weapons in the WARSURGE App that use a template or object to Target a number of models at once; casualties are still used as a reference for determining Attack Dice on these Weapons.

Casualties are encouraged to be represented on Units with markers, dice, or with models placed on their side. If models are placed on their side, pretend they are standing upright for gameplay purposes (especially for line of sight).



A Matter of Time

Note that each Attack Phase is a few moments of time during a game of WARSURGE, meaning that damage caused during an Attack Phase is effectively simultaneous. Keep this concept in mind as you Target Units with casualties, or have your own Units Targeted in this way.

Example: In the picture below, a Unit of Legionaries (A) and a Gladiator Mech Suit (B) (*Scibor Miniatures*) are Targeting a Unit of Mechanic Adept Eradicators (C) (*Wargame Exclusive*). The Unit of Mechanic Adepts has suffered a casualty from the Gladiator Mech (B), who only had sight to the closest model (marked with a skull). As it did not have line of sight to the other two Adept models (3 and 4), it could not harm them.

At least one Legionaries (A) model can see an Adept (3). The Unit may measure their Weapons against the casualty model (marked with a skull) to determine if they can Target the Unit. Mechanic Adept (3) can become a casualty from attacks by the Legionaries, but Adept (4) is out of line of sight and cannot become a casualty from this Unit. Legionaries 1 and 2 are out of range with their Weapons, so they have instead chosen to Target the Chaos Warp Caster (D) (*Wargame Exclusive*).



6. TRANSPORTS & FIRE POINTS

"Attack is the secret of defense; defense is the planning of an attack."
Sun Tzu, *The Art of War*

Transports are Units that can carry other Units into battle. This requires the Transport stat to be above '0'. The Transport will protect embarked Units, which can be an effective strategy for relocating forces across the battlefield. The Transport stat is the total points worth of Units each Transport model can carry.

6.1 TRANSPORT DEPLOYMENT

Transports can Deploy with a Unit already embarked. Simply place the Transport Unit within your Deployment Zone and state which Unit is inside the Transport.

Embarked models do not need to be physically placed on or inside a Transport, but may do so for dramatic effect or to track which Unit is in which Transport. There is no effect for gameplay.

Any Units that are in Reserve may embark into, switch or disembark from Transports that are also in Reserve, then Deploy onto the Battlefield.

Example: On the upper right image, a Hunter Battle Car has been Deployed, with an Imperial Destroyer Assassin embarked inside of it, indicated by the arrow. (Miniatures by *Wargame Exclusive*).



6.2 TRANSPORT MOVEMENT AND EMBARKING

Transports can collect models as passengers and transport them across the battlefield.

A Unit of Shadow Hounds embarks a Transport using Movement (a Move or Dash). At least one model of the Shadow Hound Unit must make contact with the Transport model. The entire embarking Unit is then removed from the Battlefield or placed on the Transport itself (some Transport models are designed to physically carry models).

If the Transport Unit had not yet made a Move or Dash, it may still do so after a Unit has embarked or disembarked.



Example: In pictures A and B above, a Unit of Troopers are embarking an Ursus APC. In A, one model in the Trooper Unit makes contact with the Ursus APC. In B, the whole unit has embarked the Ursus APC. Models by *Puppetswar*.

6.3 DISEMBARKING PASSENGERS FROM TRANSPORTS

To exit a Transport, place any passenger Units wishing to disembark within their Move or Dash distance from the Transport's base or model.

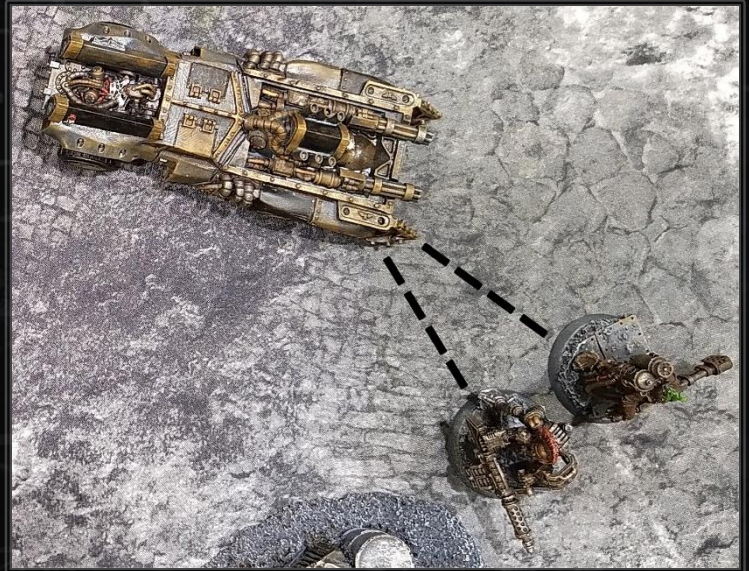
Example: In the picture on the right, a Unit consisting of two models has disembarked, measuring their Movement from the Transport itself.

If there is not enough room to disembark or there are enemies blocking the Transport and the disembarking Unit cannot avoid them, the Unit cannot disembark.

Immobile Units that deploy already embarked within a Transport can only exit the Transport if the Transport model is destroyed and removed as a casualty.

A Unit may disembark a Transport and embark another one in the same Movement.

When a Transport model becomes a casualty, any embarked Units will be forced to disembark. See [Section 6.6](#) on the next page.



Hunter Battle Car, Puncher and Arsonist by [Wargame Exclusive](#)

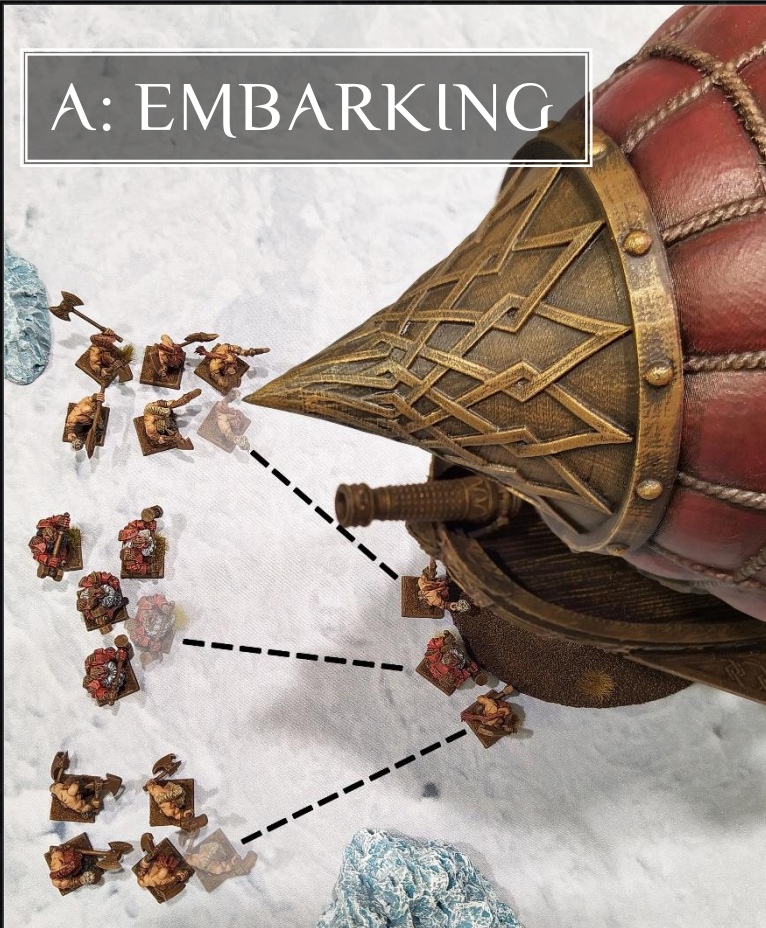
6.4 MULTIPLE UNITS IN A TRANSPORT

Transport Units may have the capacity to carry several different Units at once, as long as the Transport stat isn't exceeded.

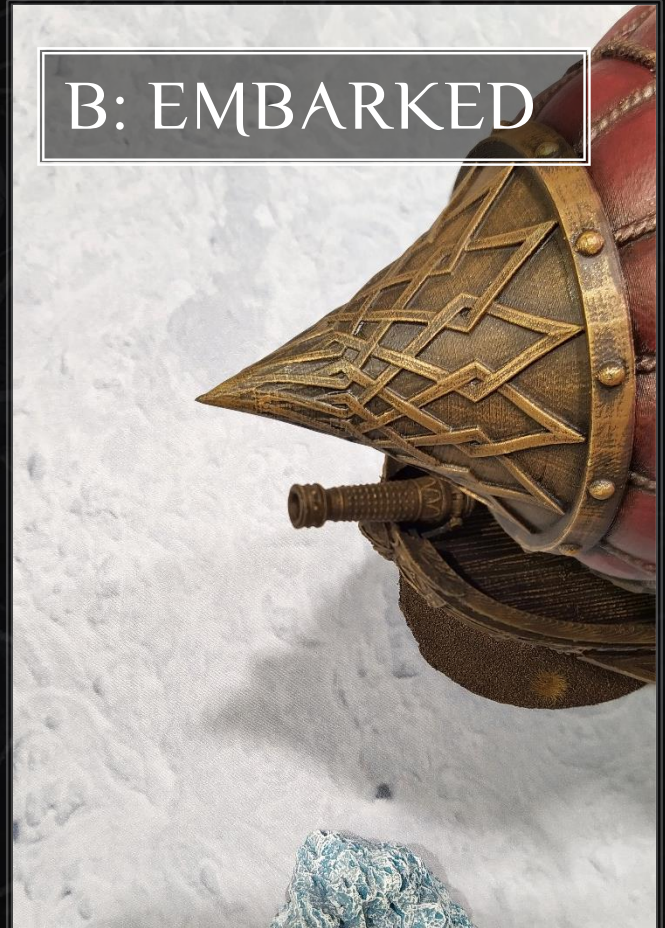
Example: A Transport with a capacity of 300 Points could carry two Units worth 150 Points. Instead, it could carry a Unit worth 150 Points, a Unit worth 70 Points and also a Unit worth 80 Points for a total of 300 Points. In the diagram below, three different Dwarf Units have embarked the Dwarven Airship (models by [Avatars of War](#) and [Printable Scenery](#)).

If a Transport does not have the capacity to carry all models in a Unit, the Unit cannot embark the Transport.

A: EMBARKING



B: EMBARKED



6.5 TRANSPORTS WITHIN TRANSPORTS

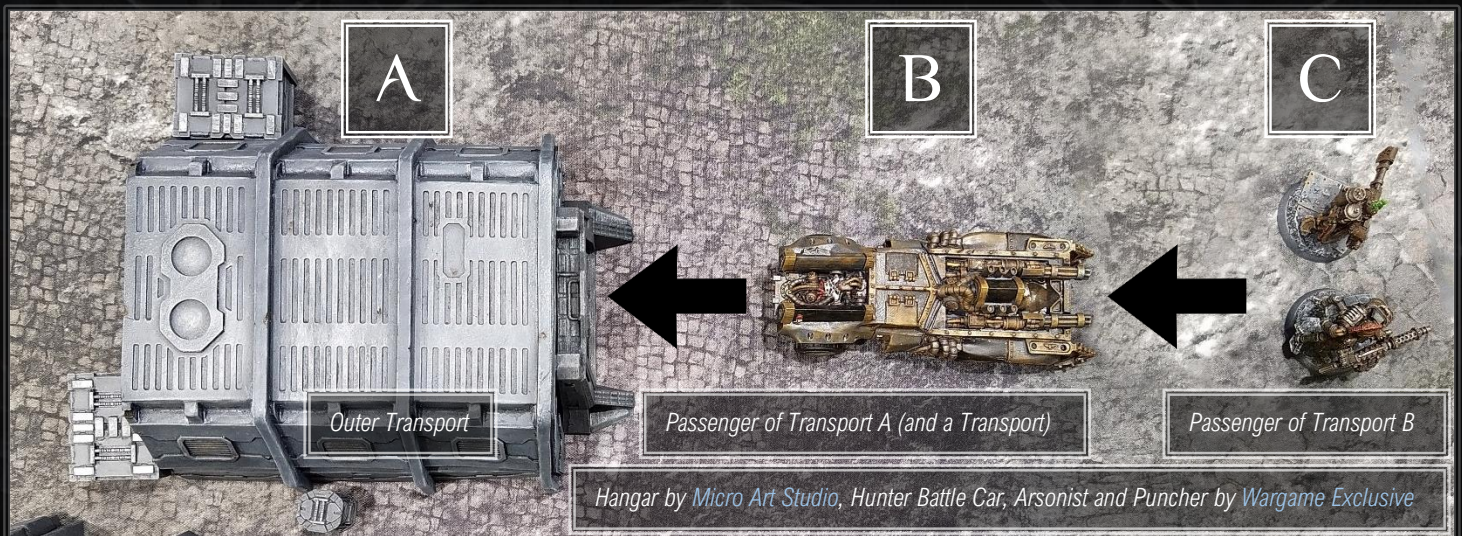
There may be instances where a Transport contains one or more Transports. This is acceptable, but there is a limit: you can have one Transport carrying one or more Transports (that could be holding one or more Units).

The outermost Transport only needs to have a high enough Transport stat to carry the Transport; it does not need to factor passengers of an embarked Transport. The 'passenger of a passenger' can't use Fire Points to attack from the outer Transport.

Example: In the picture below, we have a Hangar (A), a Hunter Battle Car (B) and a Unit (C) consisting of two models (an Arsonist and a Puncher). The Hangar is a Transport, which can contain one Hunter Car (one model which is a Transport that can contain Unit C, an Arsonist and a Puncher). The Arsonist and Puncher are passengers of passengers; they are not allowed to carry any models whilst embarked in the Hunter Car if it is inside the Hangar (even if they were Transports too).

With the Transport stat, a Transport only counts its actual passengers, not the passengers of its passengers. Also, a passenger of a passenger can disembark into the 'outer' Transport, using the Unit's Movement to make the transition.

Example: Referring to the previous example, the Arsonist and Puncher could disembark the Hunter Car and be a passenger in the Hangar instead, assuming the Hangar had a high enough Transport stat to carry them as well.

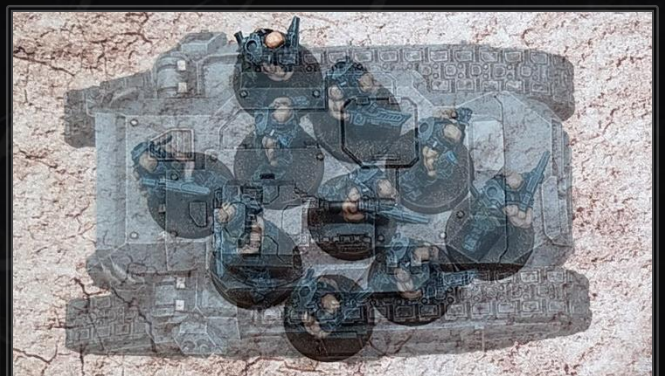


6.6 TRANSPORT CASUALTY AND PASSENGERS

After applying damage to passengers and removing the Transport as a casualty, place surviving models where the Transport model once was. After the Transport's original area is filled, models are placed in a circular fashion around the other models.

If models (friend or foe) completely surround the site of the removed Transport, any models that cannot be placed are to be removed as casualties with no Saves permitted.

Example: On the right, an Ursus APC (faded) was destroyed. The Unit of ten Shadow Hounds must occupy where it once stood. If there were surplus models, they would form a circle around the models already inside the Ursus APC's original location.

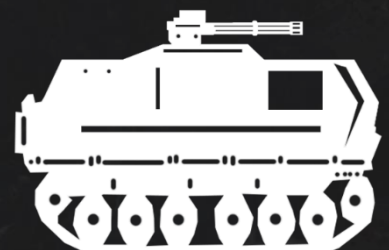


Ursus APC and Shadow Hounds by [Puppetswar](#)

TIP: Transports Have Many Forms

Transports are typically a vehicle or creature for one or more passengers to embark. There can be many variations in design and form for Transports Units; some of which can be very unusual, and may not even be considered a normal 'Transport' as such.

For example, some Units may be a Transport due to having portable worm-holes or rifts to unleash troops, birthing creatures, hiding shrunk Units among other wild ideas.



6.8 FIRE POINTS

Some Transports have Fire Points which allows embarked Units to attack from inside the Transport. When measuring range for attacking with the embarked models, measure from the Transport model itself even if models are displayed on the Transport.

Fire Points allow all models of an embarked Unit to use all their Weapons from inside the Transport when attacking, which includes the passengers of Transports that are inside another Transport (but all the Transports must have Fire Points).

Example: *The bunker on the right is an Immobile Transport Unit with Fire Points.*



Watchtower (without stilts) by [Micro Art Studio](#)

6.9 FIRE POINTS AND MOVEMENT

Embarked Units within a Transport must consider both their own Movement and that of the Transport when using Battle and Heavy Weapons (refer to Weapon Types in [Section 5.1](#)).

Example 1: *A Unit that makes a 'Move' into a Transport will have restrictions on Heavy Weapons whether the Transport Moves or not.*

Example 2: *If a Transport made a Move the embarked Unit cannot use Heavy Weapons from Fire Points (but Battle or Assault weapons could still be used). If embarked Units have used Battle or Heavy Weapons the Transport cannot Dash (but if Assault Weapons were the only Weapons used, the Transport could still Dash).*

6.10 FIRE POINTS AND MELEE

Normally, occupants cannot be attacked by enemy Units when inside a Transport. However, when a Transport Unit has Fire Points and is engaged in a Melee, an attacking Unit can Target embarked Units inside the Transport or the Transport itself.

MELEE AND FIREPOINTS: NO MELEE DICE MODIFIERS

When the Transport is engaged in a Melee, embarked Units do not suffer the negative Dice Modifiers for using Battle and Heavy Weapons while engaged (see [Section 5.8](#)).



Sniper Troopers defend themselves against a savage Chimaera and Ursapine. Models by [Puppetswar](#), [Megalith Games](#) and [Micro Art Studio](#)

7. UNIT PERKS & WEAPON PERKS

“Impossible is a word to be found only in the dictionary of fools.”
Napoleon Bonaparte

Perks are an important element when commanding your forces. The WARSURGE App contains working summaries of all Perks. For a full list and description of every Perk and how they are used, refer to **Book 2. Perks**.

Unit Perks affect how a Unit performs while Weapon Perks directly affect a Weapon itself or the model that wields it. Perks can vary greatly and provide many strategic options. Some Perks can combine well with others for deadly effectiveness.

7.1 UNIT PERKS

The following are the different categories of Unit Perks available to your Units:

Ability: Skills or actions that give unique abilities to your Units.

Aeonian: These Perks are always active throughout a game and don't require activation.

Defensive: Defensive Perks are meant for protecting Units or healing them.

Deployment: These Perks are used to give new options for Deployment or arriving from Reserve.

Leadership: Create leaders and bodyguards along with the ability to declare duels.

Movement: Helps Units traverse the battlefield and troublesome surfaces.

Psychology: Elements such as Unit morale and fighting behaviour are covered by these Perks.

7.2 WEAPON PERKS

These change how a Weapon is used, such as by adding explosive blasts or critical hits. Categories include:

Affliction: These Perks can leave lingering damage or cause conditions such as slowing movement.

Enhance: Weapons may offer variable utility to a Unit or empower its models.

Limitation: Restrict, lessen the usage, or create risks for using the Weapon, making it cost less points.

Mode: Changes each Attack into something spectacular such as an explosion or concentrated beam.

Offensive: Weapons deal more damage or increase the chance of causing harm.

Tactical: Perks in this category are used for creating strategic opportunities.



8. PLAYSTYLES

“He who fears being conquered is sure of defeat.”
Napoleon Bonaparte

The Playstyles of Warsurge have been designed to suit a variety of gamer preferences. There are two Playstyles: Standard and Advanced. Standard has been the basis of the Core Rules so far; it is for simpler play with plenty of tactical opportunity. Advanced is intended for players who prefer a more ‘skirmish’ style approach to their games or very engaging warfare.

STANDARD

The classic game of WARSURGE.



In a Standard Game, each Game Turn follows a set sequence where the players alternate making actions. There are four Phases in Standard Game Turns: Deploy, Move, Attack and Dash. Return to [Section 2.2](#) for an example of Standard.



Armies from [Wargame Exclusive](#) and [Puppetswar](#) clash in battle.

ADVANCED

Great for Skirmishes.



In this Playstyle, actions are not set by Phases and can be used in any order. A resource known as Command Points is needed to direct Units to perform Actions. Players can repeat Actions with the same Units on a Game Turn, but this will require spending an increasing amount of Command Points.



A Demarchon duels a Lord of Wrath (models by [Megalith Games](#) and [Avatars of War](#))

9. ADVANCED GAMES

“There is no hunting like the hunting of man, and those who have hunted armed men long enough and liked it, never care for anything thereafter.”

Ernest Hemingway

Advanced Games are great for veteran gamers or for those who prefer a more ‘skirmish’ style of play. Players can perform Actions in any order, and will need to keep track of a resource known as **Command Points (CP)**. CP are used to fuel the Actions a Unit makes, such as Movement or attacking a foe.

We recommend representing CP with counters, markers or tokens. This will allow you to show your opponent where you are spending CP and how many you have left.

In an Advanced Game Turn, players alternate making one or two Actions, one Unit at a time. Unlike Standard, there are no Phases; this allows Units to make Actions in any order they wish or even repeat several Actions at the cost of extra CP.





9.1 ADVANCED GAME TURN OVERVIEW

Follow the steps below to play an Advanced Game Turn.

1) DECIDE TURN MASTER

First Game Turn Only: Decide the Turn Master and the Deployment Zones as per **Step 1** in [Section 2.2](#). On the first Game Turn only, you and your opponent(s) may alternate deploying any of your Units as per the Deploy Phase in **Step 2** of [Section 2.2](#), detailed further in [Section 3.6](#). Units can be held in Reserve if desired. Each Game Turn after, players must instead use the 'Deploy' Action to deploy Units from Reserve. Next, players will generate CP.

Second Game Turn Onward: Decide the Turn Master then immediately determine CP as described below.

2) DETERMINE COMMAND POINTS (CP)

Count each Unit that a player has on the Battlefield; for each Unit that player gains 2 CP. The Turn Master will roll a number of dice (determined by the game's Point Limit), the result of which will be added to each player's CP total. The number of dice rolled by the Turn Master each Game Turn depends on the Point Limit of the game - roll a D6 for each 500pts of the game's Point Limit. For example: roll a single D6 if the game is 500 points or less, roll 2D6 if the game is 1000 points or less, roll 3D6 if the game is 1500 or less and so forth.

If a player has leftover CP from a previous Game Turn, add this to their CP total as well.

3) START ACTION STEPS

Starting with the Turn Master, an Action Step is where a player chooses and directs one Unit to make up to two Actions. For example, Move and Attack, or the same Action twice, such as Attack and Attack. After a player has finished making one or two Actions during their Action Step the next player will have their Action Step. This will repeat until all players have spent their CP or no longer want to make any more Actions in the current Game Turn.

SPENDING COMMAND POINTS

Using your CP, you can direct Units during the game. Following the **Action Step Sequence** below you can spend your CP on a number of Actions which are listed on the next page. You may also have the opportunity to use Counter Actions, which are a response to an enemy attack. This will allow you to use an Action during the enemy's Action Step.

ACTION STEP SEQUENCE

Starting with the Turn Master, follow this Sequence:

- I. **Choose a Unit:** This can be a Unit on the table or in Reserve. It does not matter if you've already used the Unit this Turn as you may repeat Actions at the cost of extra CP.
- II. **Choose up to 2 Actions:** There are up to eight different Actions a Unit can select from, performed one at a time.
- III. **Check for Enemy Counter Actions:** Some players may be able to respond to your attacks during your Action Step. For example, the Unit you are attacking could also attack back at your Unit.
- IV. **Resolve Actions & Counter Actions:** Resolve Actions and Counter Actions simultaneously, then apply casualties immediately. Unlike Standard Games, casualties apply after an Attack Action (and Counter Attack) has ended.
- V. **Next Player's Action Step:** When a player has finished an Action Step including Counter Actions, the next player starts their Action Step. This continues until all Players have declared they are finished or run out of CP.

4) END OF TURN

After players have used up all their CP or have decided to not make any further Actions, the Game Turn will end.

A new Game Turn begins and CP is calculated as per Step 1. Units that are casualties in a previous Game Turn do not count towards CP generation. In addition, any leftover CP from the previous Game Turn will add to the player's total CP. When the final Game Turn has ended, that will be the end of the game and a winner will be decided.

Example: A player has 4 CP left from the previous Turn and 3 Units on the table (worth 6 CP). This player has 10 CP and will now receive a 2D6 bonus (as the game's Point Limit is 1000pts). The Turn Master rolls a result of 7 from a 2D6 for this turn's bonus, meaning the player in this example will have 17 CP to spend this Game Turn.

9.2 ACTION LIST

Choose up to two Actions for a Unit to perform from the following list in an Action Step. A Unit can use the same Action twice in a single Action Step. The Unit may also reuse them again later in the same Game Turn, which will be at a greater cost of CP. Players can choose to make only one Action with a Unit instead of two if they wish.

Most Actions costs 1 CP to use initially, but aside from the 'Support' Action, each time a Unit reuses an Action in the same Game Turn the **CP cost doubles**. This 'double cost factor' resets at the start of each Game Turn so it will start at a base cost of 1 CP again on the next Game Turn.

***Example 1:** A Unit using Attack for the third time in the same Game Turn will cost 4 CP (1 CP for first time, 2 CP second time, 4 CP on the third time).*

***Example 2:** A Unit that uses a Move + Dash in a single Action Step where Move had already been used once before will cost 3 CP to use in total. 2 CP for the second use of Move, 1 CP for the first use of Dash.*

MOVE

COST: 1 CP – Doubles with each reuse by the same Unit on the same Game Turn.

The Unit can move in any direction up to its maximum Move distance, just like in the Movement Phase of a Standard game of WARSURGE. If your model has a Heavy Weapon (see Weapon Types, [Section 5.1](#)) be aware that the restrictions to Moves and Dashes still apply. For example, if your first Action is to Move then you cannot use Heavy Weapons in a subsequent Attack Action this **Game Turn**. This also means that you cannot use Attack with a Heavy Weapon and then use a Move or Dash Action.

DASH

COST: 1 CP – Doubles with each reuse by the same Unit on the same Game Turn.

The Unit can Dash up to its maximum Dash distance in any direction, just like the Dash Phase of a Standard Game.

If the Unit used 'Battle' or 'Heavy' weapons it cannot use 'Dash'. Likewise, should the opportunity arise to Attack later in the Game Turn the Unit cannot shoot Battle or Heavy weapons if it used 'Dash' earlier. For more information on Weapon Types and Movement, see [Section 5.1](#).

ATTACK

COST: 1 CP – Doubles with each reuse by the same Unit on the same Game Turn.

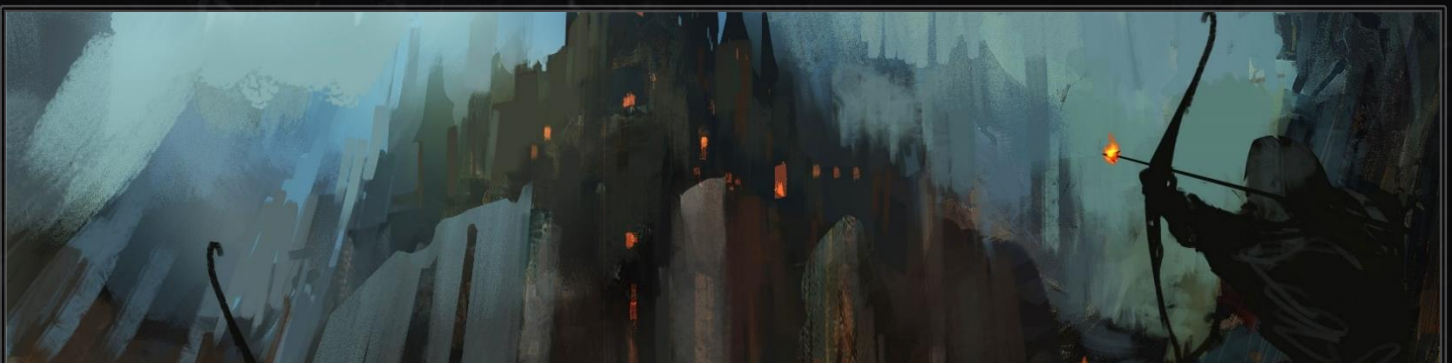
Each model in the Unit can attack with all their available Weapons following the Attack Sequence (see [Section 5.2](#)). Casualties are applied immediately, at the end of the Attack Sequence.

DEPLOY

COST: FREE

If the Unit is in Reserve, the player may Deploy this Unit. It can be placed inside a friendly Deployment Zone as described at Step 2 in [Section 2.2](#), or may use a Deployment Perk to Deploy.

At the start of the first Game Turn before starting Action Steps, players may alternate deploying Units.



USE PERKS

COST: 1 CP – Doubles with each reuse by the same Unit on the same Game Turn.

The Unit can use all Unit Perks that are an ability or otherwise activated from the Unit's profile. These are Perks such as those that perform an action of some kind, for example teleporting a model or recovering lost HP. You can use any number of Perks in a single Use Perk Action. You can read about Perks in **Book 2. Perks**.

Perks that function passively (such as Movement upgrades) do not cost CP to use. Perks that affect how a Unit Deploys must use the 'Deploy' Action instead.

PREPARE

COST: 1 CP – Doubles with each reuse by the same Unit on the same Game Turn.

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.

Example: A soldier with a Heavy Weapon has made both a Move and Dash earlier in the Game Turn. The soldier can use the Prepare Action as their first Action and then the Attack Action as a second Action to use their Heavy Weapon.

GUARD

COST: 1 CP – Doubles with each reuse by the same Unit on the same Game Turn.

The Unit dives into cover, raises shields or otherwise takes a defensive stance against incoming attacks.

The Unit using this Action increases its Defence Stat by +1. Each reuse adds a further +1 to Defence.

Guard will remain in effect until the Unit makes a different Action, Counter Action or until the end of the Game Turn.

SUPPORT

GENERATE: +1 CP – Unit will not be able to make Actions or Counter Actions.

Only available to Units that have not made any Actions or Counter Actions during this Game Turn. After using Support, the Unit forfeits the opportunity to make any Actions and Counter Actions this Game Turn, immediately ending the Player's Action Step.

Units in Reserve cannot use Support.



Temple Halodynes engage the Banebrood at their desert fortress. Models by [Megalith Games](#), Scenery by [Printable Scenery](#) and Mat by [Deep-Cut Studio](#)

9.3 COUNTER ACTION LIST

When an enemy uses an Attack Action on one of your Units, you can use one Counter Action. A Unit can only use one Counter Action per enemy Attack Action made against them.

Players can select up to one Counter Action after the attacking player has finished rolling Attack Dice with a Weapon, before rolling Saves. If multiple Weapons are being used, the player can make the decision before rolling Saves with any of those Weapons, but is still limited to one Counter Action per Attack Action.

For Counter Action CP Cost, refer to the Action that acts as its 'parent', so if using 'Counter Attack' it will cost more if Attack had already been used this Game Turn by that Unit. If more than one Unit is under attack (for example, two Units are being attacked by one Unit at the same time) all Units have a chance to make a Counter Action against the Unit that attacked them.

Note that players cannot use a Counter Action against an enemy's Counter Action.

Example: A Unit is using Counter Attack against an enemy's Attack Action. Because the Unit using Counter Attack had already used Attack once earlier this Game Turn, the Unit will pay 2 CP to use it instead of 1 CP.

COUNTER ATTACK

COST: Refer to 'Attack' Action.

The Unit uses the Attack Action against the enemy that is making an Attack Action against them. All casualties are applied when all affected Units have finished their respective Attack Sequences.

COUNTER GUARD

COST: Refer to 'Guard' Action.

The Unit using this Counter Action increases its Defence Stat by +1. Each reuse adds a further +1 to Defence.

After the attacking player has rolled their attack dice, apply the +1 Defence then review the dice that were rolled.

Guard will remain in effect until the Unit makes a different Action, Counter Action or until the end of the Game Turn.

COUNTER PERK

COST: Refer to 'Use Perks' Action.

After the enemy rolls Attack Dice, the Unit is able use Perks as per the 'Use Perks' Action. If there are changes to Defence and so forth, be sure to review the Attack Dice that were rolled before proceeding to Save Dice.



Soldiers defend the town from Pirates. Models by [Firelock Games](#), Scenery by [Zealot Miniatures](#), Gaming Mat by [Deep-Cut Studio](#)

9.4 SAMPLE ADVANCED GAME TURN

In this sample Advanced Game Turn, we will focus on the first turn with two players. One is using an army of Dwarves (produced by [Avatars of War](#)), while the other player is using an army of Pirates (produced by [Firelock Games](#)). The buildings and assorted scenery are by [Zealot Miniatures](#) and the gaming mat is by [Deep-Cut Studio](#).

Dwarf Army ([Avatars of War](#))

This army consists of Units designed for fighting in a Melee. They have little in the way of armour, but can move quickly and have strong axes. Among them is an Engineer who can provide some ranged attacks or stand by to provide extra CP with the 'Support' Action. As there are four Units, they can produce more CP each Game Turn than their foe, the Pirates.



Pirate Army ([Firelock Games](#))

The Units in this army have more models, a mix of melee and ranged attacks along with better armour than their opponent. However, they must rely on weakening their enemies with firepower before moving in for the kill. Having their models split between two Units will allow more firepower with each Attack Action they make, but they have less CP to work with.

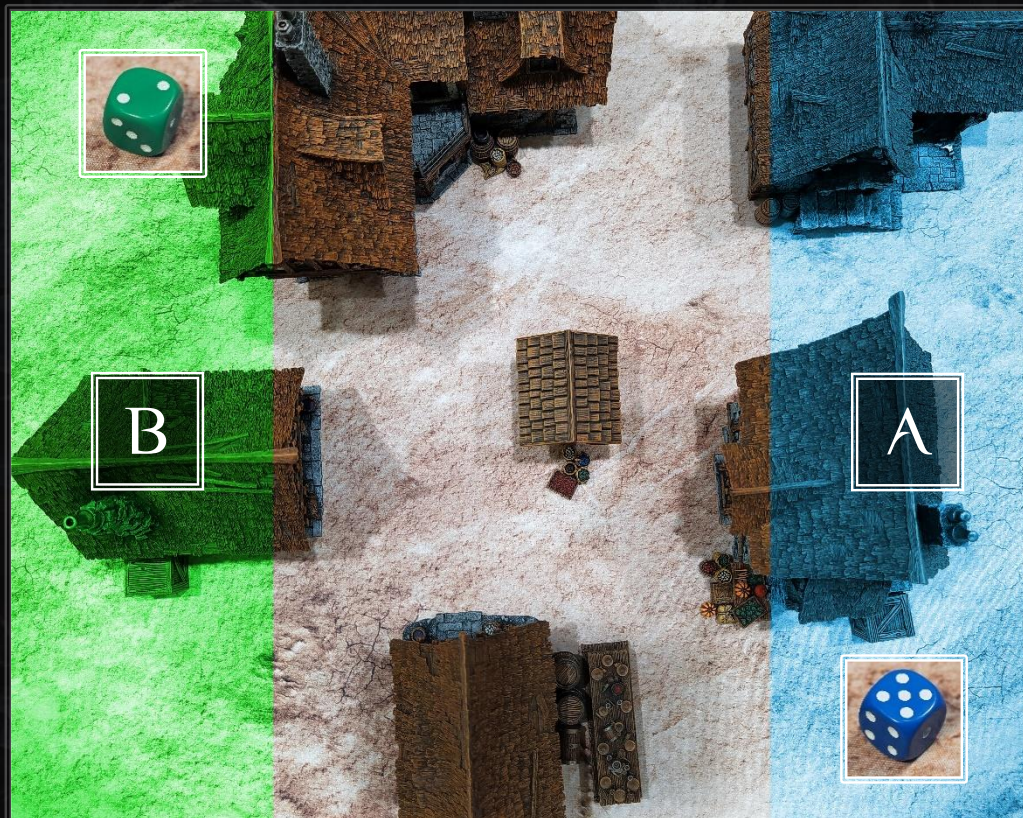


Advanced Game: First Game Turn

An Advanced Game is played by performing the following steps, with examples provided. This sample Game Turn assumes that you already have an understanding of how to perform Movement and Attack with Units.

- 1) **Decide Turn Master and Deployment:** Each player rolls a dice; the winner selects the Turn Master. If there is a tie during the Roll-Off simply reroll until a winner is decided.

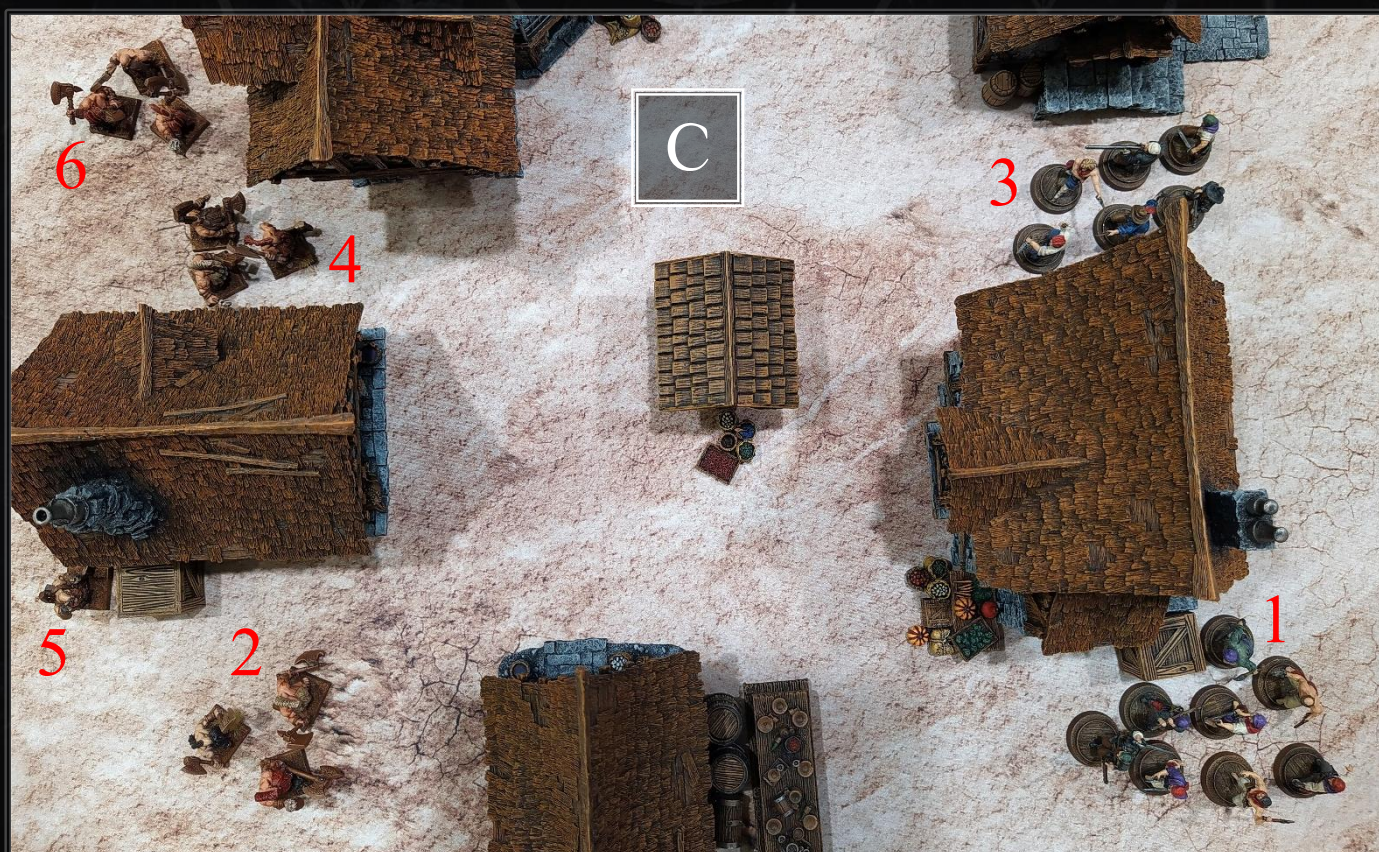
On the first Game Turn, the Turn Master chooses their Deployment Zone followed by the player with the next highest dice roll. This is repeated until all players have chosen their Deployment Zone. Players then alternate Deploying their Units, one at a time.



A: In this example, the players decided their Deployment Zones would be as per the map on the left. They placed scenery, then Pirates won the Roll-Off (getting a five), choosing themselves to be Turn Master. The Pirates then selected a Deployment Zone, the right-hand side of the Battlefield (blue).

B: The Dwarves had to choose the green Deployment Zone, as it was the only one left. They rolled a 2 for Turn Master, which was less than the Pirate's roll of 5.

C: The players Deployed their Units in the order as **numbered**.



- 2) **Determine Command Points:** Each player counts the total number of Units they have on the Battlefield. For each Unit that player has, they gain 2 CP.

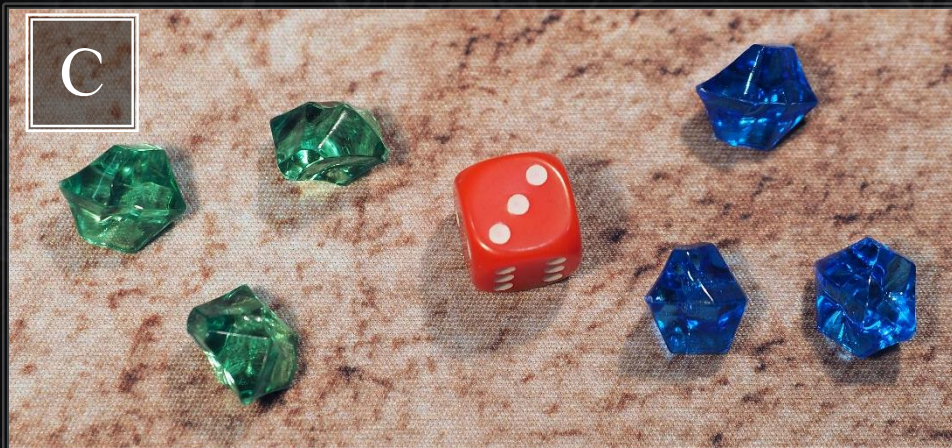
If a player has any CP left over from the previous Game Turn, they will also add that to their total CP.

In addition, the Turn Master rolls for bonus CP. This varies with the size of the game, as discussed in [Section 9.1](#).

A: The Pirate player has two Units, so they start with 4 CP.

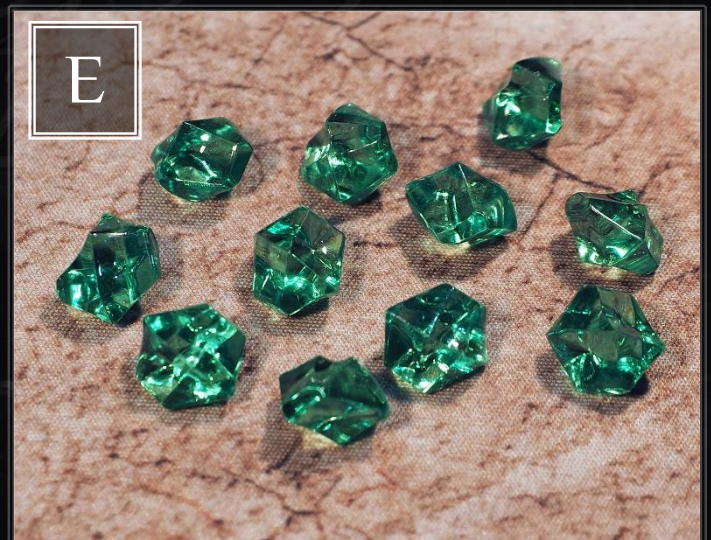
B: The Dwarf player has four Units, so they start with 8 CP.

C: The Point Limit is 500pts or less, so a single D6 is rolled by the Turn Master. This is the amount of extra CP all players can use. In this case, they roll a 3, giving a +3 CP bonus to each player. The players represented their CP with coloured rocks.



D: The Pirate player represented their CP with blue rocks. With two Units (+4 CP) and a bonus of +3 CP, they had a total of 7 CP to spend this Game Turn.

E: The Dwarf represented their CP with green rocks. With four Units (+8 CP) and a bonus of +3 CP, they had a total of 11 CP to spend this Game Turn.



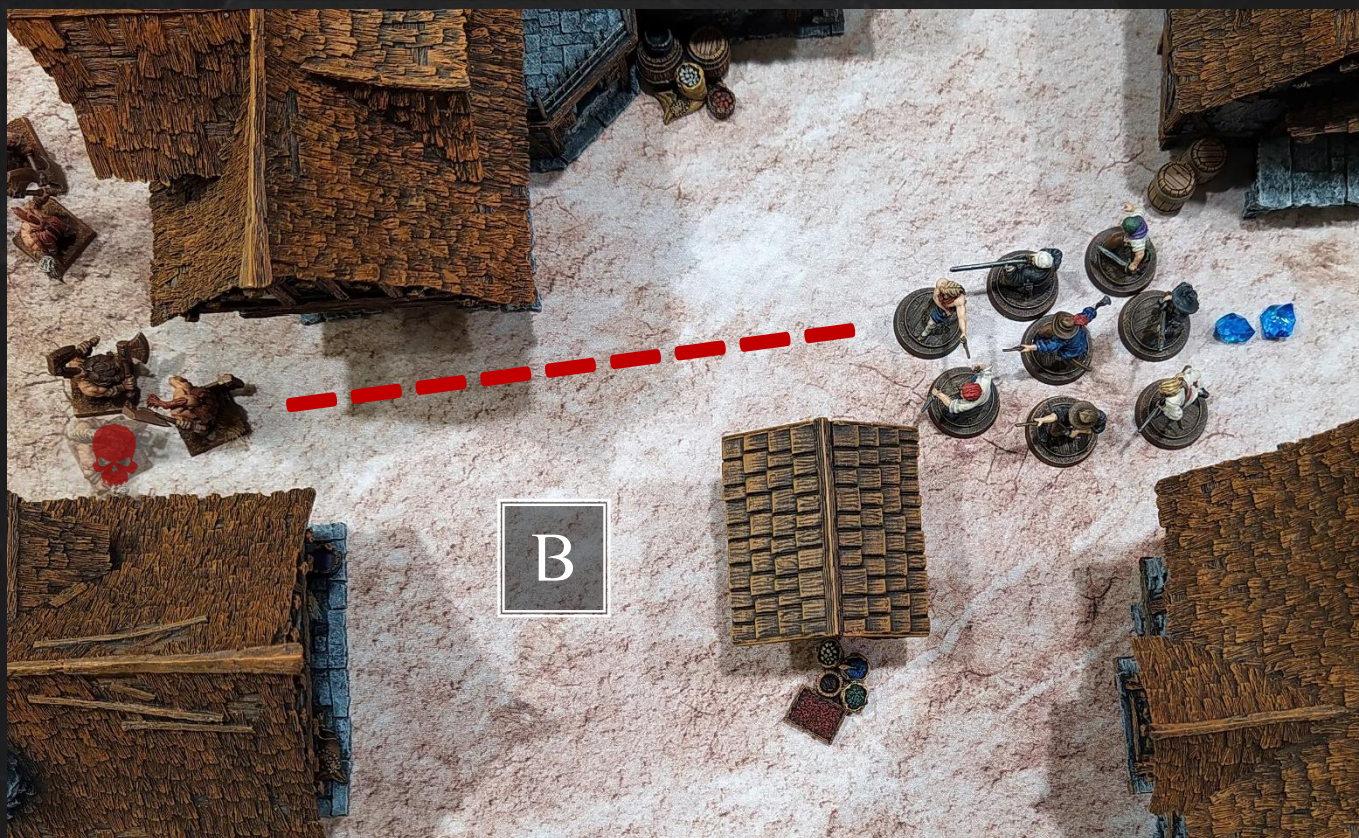
The Pirates had a total of 7 CP while the Dwarves had a total of 11 CP to spend on the first Game Turn.

- 3) **Start Action Steps:** Starting with the Turn Master, the players alternate making Action Steps with one Unit at a time. Each Action Step is 1-2 Actions, chosen from the list in [Section 9.2](#). If a player selects an Attack Action, the Target may choose a Counter Action if the player has enough CP. The list of Counter Actions is in [Section 9.3](#).

FIRST ACTION STEP

The Pirate player is the Turn Master so they must go first. They need to select a single Unit to perform 1-2 Actions.

A: The Pirate player selects a Unit then makes it use the Move Action. This costs 1 CP. Note how they placed a blue rock to represent the consumed CP.



B: The Pirate player intends to use a second Action in this Action Step. The Pirate Unit chooses the 'Attack' Action. This costs 1 CP. The Dwarf Unit does not have any Weapons with enough Range to use the Counter Attack Action against the Pirates. The Dwarf player does not select any other Counter Action available to them, so the Pirate player begins the Attack Sequence. Note the additional blue rock to represent the spent CP.

The Dwarf Unit loses enough HP to receive one casualty (red skull). In Advanced Games, casualties are applied at the end of an Attack Action, which means the Dwarf model will be removed immediately. Because of this, that casualty will not get an opportunity to Attack.

The Pirate player has now finished the Action Step.

SECOND ACTION STEP

The Dwarf player now has an opportunity to make Actions. They select the Dwarf Unit that was just attacked.

A: The Dwarf Unit makes a Move Action. This costs 1 CP. They placed a green rock to represent the spent CP.



B: The Dwarf then uses the 'Dash' Action, and directs the Unit into contact with the Pirate Unit. The Units are now engaged in a Melee. Using the Dash Action costed 1 CP. The Dwarves, although engaging in a Melee and ready to fight, cannot attack right now as they need to use the Attack Action.



THIRD ACTION STEP

The Pirate player may now select any Unit to make Actions. They select the Pirate Unit that was just engaged in a Melee.

A: The Pirate player begins an Attack Action. The Dwarves use the Counter Attack Action, so both Units fight at the same time. This costs the Dwarf Unit 1 CP as it is the Unit's first time using the Attack Action. The Pirate Unit must pay 2 CP instead, as it is the second time the Unit has used the Attack Action this Game Turn.



At the end of their respective Attack Sequences, the Dwarves and Pirates managed to inflict casualties. The Pirates lost 3 models, while the Dwarf Unit was wiped out. This frees up the Pirates from the Melee, so it is able to move again.

The Pirate player decided they only wanted to perform one Action in this Action Step, so the Dwarf player is up next.

FOURTH ACTION STEP

The Dwarf player can now select a Unit and choose 1-2 Actions.

A: The player selects the Dwarf Engineer and uses the Move Action. This costs 1 CP.

Not seeing any viable targets to attack from a range, the Dwarf player declares they are done with the current Action Step.

Note that the player keeps their total CP handy, which is good for planning ahead in the Game Turn.



FIFTH ACTION STEP

The Pirate player can now select a Unit and choose 1-2 Actions.

B: The player selects their other Pirate Unit and uses the Move Action. This costs 1 CP.

The player wants to keep this Unit behind the building, to protect it from the Engineer. In so doing, the damaged Pirate Unit is a more viable target for the Dwarves.

The Pirate player declares they are done with the current Action Step.



SIXTH ACTION STEP

The Dwarf player can now select a Unit and choose 1-2 Actions.

C: The player selects a Dwarf Unit hidden behind a building and chooses to use the 'Support' Action.

Support is available to this Unit as it has not yet performed any Actions this Game Turn.

The Unit generates +1 CP, indicated by the faded green rock. It is then added to the player's total CP.

Support does not allow any other Actions, so the player's Action Step must now end.



SEVENTH ACTION STEP

The Pirate player can now select a Unit and choose 1-2 Actions.

A: The player selects the Pirate Unit that had fought previously in the Game Turn.

At this stage of the Game Turn, the player has consumed most of their CP; they only have one left. The player can choose to either declare they are done for the Game Turn and save the 1 CP for the next Game Turn, or they can make an Action worth 1 CP. The optimal choices are Dash or Guard. They decide to Dash, as their Weapons allow them to do so and the other Actions will cost too much CP.

The player makes a Dash with the Pirate Unit, then is finished for the Game Turn.

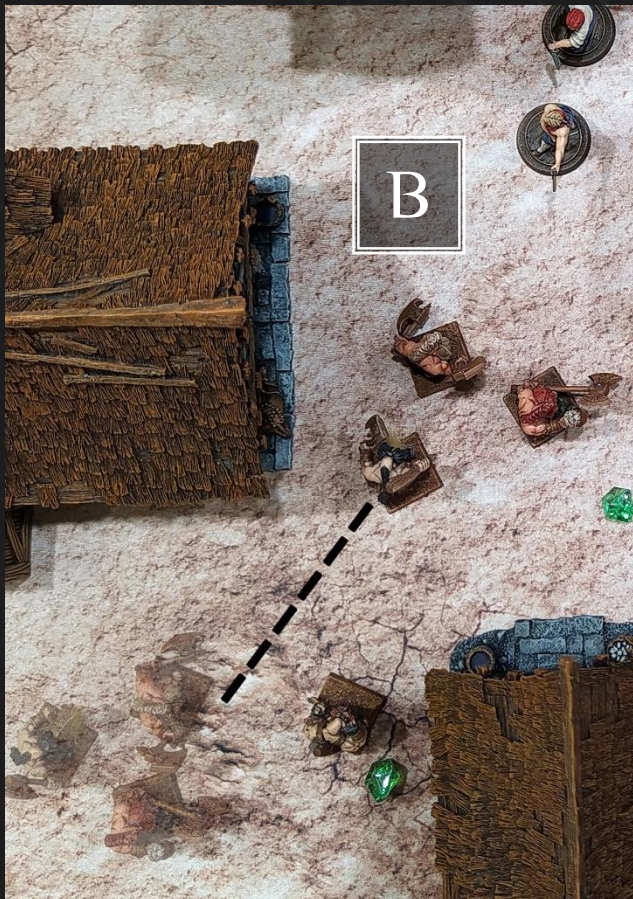


EIGHTH ACTION STEP

The Dwarf player can now select a Unit and choose 1-2 Actions. However, with the Pirate player declaring they are done for the Game Turn, the Dwarf player will keep performing Action Steps until they are out of CP or they too, are finished.

B: The player selects an unused Dwarf Unit and moves it toward a Unit of Pirates. This costs 1 CP.

C: The player then uses a Dash as their second Action for the Action Step, costing 1 CP and engaging a Pirate Unit in a Melee.



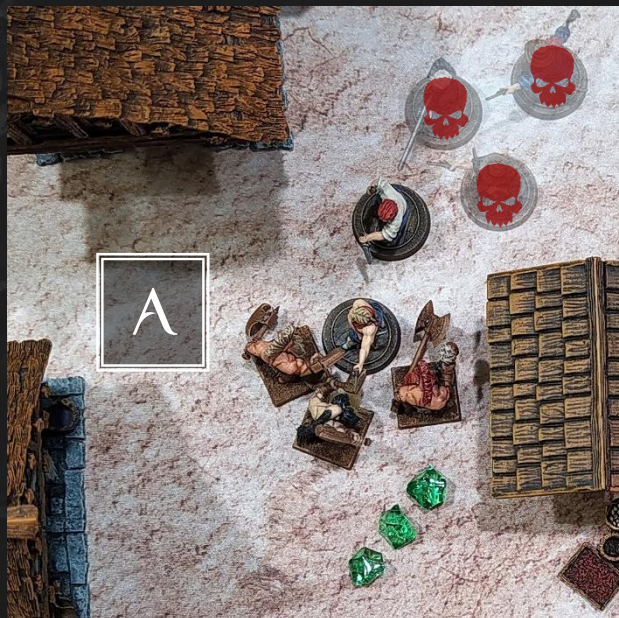
NINTH ACTION STEP

The Dwarf immediately continues into a new Action Step, as the Pirate player is done. They now select the Dwarf Unit that is engaged in a Melee against the Pirates and use an Attack Action.

The Pirates cannot use any Counter Actions. Firstly, this is because the player declared they are finished. Secondly, they don't have any CP left.

A: The Dwarf Unit uses the Attack Action and defeats 3 Pirate models. This costs 1 CP.

The Dwarf player doesn't want to perform another Action with this Unit during this Action Step, so the Action Step ends.



TENTH ACTION STEP

The Dwarf player continues into a new Action Step. They now select the Dwarf Engineer.

B: The Dwarf Engineer uses the Attack Action. This Action costs 1 CP. The Pirate Unit receives a Cover Bonus, as the Unit is obscured by another Unit (the Dwarves attacking the Pirates in a Melee are partially blocking the Engineer).

The Engineer defeats 1 Pirate model, marked with a red skull.

The Dwarf player doesn't want to perform another Action with the Engineer during this Action Step, so the Action Step ends.



ELEVENTH ACTION STEP

The Dwarf player selects the Dwarf Unit engaged in a Melee against the Pirates.

A: The Dwarves use the Attack Action. As this is the second time the Unit has used Attack, it will cost 2 CP.

The Unit defeats the remaining model, causing the whole Unit to become a casualty.

The Dwarf player doesn't want to perform another Action with this Unit during this Action Step, so the Action Step ends.



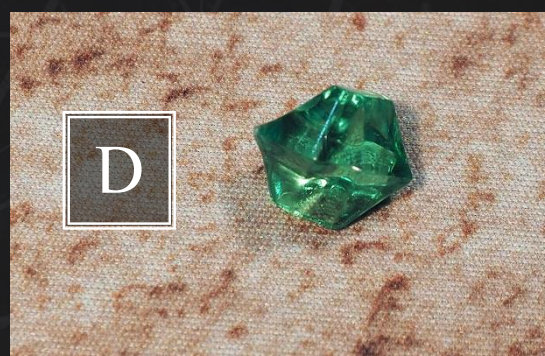
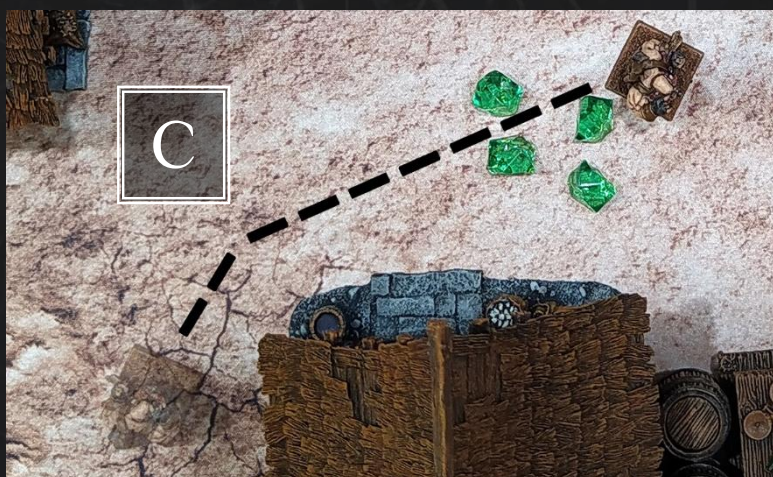
TWELTH ACTION STEP

The Dwarf player selects the Dwarf Engineer Unit.

B: The Engineer uses the 'Prepare' Action. This costs 1 CP but allows the Engineer to make a Dash after using a Battle Weapon.

C: The Engineer uses a Dash as their second Action for the Action Step. In the Engineer's case, it could've used a Move for a cost of 2 CP instead of using Prepare and Dash.

D: The Dwarf player has 1 CP left, but decides to finish the Game Turn. They will add that 1 CP to their total CP in the next Game Turn.



- 4) **End of Turn:** After players have used up all their CP or have decided to not make any further Actions, the Game Turn will end.

A new Game Turn begins and CP is calculated as per Step 1. Units that are casualties in a previous Game Turn do not count towards CP generation in the new Game Turn. In addition, any leftover CP from the previous Game Turn will add to a player's total CP.

When the final Game Turn ends, that is the end of the game. A winner will then be decided.

Next Game Turn: Casualty Units and Reduced CP

As Units become casualties, there will be less CP generated in subsequent Game Turns.

The Pirate player only has one Unit left, which means they start with 2 CP next Game Turn. The Dwarf player also lost one Unit, but still has three on the Battlefield; this means they will get 6 CP (also +1 CP that was left over from the Game Turn that was just completed). The Turn Master will roll a new D6 bonus on the new Game Turn as well.

10. SPECIAL TERRAIN

“Camouflage doesn’t help when the other guy is willing to defoliate the whole jungle.”

Andrew Vachss, *False Allegations*

In this section we will discuss extra details of scenery and some optional terrain features for your games.

10.1 WHAT YOU SEE IS WHAT YOU GET

‘What You See Is What You Get’ (WYSIWYG) is where scenery on the battlefield is treated and interacted with by how it appears. Scenery such as windows, doors and ladders could be accessible by models, therefore they should be discussed before starting a game. A good time would be while placing scenery on the Battlefield, but it would be better to agree on the function of scenery before setting up the playing area.

10.2 INTERACTING WITH TERRAIN

The scenery and environment of a Battlefield serves two purposes: decoration and shelter against enemy attacks. Some scenery could even have the ability to move, be embarked and have Weapons equipped (vehicles for example). When this occurs, Units could treat these terrain features as a Transport (refer to [Section 6](#)).

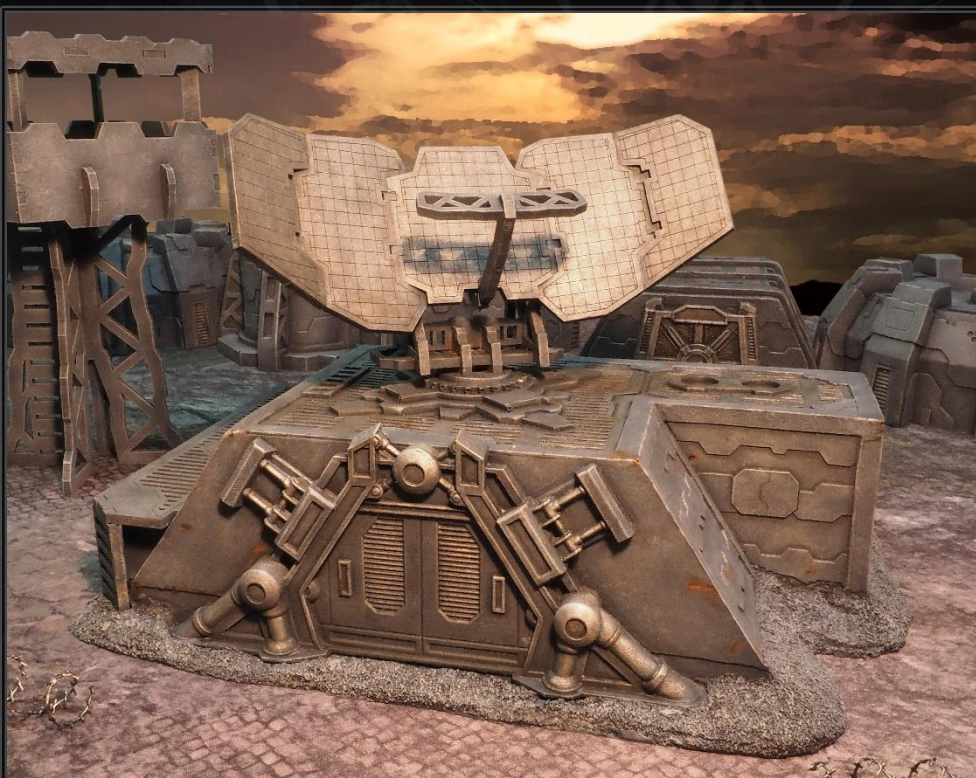
There are three ways that players can treat scenery:

- A) Indestructible and may grant Cover ([Section 5.6](#)). It could also be treated as Difficult, Dangerous or Impassable Ground ([Sections 4.5 to 4.7](#)).
- B) Give profiles to terrain.
- C) A combination of the above.

Terrain with profiles will count as under control by any player that has a Unit either within Coherency or embarked inside it. If there are multiple Units vying for control of the terrain, then it will be treated as contested, with any associated Weapons (or even Perks granted by the terrain) treated as unavailable until a player asserts full control.



Blacksmith by [Zealot Miniatures](#)
It could be given a rule to repair Weapons with Perks that break or deplete with use



Example: On the left is an Outpost Radar Station by [Micro Art Studio](#).

It could be used in a number of ways. It could be given a profile and fielded in a player's army (used to communicate with a satellite weapon station). It could be a Transport to protect Units, also providing Perks to inconvenience tricky enemies, or be treated as terrain that can be traversed. It could also be treated as a neutral building, providing some kind of benefit or Perk to any Units embarked within it.

Multiple Players Embarking Terrain

If the terrain has enough Transport Capacity, then multiple Units may embark it throughout the game. If the embarked Units are from different players, these Units will count as being engaged in a Melee.

Example: On Turn 1, Player A embarks a bunker with a Transport Capacity of 500 and takes up 100pts of space. On Turn 2, Player B also embarks the Bunker with 150pts worth of Units and engages Player A's Unit in a Melee.

Insufficient Transport Capacity to Embark Terrain

If the terrain has insufficient space to embark an entire Unit, at least one model from the remainder of the Unit (that could not embark) must maintain Coherency with the terrain. If additional space becomes available within the terrain, any of the outside models may embark it with Movement.

When there is a Melee inside the terrain and a Unit has models inside and outside the terrain, the outside models cannot contribute to the Melee unless attacking from the outside through a Fire Point ([Section 6.9](#)).

10.3 UNITS AND DESTROYED TERRAIN

Units may be inside or on top of a terrain when it is destroyed. When this occurs, treat it as per the Transport rules listed in [Section 6.6](#). Units are unharmed, but players may agree to add rules for causing damage to Units on or near destroyed terrain.

10.4 CUSTOM COVER

With full agreement, players may invent their own rules for Cover Bonus with the Terrain on the Battlefield. For example, improving Armour or AEGIS stats, adding an additional Armour Save as a form of 'Cover' Save among others. It could be a negative effect too, such as hiding behind pipes with poisonous fumes that may lower Defence for example.

10.5 CONNECTED TERRAIN

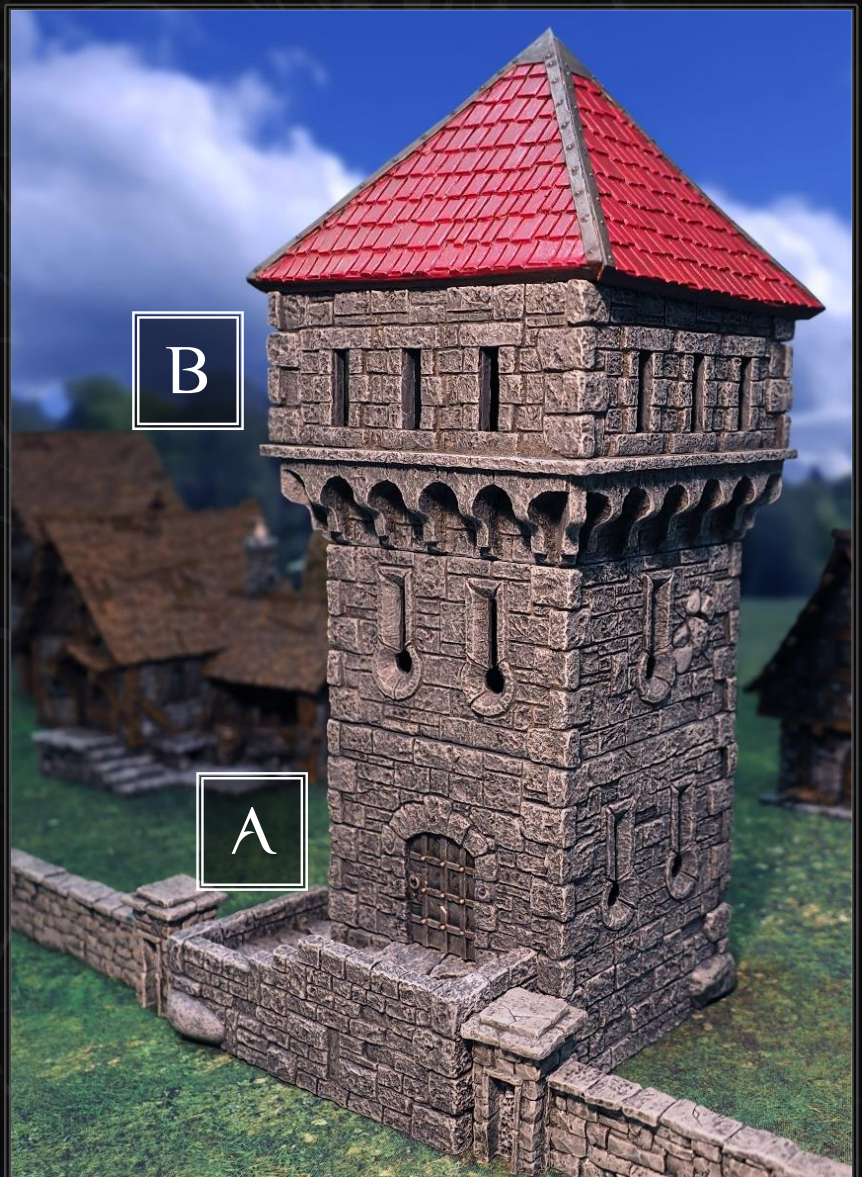
Two or more terrain pieces can be connected to each other, allowing the occupants to embark or disembark into different terrain, using Movement. A Unit embarks at one terrain piece, then can disembark from any other connected terrain piece.

Example 1: Two floors on a tower (by [Zealot Miniatures](#)) are connected by an internal stairway. A Unit embarks with a Move onto the ground floor at A, then either with a Dash on the same Game Turn, or any Movement on a later Game Turn, can embark onto the next floor above.

The tower can be given two profiles, one for the lower half (A), and one for the upper half (B).

Alternatively, the tower could be given one profile that combines both levels of the building.

It could have its Transport stat treated as unlimited to let any Unit embark it, as long as the Unit could physically fit inside the structure. It is up to the players to agree as to the function of neutral terrain pieces before starting the game. The Stone Fence is by [Skull Forge Scenics](#).



Example 2: A bunker (Watchtower by [Micro Art Studio](#) with detached stilts) has a main entrance but also a secret escape hatch, used as a one-way exit. A Unit of Legionaries ([Scibor Miniatures](#)) can only embark the bunker through the main entrance, but may choose to disembark through the secret hatch or the bunker.

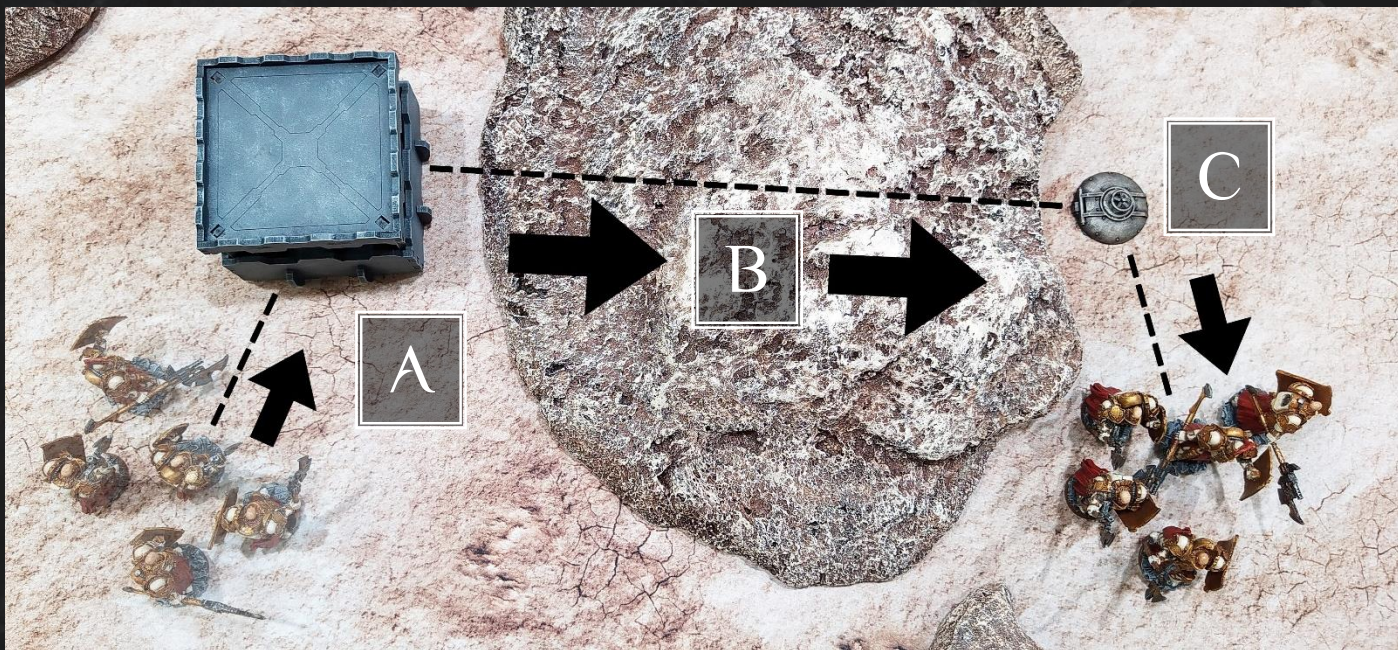
A: The Unit embarks the Bunker.

B: The Unit can use Movement to relocate to the escape hatch at C.

C: The Unit then disembarks from C using Movement.

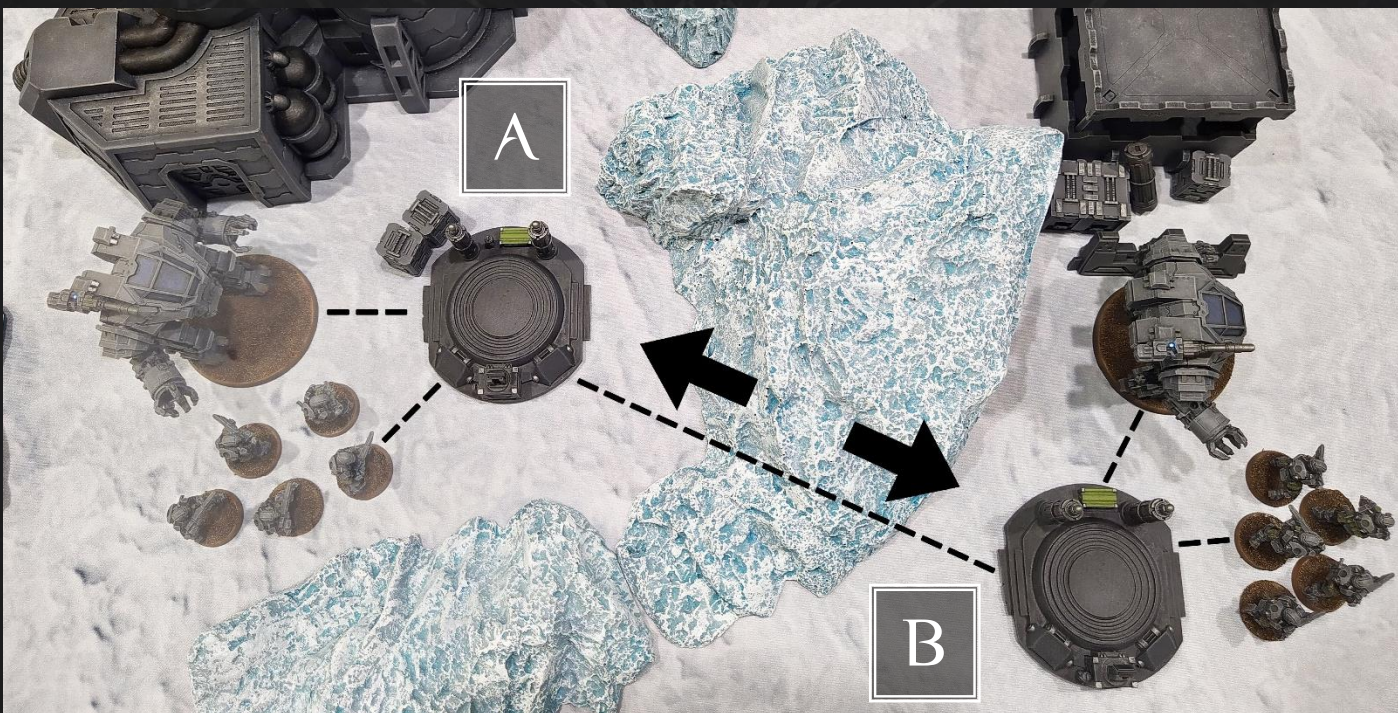
All up, the Unit of Legionaries could go as fast as possible with a Move, a Dash and then a Move on the next Game Turn.

Instead, the hatch at C could be used as an alternative access point. The tunnel (B) could also have a Transport stat too.



Example 3: Two teleport gates (by [Orakio's Studio](#)) are connected with a shared Transport stat.

At position A, a Unit of Troopers and an Enforcer Battlewalker (models by [Puppetswar](#)) embark a teleport gate with some of their Move then immediately disembark through the other teleport gate (B) with the remainder of their Move. Players can decide if translocation is instant (arrive on the same Movement like in this example) or whether they disappear for the remainder of the Game Turn and reappear next Game Turn, or must use another Movement to disembark like Example 2.



11. CHEATING AND SPORTSMANSHIP

When people cheat in any arena, they diminish themselves, they threaten their own self-esteem and their relationships with others by undermining the trust they have in their ability to succeed and in their ability to be true.

Cheryl Hughes

Let us be clear, cheaters are not those who make a mistake or misinterpret a rule but are people who deliberately exploit or mislead their opponents. For example, a cheater will move models when opponents are not looking, give false information about their Units, lie about rules, or even use rigged dice. When a cheater 'wins' a game, did they really win?

Cheating is not acceptable behaviour in WARSURGE. Let's discuss how to handle these individuals when playing a game:

11.1 DEFEAT THE CHEATS

1) First Offence: Warning

If you catch a cheater in the act the first fair thing to do is give them a warning. This doesn't have to be a warning every game, but the first time you ever find the player cheating. If another player is nearby, try to get their opinion too.

2) Second Offence: Disqualification

If you discover the culprit is cheating again, the cheater is to be declared disqualified from the game. They are to be treated as defeated even if they were 'winning' the game. Getting another player's perspective is helpful here too.

CAUTION: Please Be Certain!

Make sure you are certain before going to Step 2. If people use 'lucky dice', be sure to examine it and test roll (or let them test roll). If you suspect someone has moved models, ask them why they moved them, and consider their response before blatantly pointing the finger and making accusations.

11.2 GOOD SPORTSMANSHIP

How you play and behave will shape your reputation as a gamer.

If you find that you and your opponent can't agree on an interpretation of a rule (it can happen with terrain and scenery if not sorted pre-game), try to work out the most believable, logical or fair solution. If this is difficult, Roll-Off to see whose interpretation will apply for the remainder of the game. When this is done, you can get on with the game!

If a disagreement was resolved via Roll-Off, you should review the details of the situation that caused the disagreement and discuss it for the future once the game is over.

If something unclear should arise, such as line of sight issues, allow leeway. Treat others how you want to be treated.

There are times when a player needs to leave early. Each circumstance is different, if a player has 'had enough' or 'rage quits' it's safe to assume they have surrendered. If it is a more worldly reason to finish, such as being out of time, then it would be best to decide a winner there and then, or consider the game a draw.



Models from [Avatars of War](#), [Firelock Games](#) and [Megalith Games](#) have formed teams to fight

11.3 THE MOST IMPORTANT RULE OF ALL

The most important rule is to have fun! Be friendly and feel free to go with the spirit of the game! Happy gaming!