

QUICK START: ADVANCED GAMES ^{v 1.02}

“You can’t say civilisation don’t advance... in every war they kill you in a new way.”
Will Rogers

Welcome to the WARSURGE quick guide booklet for the Advanced Playstyle, which is a skirmish focused way to play WARSURGE. Let’s get started with a competitive game using Deathmatch, lasting four Game Turns. The model sources in the images are at the back of the booklet.

KNOW THE BASICS

In this guide, it is assumed you know the basics of a Standard game of WARSURGE: how the Deploy, Move, Attack and Dash Phases work. We will be using the actions of these Phases to play an Advanced Game. It is also assumed that you understand cover, and that Units must obey coherency.

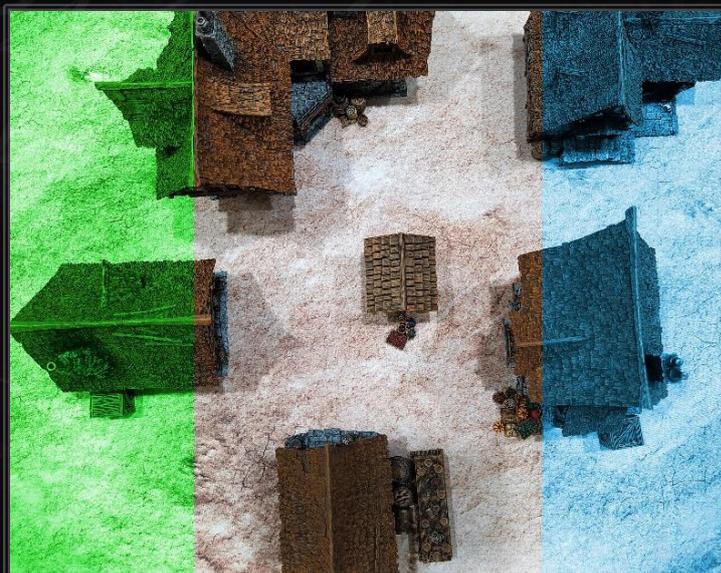
To play an Advanced Game, you design your Units, Weapons and a Roster with the Warsurge App as normal. Make sure you and your opponents have approximately the same Points to spend, which we call the Point Limit. For example, you each make a Roster that is worth 300 Points. As with Standard, make sure that each Unit in the Roster is worth at least 50 Points.



✝	⚙	📖
UNITS	ROSTER PER...	LORE
Total Points: 300.37		
CLONE	REMOVE	IMPORT
Power Armoured Unit (55.86) Models: 1 MOV:5 DSH:5 DEF:5 HP:3 ARM:2+ AEGIS:5+ TP:0 FP:N 1 x Shoulder Mounted Gatling Gun [RNG:20 ATK:5 PWR: 4 AP:4+ TYP:Battle] XD3 ATTACKS		
Snipers (101.46) Models: 5 MOV:6 DSH:6 DEF:3 HP:1 ARM:4+ AEGIS: TP:0 FP:N Unit Perks: INVADE III, COVER II, CAMOUFLAGE 5 x Sniper Rifle [RNG:40 ATK:1 PWR:0 AP:2+ TYP:Heavy] DAMAGE 3+, PRECISION 6+		
Troopers (71.53) Models: 10 MOV:6 DSH:6 DEF:3 HP:1 ARM:4+ AEGIS: TP:0 FP:N 10 x Rifle [RNG:20 ATK:3 PWR:4 AP:5+ TYP:Assault]		
Troopers (71.53)		

PLAYING AREA: THE BATTLEFIELD

Set up a Battlefield to play on. We recommend a flat, rectangular or square surface, but you can use anything and almost any size. Place some scenery on the Battlefield. Divide the board to suit the number of players, with a neutral ‘no man’s land’ in the middle. For example, divide the board into 3 areas for a two-player game. Player areas are called Deployment Zones.



This is a decorated board to act as the Battlefield

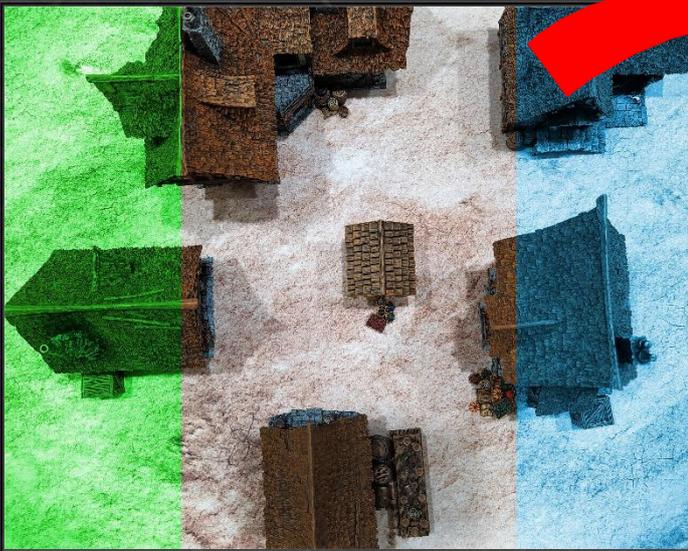
Two players: the board has been divided into three areas

FIRST GAME TURN

Now we start the game with the first Game Turn. Each player rolls a dice, which we call a roll-off. The highest scoring player chooses the Turn Master. The Turn Master will go first, who chooses which Deployment Zone to take. The next highest score from the roll-off chooses the next Deployment Zone, until everyone has a Deployment Zone.



Only for the first Game Turn in an Advanced Game, players alternate deploying Units into Deployment Zones. Starting with the Turn Master and going clockwise around the Battlefield, each player places a Unit onto the Battlefield inside the Deployment Zone that they chose. Players continue placing one Unit at a time until all players are done, or until there are no Units left to place. After this and for future Game Turns, players must instead use the 'Deploy' Action to Deploy a Unit which we will discuss in more detail shortly.



On the first Game Turn, players decide their Deployment Zones



They alternate placing one Unit at a time in their Deployment Zones

Command Points (CP)

Next, we generate a resource called 'Command Points' or CP for short. CP is needed for Units to make actions during the Advanced Game Turn.

For each Unit on the Battlefield (including those that are inside Transports), the player gains 2 CP. For example, a player that has 5 Units on the Battlefield will have 10 CP. Do not count Units that are in Reserve, which are waiting to be Deployed.



In an 800pts Game, the Turn Master rolled a 3 and 4 for CP; all players gain 7 extra CP

The Turn Master now rolls a number of D6 which will grant bonus CP for all players. 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 501 to 1000 points, roll 3D6 if the game is 1001 to 1500 points and so forth.

For example, in an 800 points game, the Turn Master will roll 2D6 and add the result together. Players add this result to the CP they already have from their Units. The Turn Master rolls 2D6 and gets a result of 7. A player with 5 Units on the table already has 10 CP, but the Turn Master's roll adds 7, making it a total of 17 CP.

We recommend that you keep track of your CP with markers or tokens, and place spent CP with the Units that spent them.

BEGIN ACTIONS

Next, players will alternate making actions starting with the Turn Master, going clockwise around the Battlefield referring to Deployment Zones as a reference. In an Advanced game, players can select any Unit and may use the same Unit as many times as they wish over the course of the Game Turn. When they select a Unit, the player can make one or two actions before the next player may select a Unit and make one to two actions.



The Unit makes its first Action: 'Move'



The Unit makes its second Action: 'Attack'

ACTIONS

We shall now explain Actions.

Move: The Unit may make a Move just like the Move Phase in a Standard Game. This action costs 1 CP.

Dash: The Unit may make a Dash just like the Dash Phase in a Standard Game. This action costs 1 CP.

Attack: The Unit may attack with all of its available Weapons, just like in the Attack Phase of a Standard Game. In Advanced games, casualties apply immediately after the Unit finishes using its Weapons. This costs 1 CP. When players attack enemy Units, they may get a chance to perform a counter action, which we shall explain shortly.

Deploy: The Unit may be placed onto the Battlefield like in the Deploy Phase. This does not cost any CP.

Use Perks: The Unit may activate any Perks they have equipped. For example, the Unit may use 'Regenerate' and 'Terrify'. This costs 1 CP. Passive Perks and those with specific methods of use do not need to use this action to activate, please refer to each Perk for activation methods.

Prepare: This action 'resets' any Movement (Move and Dash) or usage of Weapons. For example, if the Unit made a Move and wanted to use a Heavy Weapon, it could use Prepare and then be able to use the Heavy Weapon. Likewise, if a Heavy Weapon had been used and the Unit wanted to Move, it could use Prepare and then would be free to Move. This Action costs 1 CP.

Guard: Each time the Unit uses this action, it increases the Unit's Defence by +1. This Defence benefit lasts until the Unit performs a different Action, or until the end of the Game Turn. This Action costs 1 CP.

Support: This Action is only available to Units who have not made any actions in the current Game Turn. When used, the player gains +1 CP, but the Unit cannot make any other Actions this Game Turn. To clarify, the Unit will still be able to roll Saves and benefit from passive Perk effects and the like.



INCREASING CP COSTS

Most of the Actions here cost 1 CP, however this can increase over the course of a Game Turn. If the same Unit uses the same action, it will double in cost. For example, a Unit that used Move 3 times over the course of a Game Turn would cost 7 CP – first time was 1 CP, second time was 2 CP, third time was 4 CP which adds up to 7 CP. This double cost factor will reset at the start of the next Game Turn, so the Unit would only cost 1 CP to Move on the next Game Turn.



COUNTER ACTIONS

When a Unit is attacked, it will have access to one of three counter actions. The player may choose not to use a Counter Action if they wish, but must decide after the opposing player has finished rolling Attack Dice with a Weapon (but before rolling Saves). These all cost CP to perform, and will count toward the double cost of an action.



Counter Attack: This uses the Attack Action. The Unit immediately attacks the Unit that is attacking them, resolved just like the Attack Phase in a Standard Game. The casualties of both this Unit and the Unit attacking them is applied as soon as they both finish using their Weapons. This costs the same CP as it would to use the Attack Action.

Counter Guard: This uses the Guard Action. The Unit increases its Defence by +1, and then compares to the Attack Dice that were rolled. This costs the same CP as it would to use the Guard Action.

Counter Perk: This uses the Use Perk Action. The Unit may use any Perks that are not passive or have a specific method of use. These Perks must be directed at either the attacking Unit or at themselves. This costs the same CP as it would to use the Use Perk Action.

END OF GAME TURN

After players have used up their CP or do not want to make any more Actions, it is the end of the Game Turn. Any leftover CP that a player did not use is kept and added to their total for the next Game Turn. After this, the next Game Turn begins and players will again roll to see who picks the Turn Master and determine their CP. Note that Units who have become casualties will not be able to generate CP for a player.

DECIDING THE VICTOR

After four or more Game Turns have passed, it is the end of the Game. As the game is a Deathmatch, the player with the most points of their Roster remaining is the winner.

5 x Shadow Pistol [RNG:12 ATK:2 PWR:4 AP:5+ TYP:Assault]

Sniper Troopers : 106 of 177 (60%)

3/5 Models (2/2 HP)
MOV:6 DSH:6 DEF:3 HP:2 ARM:4+ AEGIS:5+ TP:0 FP:N

5 x Sniper Rifle [RNG:50 ATK:2 PWR:8 AP:3+ TYP:Heavy]

Troopers: 23 of 40 (57%)

4/7 Models (1/1 HP)
MOV:6 DSH:6 DEF:3 HP:1 ARM:4+ AEGIS:5+ TP:0 FP:N

7 x Laser Rifle [RNG:18 ATK:2 PWR:3 AP: TYP:Battle]

Remaining Points: 622 of 953 (65%)

CASUALTY

RESTORE

SHARE QR

Revenge Wing Biker: 96 of 96 (100%)

1/1 Models (3/3 HP)
MOV:12 DSH:12 DEF:4 HP:3 ARM:3+ AEGIS:4+ TP:0 FP:N

2 x Plasma Gun [RNG:24 ATK:2 PWR:6 AP:3+ TYP:Assault]

1 x Bike Slam [RNG:0 ATK:4 PWR:5 AP: TYP:Assault]

Scavengers : 72 of 163 (44%)

12/27 Models (1/1 HP)
MOV:6 DSH:6 DEF:3 HP:1 ARM:5+ AEGIS:5+ TP:0 FP:N

27 x Scavenger Rifle [RNG:24 ATK:1 PWR:2 AP:6+ TYP:Battle]

Remaining Points: 517 of 952 (54%)

CASUALTY

RESTORE

SHARE QR

This Roster has 65% of its strength remaining (victorious)

This Roster has 54% of its strength remaining (defeated)

Advanced Games are another way to test your strategic mettle and allow many detailed and intricate tactics. We hope that this Playstyle along with Standard Games enriches your wargaming experience. See you on the Battlefield!



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WARSURGE Book 1. Core Rules.



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