

# QUICK START: WARSURGE APP <sup>v 1.1.5</sup>

*"Aim at heaven and you will get earth thrown in. Aim at earth and you get neither."*  
C.S Lewis, British Writer

## INTRODUCTION

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The WARSURGE App is your greatest tool for playing WARSURGE; it allows you to create Units, Weapons, and Rosters then use them to enjoy a game. In this guide, we will review the major screens and interfaces in the WARSURGE App along with their functions.

### Info Button and SAVE

Inside the WARSURGE App, up in the top right corner, there is often an 'i' button. This will lead to helpful information about the area you are currently in, taking the form of videos that require an Internet Connection.

The 'i' symbol has two appearances depending on the device being used, but both serve the same function.



### Offline Help

In the Main Menu, there is a Guide button. It has a number of helpful links, but it also has an offline help tab. Similar to this eBook, it can be useful in case you need an overview of the app but don't have an active Internet connection to watch Info videos.

## WARSURGE 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) Playstyles.

### TIP: SAVE

Be sure to SAVE often! You will be prompted if you have unsaved changes, but it's a good habit to Save.



## CONTENTS

MAIN MENU .....	2
UNITS: SUB-MENU .....	2
UNITS: STATS TAB.....	3
UNITS: WEAPONS TAB .....	3
WEAPONS.....	4
EDIT: UNIT or ARMOURY or ROSTERS .....	4
ROSTER .....	5
ROSTERED UNIT: DETAILS .....	5
PLAY .....	6
DICE GENERATOR.....	6



## MAIN MENU

The Main Menu is the first screen after initially loading the WARSURGE App. Notice that the 'i' button is in the top right corner (Page 1).

### UNITS

This is where you design Units and Weapons. Units are saved inside a 'Faction' and Weapons are saved in an 'Armoury'.

### ROSTERS

Rosters are a collection of Units and Weapons that are to be taken into a game. You can also add traits and Roster Perks to an entire army here.

### PLAY

Take a Roster into a game by using Play. You can share your Roster and scan another player's Roster using QR Codes, roll dice using the Dice Generator and there are quick rule summaries available as well.

### JOURNAL

You can create records of your games with the Journal.

### SETTINGS

This area leads to various options and a service to copy all data from one device to another.

### GUIDE

Tapping guide leads to useful links to learn more about WARSURGE.



## UNITS: SUB-MENU

After tapping the UNITS button on the Main Menu, you will be in the Units Sub-Menu. This is the hub for creating, managing and sharing Units or Weapons.

### NEW UNIT

Selecting this button will create a new Unit. First, you will need to place the Unit into a Faction or create a new Faction for it. Factions are like a folder or storage area for a Unit, and help distinguish Units that belong to different armies or universes.

### EDIT UNIT

Edit Unit leads to a management area where you can edit a Faction or the Units within it. You can also copy or share Units and Factions from this area, as well as rename or create duplicates. This is discussed more on Page 4, under Edit: Unit or Armoury or Roster.

### ARMOURY

Armoury leads to a management area for Armouries and the Weapons contained within them. In this area, you can edit any Weapons or Armouries, as well as copy or share via QR Codes.





## UNITS: STATS TAB

After selecting New Unit or choosing to edit a Unit, you will enter a new screen, starting on the UNIT STATS tab.

### UNIT STATS, UNIT PERKS, WEAPONS

These tabs allow you to customise various aspects of a Unit. UNIT STATS focus on a Unit's attributes. UNIT PERKS allow you to add 'Perks' to a Unit. WEAPONS is where you manage Weapons that the Unit can use. These tabs are at the bottom of the screen on iOS (Apple) devices.

#### Points Per Model

This is the current value of one model in the Unit, which includes Perks but not any Weapons. The number of models in the Unit is decided when you are creating a Roster.

#### Name

Underneath Points Per Model is the Unit's name. In this example, it is simply 'Sample Unit 1'. The Unit's name will also be at the top of the screen, visible in all three tabs.

#### Stats

Beneath the Unit's name are a series of buttons which define the Stats of the Unit. Refer to the Core Rules for the definition of these Stats. Symbol is an icon to customise the Unit, while Lore is where a player can write a story or background information about the Unit.



## UNITS: WEAPONS TAB

While creating a Unit, at the top right tab is WEAPONS, where players can create or import Weapons for the Unit to use.

### FORGE

Forge allows you to make a new Weapon. After tapping the button, you will be asked to place the Weapon in an Armoury or to create a new Armoury. After that, you'll be able to design the Weapon's Stats and Perks.

### IMPORT

Tapping this button will bring up your list of Armouries. By tapping an Armoury, you can then import a previously forged or scanned Weapon.

### REMOVE

By tapping an existing Weapon, you can then select 'Remove' to rid the weapon from the Unit. This will not delete the Weapon from your Armoury.

### EDIT

Tap an existing Weapon then select Edit to adjust the Stats or Perks on the Weapon. Double tapping a Weapon performs the same function.

### Weapon List

Below the FORGE, IMPORT, REMOVE and EDIT buttons is the list of Weapons currently available to the Unit. In the image on the right, this is 'Sample Weapon 1' and 'Sample Weapon 2'.





## WEAPONS

When you tap FORGE and select an Armoury (or edit an existing Weapon), the Weapon creation area will appear. At the top are two tabs; WEAPON STATS, and WEAPON PERKS.

### WEAPON STATS

In this tab, you select the Weapon's Stats such as Power and Range.

### WEAPON PERKS

Here you can select Perks to customise the Weapon.

#### Points Per Weapon

This is the current value of the Weapon, determined by the Stats and Perks equipped on the Weapon. The quantity of Weapons wielded by the Unit is decided when a player is creating a Roster.

#### Name

The name of the Weapon. Whether generic or a unique name, this is important for distinguishing a Weapon from others. In the example, it is called 'Sample Weapon 1'.

#### Stats

Buttons for Stats such as Attacks and AP are defined in the Core Rules. Symbol allows the player to choose an icon for the Weapon, while Lore is where a player can write background information or story behind the Weapon.



## EDIT: UNIT, ARMOURY or ROSTER

After selecting UNITS in the Main Menu, EDIT UNIT and ARMOURY will be selectable. Tapping one of them will lead to a new menu, like the one pictured on the right. If in EDIT UNIT, you will be able to edit Factions or double tap a Faction to Edit any Units within it. Likewise, when in ARMOURY, you will be able to edit an Armoury, or double tap an Armoury to edit a Weapon within it. EDIT ROSTER uses this layout as well.

### NEW

Depending on the menu, this will let you make a new Armoury, Unit, etc.

### QR SCAN

This allows you to scan a QR Code to import data for the current menu.

### SHARE QR

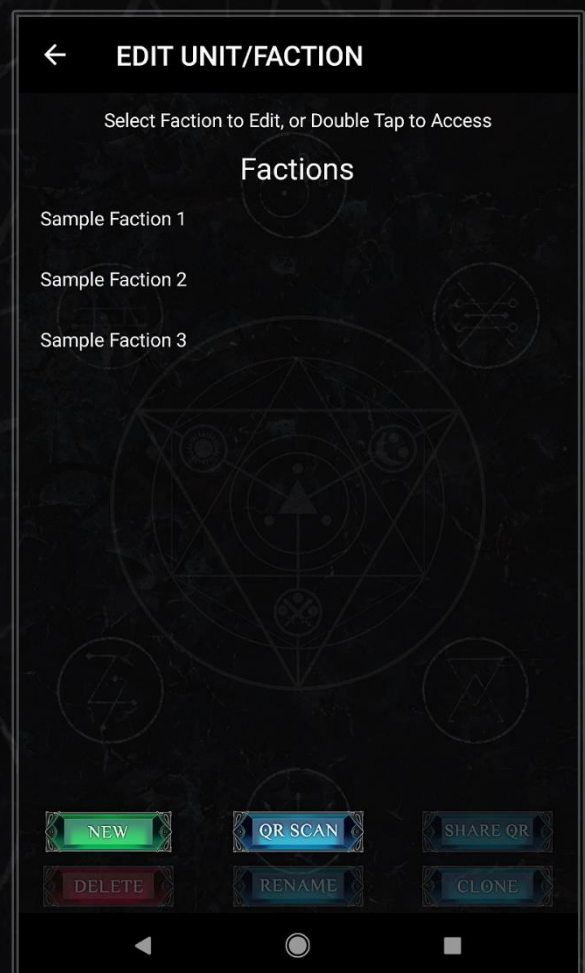
Select an item in the menu then select SHARE QR. If a player uses QR SCAN in the same menu, it will copy the data to that player.

### DELETE

Select an item in the menu then select DELETE to erase the data from the device. Deleting an Armoury or Faction will erase all their contents.

### RENAME and CLONE

Select an item in the menu then select RENAME to rename it, or select CLONE to create a duplicate (this may prompt a rename or destination).





## ROSTER

When you select ROSTERS on the Main Menu and tap NEW ROSTER, you will need to name your Roster. After doing this, you will come across the following screen, like the one pictured on the right. The name of the Roster will be displayed at the top of the screen.

### UNITS and ROSTER PERKS

The UNITS tab is where you import Units and define the number of models and Weapons in the Unit. The ROSTER PERKS tab is where you can add Perks that apply to the entire Roster.

### Total Points

This is the value of the entire Roster, adding up all Units (including the quantity of models and Weapons) and applying any Roster Perks.

### CLONE and REMOVE

Tap a Unit then select CLONE to duplicate the Unit. Tap a Unit then select REMOVE to rid the Unit from the Roster (this does not delete the Unit).

### IMPORT

Use this to Import a Unit. This will immediately go to the Rostered Unit Details, to define the number of models and Weapons in the Unit.

### Rostered Units and RESET

Rostered Units are displayed below CLONE, REMOVE and IMPORT, such as Sample Unit 1. Use RESET to 'remove' all Units from the Roster.



## ROSTERED UNIT: DETAILS

When you select IMPORT while building a Roster, it will initially prompt you to define the number of models that are in the Unit. When that is complete, you will see the screen pictured on the right, having the Unit's name at the top (Sample Unit 1 in this case). Select DONE when finished.

### UNIT, PERKS, TRAITS and LORE

These tabs are summaries and customisations of the Unit. In UNIT, you define the number of models and Weapons wielded by the Unit. Perks is a summary of Unit and Weapon Perks used by the Unit. TRAITS allow you to add special Perks specific for the Unit. LORE allows the player to read any LORE information about the Unit or Weapons belonging to the Unit.

### Points

This is the value of the Unit factoring the number of models in the Unit and the number of Weapons equipped.

### QUANTITY

Select QUANTITY to adjust the number of models in the Unit.

### Weapons in Unit

This is a list of Weapons available to the Unit. Double tap a Weapon to adjust the quantity. If none of a Weapon is being taken, leave it at 0.





## PLAY

When you tap PLAY on the Main Menu, you will need to select a Roster. After you do so, you will be led to this screen, as pictured on the right. The Roster's name is at the top of the screen (Sample Roster 1).

### ROSTER, ENEMY, DICE, RULES

At the top of the page are four tabs. ROSTER contains all information related to your Roster. ENEMY is where you can scan QR Codes of other player Rosters and review them. DICE is where you can roll dice digitally. RULES is a quick reference of WARSURGE's Core Rules.

#### Total Points

This is the value of the Roster when at full models and HP.

#### Roster Perks

This is the list of Roster Perks used by the Roster. Double tapping any Unit and viewing the Perks tab will allow players to review these Perks.

#### List of Units

All Units are listed in this tab, such as Sample Unit 1. It is possible to slide down the list if there are many entries. Double tapping a Unit will access it, revealing additional information such as Perks and also allowing the player to adjust HP and remaining models.

#### Remaining Points

This is the current, remaining point value of the Roster. This updates as Units lose HP and models.

### CASUALTY, RESTORE and SHARE QR

Selecting a Unit then tapping CASUALTY will allow a player to set a Unit to 0 HP and 0 models. Restore will bring a Unit back to full HP. SHARE QR will allow another player to scan this Roster while in the ENEMY tab (using the SCAN QR button).



## DICE GENERATOR

The third tab in play is DICE, which contains a dice generator. Here you tap the top box (has 25 in this case) to define the number of dice to roll.

#### NEED

Underneath the number of dice, you tell the generator what you need to succeed. When you roll the dice, the Pass number tells you what dice were equal or above the number on NEED, while Fail is how many dice were lower than the number on NEED. In this case, 16 Pass and 9 Fail.

#### ROLL

When you have put the number of dice in (25 in this case), you can tap ROLL. You may decide to put a D6 in NEED before or after you ROLL.

#### DICE

Below ROLL is a list of 6 dice facings. This is a breakdown of the dice results that were rolled. There are boxes to tick for rerolling as well.

### SCATTER ARROW and HISTORY

The Scatter Arrow is a random direction, used for some Perks. Tapping HISTORY will reveal what dice rolls have been made in this Play session.

