

WARSURGE

2 PLAYER QUICK START RULES v 1.3.45

1) Prepare Your Army

Download the free WARSURGE App in your smartphone's app store, select 'PLAY' then choose a Roster, or design your own Units then create a Roster with Units that add to 300pts; just make sure each Unit is worth at least 25pts including Weapons.



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2) Playing Area

Prepare a playing area for two players. Divide the area into three equal parts with Zone A, Zone B and a 'no man's land' at the centre. Players place scenery on the area until both players agree it is done. Both players roll a dice. The highest score chooses a player to be 'Turn Master'. The Turn Master must select either Zone A or Zone B. The other Player will receive the other Zone.



Left and Right Diagrams

The image on the left is a playing area set up by two players.

The image on the right is the board divided into three equal parts with Zone A and Zone B.



3) Start the Game

The game will now begin. The game will last for 4 Game Turns. In each Game Turn there are four phases: Deploy Phase, Move Phase, Attack Phase and Dash Phase. After the four phases are complete the next Game Turn will begin. The Turn Master goes first at each Phase, followed by the other player. This repeats until both players are finished in a phase.

- 1) **Deploy Phase:** Players alternate placing Units with all the models (for example a whole squad of troops or a lone vehicle) anywhere into their Zone. Players may keep Units in Reserve for a later Game Turn. Players alternate until both are done.
- 2) **Move Phase:** Referring to a Unit's 'Move' stat on their profile, players alternate making Moves with their Units. Each Unit can only Move once per Game Turn. The Move stat is measured in inches.

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Sample Unit 1

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UNIT STATS

UNIT PERKS

WEAPONS

Points Per Model: 10.25

Sample Unit 1

| | | | |
|---------|----|-------|----|
| MOVE | 6 | DASH | 6 |
| DEFENCE | 3 | HP | 2 |
| ARMOUR | 4+ | AEGIS | 6+ |

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Sample Weapon 1

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WEAPON STATS

WEAPON PERKS

Points Per Weapon: 11.04

Sample Weapon 1

| | | | |
|-------|----------------|---------|----|
| RANGE | 18 | ATTACKS | 3 |
| POWER | 4 | AP | 5+ |
| TYPE | ASSAULT | | |

The images above are Unit stats and Weapon Stats. Unit Stats are mostly used for Movement and when being attacked. Weapon stats are for resolving attacks with Weapons. Note that the Weapon's Type defines how easily the Unit can Move or Dash with the Weapon. Heavy means the Unit must not Move and cannot Dash to use the Weapon. Battle Weapons allow the Unit to Move but not Dash. Assault Weapons allow a Unit to Move and Dash. Units that do not use a Heavy or Battle Weapon may Move and Dash.

- 3) **Attack Phase:** Players alternate attacking with their Units. Each Unit can only Attack once per Game Turn.
- I. **Check Range** Referring to a Weapon profile in the WARSURGE App, a player uses the 'Range' stat on the Weapon to measure in inches how far they can reach to attack an enemy, and each Weapon may choose to attack a different Unit. If the enemy is beyond the range, they cannot be attacked by the Weapon. Weapons with 0 Range require the model to be touching the enemy, whether by base or the model's body.
 - II. **Roll Attacks:** The 'Attack' stat is how many dice are rolled. If there are several identical Weapons in a Unit, roll them all at once.
 - III. **Power vs. Defence:** After rolling Attacks as dice, next look at the 'Power' of the Weapon, look at the enemy's Defence, then refer to the Attack Chart, which can be found in the 'Rules' Tab in the Play area of the WARSURGE App or the chart below. Any dice that were equal or higher than the number needed have damaged the enemy.



UNIT DEFENCE

WEAPON POWER

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|---|----|----|----|-----|-----|-----|-----|-----|-------|-------|
| 1 | A | 4+ | 5+ | 6 | 6/2 | 6/3 | 6/4 | 6/5 | 6/6 | 6/6/2 | 6/6/3 |
| 2 | A | 3+ | 4+ | 5+ | 6 | 6/2 | 6/3 | 6/4 | 6/5 | 6/6 | 6/6/2 |
| 3 | A | 2+ | 3+ | 4+ | 5+ | 6 | 6/2 | 6/3 | 6/4 | 6/5 | 6/6 |
| 4 | A | 2+ | 2+ | 3+ | 4+ | 5+ | 6 | 6/2 | 6/3 | 6/4 | 6/5 |
| 5 | A | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6 | 6/2 | 6/3 | 6/4 |
| 6 | A | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6 | 6/2 | 6/3 |
| 7 | A | A | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6 | 6/2 |
| 8 | A | A | A | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6 |
| 9 | A | A | A | A | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ |
| 10 | A | A | A | A | A | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ |

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VS

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THIS REQUIRES 5+ ON ATTACK DICE CHART

If the value is 'A', then no dice roll is needed. If it is 6/2 or more, the first roll requires a 6 then the number after the /.

- IV. **Enemy Armour:** The enemy then refers to their Armour stat. If the Weapon AP was equal or lower than the Armour, then they do not get to use Armour. For example, 4+ AP punches through 4+, 5+ and 6+ Armour. If the enemy can make a Save, they pick up the dice that damaged their Unit then roll as an Armour Save. If the numbers were equal or higher than their Armour, the damage was avoided. If the numbers were lower, then they may roll the failed Armour again as AEGIS if they have it.
 - V. **Enemy AEGIS:** Pick up failed Armour Saves then roll them as AEGIS Saves. Like Armour, the dice roll must be equal or higher than the number on the AEGIS stat. For each dice that fail, the model loses 1 HP.
 - VI. **Lose HP and Casualties:** If HP becomes 0, a model in the Unit becomes a casualty. Casualty models are removed at the end of the Attack Phase, so a model may still use its Weapons even if it is defeated this Game Turn. Next Game Turn, these casualties will not be able to Attack (they should already be removed from the Battlefield before that!).
 - VII. **Next Weapon or Next Player:** The player then resolves the next Weapon on the Unit. If the Unit is finished, the next player may choose a Unit and repeat this process. Once all players have attacked with their Units, the Attack Phase ends.
- 4) **Dash Phase:** Players alternate making Dashes with their Units. Each Unit can only Dash once per Game Turn. This Phase is almost identical to the Move Phase, except we refer to the Dash stat, which is also in inches.
- 5) **End of Turn:** Once the Game Turn is complete, the next Game Turn will begin. Both players roll a dice; the winner chooses the Turn Master for the new Game Turn. Once it is the end of the fourth Game Turn, the game will end. The player with most of their Roster remaining is the winner.

Where Next? Next, download the Free Rules or watch the video tutorials on how to play full games of WARSURGE. There are thousands of missions that you can play, and there are even more Units to create. Learn how to use Perks to add many strategic options to your army. There are also single player and cooperative missions, as well as other content to be found with WARSURGE. You can also unlock your app to have additional features. With WARSURGE, the possibilities are endless.

Visit the WARSURGE website to learn more about the app and acquire the rules of the game for free: www.warsurge.com