

INTERMEDIATE PLAYSTYLE

“I THINK THAT ANYTHING IN LIFE IS ABOUT THE MIDDLE GROUND.”

– JILLIAN MICHAELS

The Intermediate Playstyle falls somewhere between the Standard and Advanced Playstyles. There is no CP management like Advanced, but it has more freedom of actions than Standard.

KNOW THE BASICS

To play Intermediate, it is assumed you know the basics of a Standard game of WARSURGE: how the Deploy, Move, Attack and Dash Phases work.

To play an Intermediate Game, you design your Units, Weapons and a Roster with the WARSURGE App or Compendium. Make sure you and your opponents use approximately the same Points, which we call the Point Limit.

INTERMEDIATE PHASES

Each Intermediate Game Turn consists of three Phases, resolved in the following order after determining the Turn Master:

- 1) Deploy Phase:** Functions like the Deploy Phase in Standard Games.
- 2) Action Phase:** Players select a Unit and make 1-2 Actions, similar to an Action Step in Advanced Games.
- 3) Dash Phase:** Functions like the Dash Phase in Standard Games.



INTERMEDIATE GAME TURN OVERVIEW

Intermediate Games have two notable features compared to the other Playstyles. There is an Action Phase where players select a Unit for 1-2 Actions, and there is an exclusive Action known as Overwatch. Overwatch essentially allows you to use a Unit's Attack Action to fight back against an opponent that attacks your Unit.

1) DECIDE TURN MASTER

Decide the Turn Master via Roll-Off. On the first Game Turn players choose their Deployment Zones starting with the Turn Master, followed by the next highest rolling player.

2) DEPLOY PHASE

Players may alternate Deploying any of their Units into their Deployment Zones, as per the Deploy Phase in Standard Games. When all players are done Deploying their Units, proceed to the Action Phase.

3) ACTION PHASE

Starting with the Turn Master, a player selects a Unit and performs 1-2 Actions. Units cannot be selected if they have already made 1-2 Actions in the Action Phase. Units may choose from the following Actions, but cannot use the same Action twice:

OVERWATCH

The Unit keeps an eye out for the enemy, preparing themselves and their weaponry for a counter attack.



The Unit may use the Attack Action when Targeted by an enemy. Players must decide if they are going to Attack before the enemy Unit completes its Attack Action. The Unit may choose to save their Overwatch Attack for later when a different Unit Targets them with an Attack Action.

An Attack with Overwatch can only Target the Attacking Unit or themselves (such as with Heal Weapons).

Anticipation: At the start of each Game Turn, Overwatch is active for every Unit until they make Actions in the Action Phase. When selected for 1-2 Actions, the Unit loses Overwatch unless they select it as one of their Actions. If Overwatch is used to attack before a Unit is selected in the Action Phase, they can only make one Action in the Action Phase, and it cannot be the 'Attack' Action (as it was already used via Overwatch).



MOVE

The Unit can move in any direction up to its maximum Move distance.

If your model has a Heavy Weapon (see Weapon Types) 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 with an Attack Action this Game Turn. This also means that you cannot use Attack with a Heavy Weapon and then use a Move Action (or Dash in the Dash Phase).



ATTACK

Each model in the Unit can Attack with all their available Weapons following the Attack Sequence. Casualties are applied immediately at the end of the Attack Action. If any of the enemy Units have Overwatch active, they may Attack this Unit before casualties are applied. Overwatch cannot be selected as an Action (as one of the Unit's 1-2 Actions) before or after using the Attack Action.



GUARD

The Unit using this Action increases its Defence Stat by +1. Guard will remain in effect until the Unit makes a different Action, performs a Dash or until the end of the Game Turn.

RESOLVING THE ACTION PHASE

Players alternate activating Units in the Action Phase. After a player has finished making one or two Actions, the next player will be able to select a Unit and make 1-2 Actions. This will repeat until all players have finished activating each Unit, or no longer want to make any more Actions in the current Game Turn. Complete the following steps to resolve the Action Phase:

I. Choose a Unit: This can be a Unit on the table or in Reserve.

II. Choose up to 2 Actions: There are up to four different Actions a Unit can select from, which must be resolved one at a time. Units may not select the same Action twice.

III. Check for Overwatch: Some players may be able to respond to your Attack Action with their own Attack Action via Overwatch. Casualties will be resolved at the same time when this occurs.

IV. Next Player: When a player has finished making 1-2 Actions with their Unit (including Overwatch from Units that were attacked), the next player selects a Unit to resolve 1-2 Actions. This continues until all Players have declared they are finished or have no more Units remaining.

4) DASH PHASE

Players can select their Units that are eligible to Dash and have them relocate up to their maximum Dash distance. If the Unit used Battle or Heavy Weapons earlier in the Game Turn, then it cannot use Dash.

5) END OF TURN

After players have finished the Dash Phase, the Game Turn will end. Apply ongoing Perk effects, calculate Objectives then start the next Game Turn. The Game ends after the last Game Turn has been completed.

USING PERKS IN INTERMEDIATE GAMES

Perks that require Activation (such as Abilities) can do so either before or after any Action, just like Standard Games. In the Action Phase, this means Perks could be used before the first Action, after the first Action, and also after the second Action. Like Standard Games, Perks can only be used once per Game Turn (unless they are Passive, some Specific Perks etc).

For the most part, Perks function as they would normally in **Standard Games**. However, some Perks require some specific handling in Intermediate Games. In the event that a Perk remains unclear even after the Perk description, consider the intent behind the Perk's function. Treat the Action Phase as both Movement and Attack Phases if necessary to resolve a Perk in contention, and treat casualty removal like an Advanced Game.

When a Perk does not function properly or cannot follow the 'Standard Games' rules, refer to the 'Advanced Games' description where Standard is not applicable, ignoring references to CP.