

WARCASTER

NEO-MECHANIKA

36" Standard Format Scenarios

Overview: The **36" Standard Format Scenarios** are a set of 16 scenarios for **Warcaster Neo-Mechanika** designed to bring the balance of Primary Missions to games with any force size while using more-common game table size. These scenarios are played on a 36" x 36" surface, and may be played using any size force:

Force Size	Units	Free Hero Solos	Turns per Pulse Round
Skirmish	8	1	3
Sortie	11	2	4
Primary	15	3	5

Available Scenarios: Standard Format supports 16 scenarios, organized alphabetically by when the scoring occurs:

Standard Scenario	Scoring
1. Apotheosis Agenda	End of Activation [Escalating]
2. Boiling Point	End of Activation [Escalating]
3. Enigma's Gate	End of Activation [Distance]
4. First Patrol	End of Activation [Distance]
5. Moon Shadow	End of Activation [Distance]
6. Necropolis Dreaming	End of Activation [Escalating]
7. Orders of Magnitude	End of Activation [Fixed (3/1)]
8. Unconventional War.	End of Activation [Escalating]
9. Absolute Pressure	END OF PULSE [Fixed(1)]
10. Cat & Mouse	END OF PULSE [Escalating]
11. Chaos Theory	END OF PULSE [Escalating]
12. Escape Velocity	END OF PULSE [Escalating, Fixed (3)]
13. Spontaneous Combust.	END OF PULSE [Distance]
14. Strange Matter	END OF PULSE [Escalating+Fixed (2)]
15. Surface Tension	END OF PULSE [Distance]
16. Uncertainty Principle	END OF PULSE [Escalating]

Version 2025

36" Standard: General Rules

Map: To-scale layout of the Objectives for the scenario, along with notation of what each Objective represents; each grid square represents 3" x 3" across the 36" x 36" game board

Objectives: List of what Objectives are required for the scenario, along with any essential details relevant to each

◆ **Terrain Feature** = 20mm Permanent Objective providing cover

○ **Marker** = 20mm Permanent Objective; may be stood upon

▲ **Portable Objective** = token carried to secure; limit 1 per unit

⊞ **Zone (#" x #")** = defined area to secure; all models in unit must be completely within the area to secure it

Scoring Units: The units which may score Objectives

Scoring Timing: The point in play when the scenario is checked for scoring; may only score each Objective once per round

• **End of Activation** = Score as each unit's activation ends

• **END OF PULSE** = Score after each Pulse Round ends

VPs: The number of Victory Points gained when scoring Objectives

• **Escalating** = Gain VP equal to the current Pulse Round number

• **Distance** = Gain 1VP for Objectives closest to your side of the board, 2VP for Objectives in the middle of the board, and 3VP for Objectives farthest from your side of the board

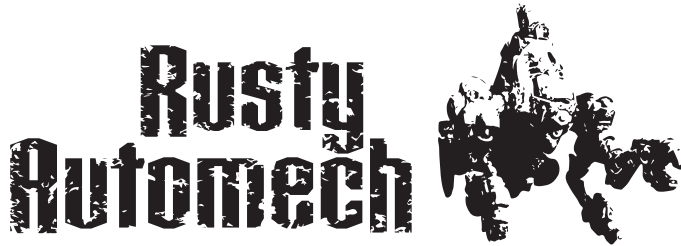
• **Fixed (X)** = Gain a set amount (X) VP for an objective

Tiebreaker: If VPs are tied, the player with the most DC worth of models on the table (including Attachments and Mantlets) wins

Special Rules: Any additional rules applicable to the scenario; reroll if objective was affected in prior Pulse Round

• **TELEPORT (Objective)** = At the end of each player's turn, if they control an Objective, they may choose 1 unit within 3" of that Objective to place to the corresponding Objective with the same number; place the teleporting unit within 2" of that Objective; when placing Squads, position 1 model in the Squad first, then position the remaining models with 2" of that first model

Stealth: This ability applies at 6" rather than at 8"



Tournament Format

Overview: **Rusty Automech** is a simple modification to accelerate game-play by reducing the game to only two Pulse Rounds, making it ideal for tournament events. It is best with 3 turn-per-Pulse forces.

Rules: Treat any Escalating scoring as worth 1 additional VP. The game ends after completing **Pulse Round 2**.

Recommended Scenarios: Rusty Automech can be utilized with any force size or scenario, but is recommended for Skirmish Forces with this subset of Standard Scenarios:

Scenario	Scoring
1. Apotheosis Agenda	End of Activation [Escalating]
2. Boiling Point	End of Activation [Escalating]
3. Chaos Theory	END OF PULSE [Escalating]
4. Moon Shadow	End of Activation [Distance]
5. Necropolis Dreaming	End of Activation [Escalating]
6. Surface Tension	END OF PULSE [Distance]

Three-Player Rules

Overview: Players take turns in a fixed order rotation each round. It is recommended for newer players to take the *Side Deployment Zone*, as they offer slightly better access to objectives than *Corner Deployment Zones*. Players should also use **Rusty Automech** rules with Three-Player Scenarios.

Supported Scenarios: A subset of the Standard Scenarios are suitable for three player games:

3-Player Scenario Scoring

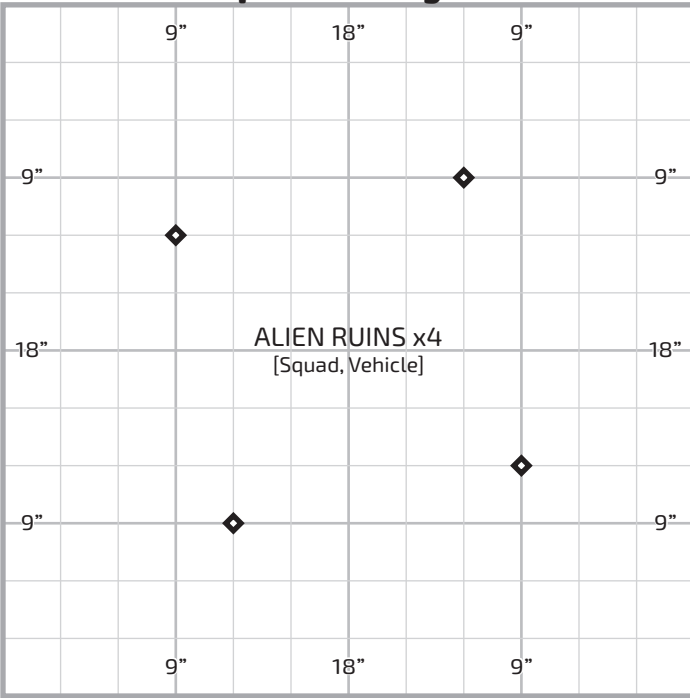
1. Absolute Pressure	END OF PULSE [Fixed (1)]
2. Boiling Point	End of Activation [Escalating]
3. Cat & Mouse	END OF PULSE [Escalating]
4. Orders of Magnitude	End of Activation [Fixed (3/1)]
5. Surface Tension	END OF PULSE [Distance]
6. Unconventional War.	End of Activation [Escalating]

Deployment Zones: Scenarios supporting three players have additional 6" x 12" deployment zones present on their map. These zones should be ignored when not playing with three players. In three-players games, Void Gates may be placed within these Zones instead of placing them within 5" of your table edge.

Map Orientation: If all players agree, the layout of scenario elements and deployment zones may be rotated or mirrored to enable easier access to the tabletop.

Distance Scoring: For scenarios with *Distance* scoring, players in the corner deployment zones treat objectives crossing the diagonal center of the table as being in the middle.

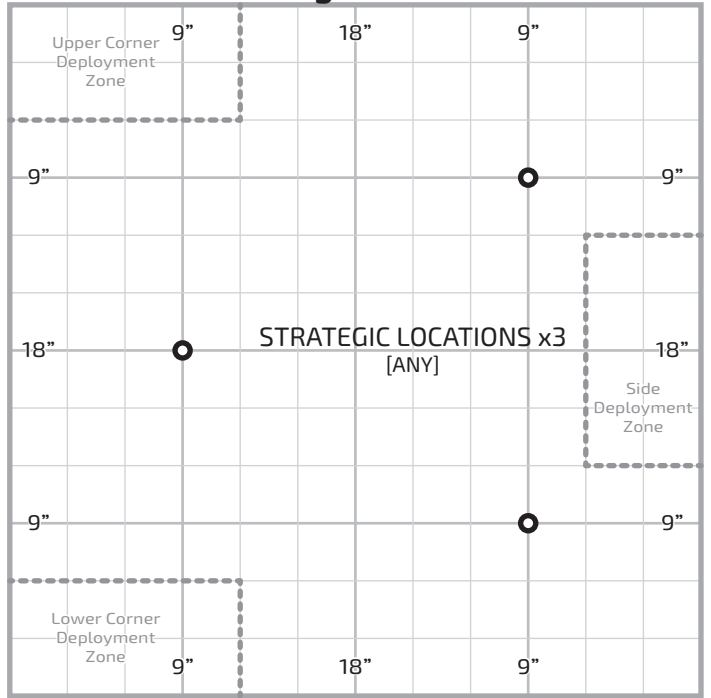
36" Standard: Apotheosis Agenda



Objectives: Terrain Features x4 (Alien Ruins)
Scoring Units: Squad, Vehicle
Scoring Timing: End of Activation
VPs: Escalating
Special Rules: Increase Cypher card hand size by 1 for each objective you secure



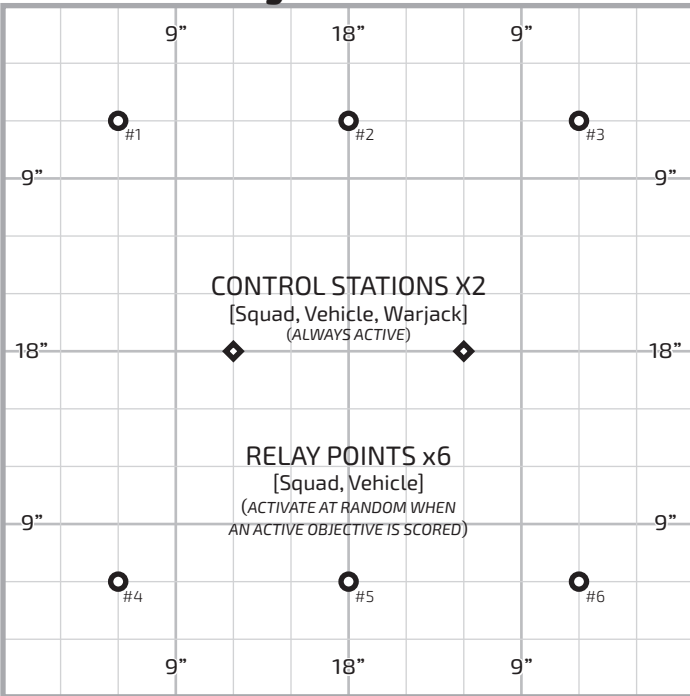
36" Standard: Boiling Point



Objectives: Markers x3 (Strategic Locations)
Scoring Units: ANY
Scoring Timing: End of Activation
VPs: Escalating

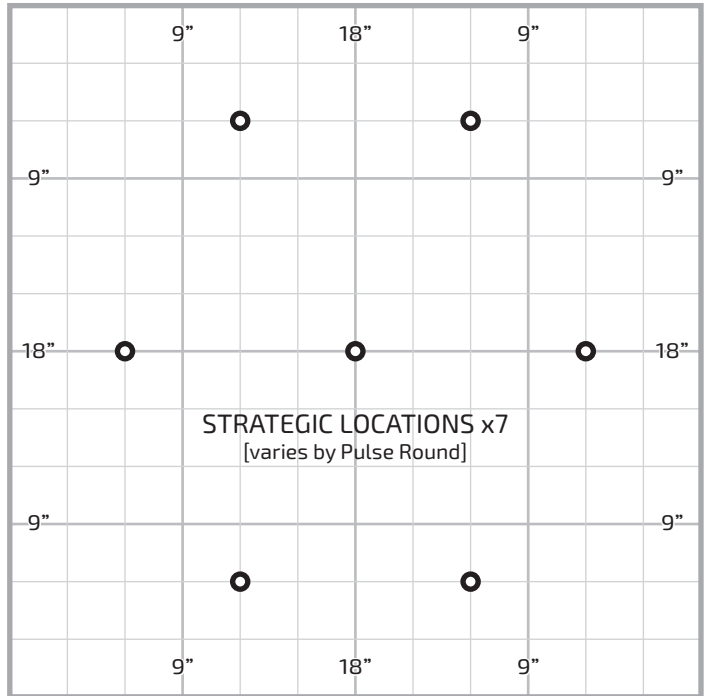


36" Standard: Enigma's Gate



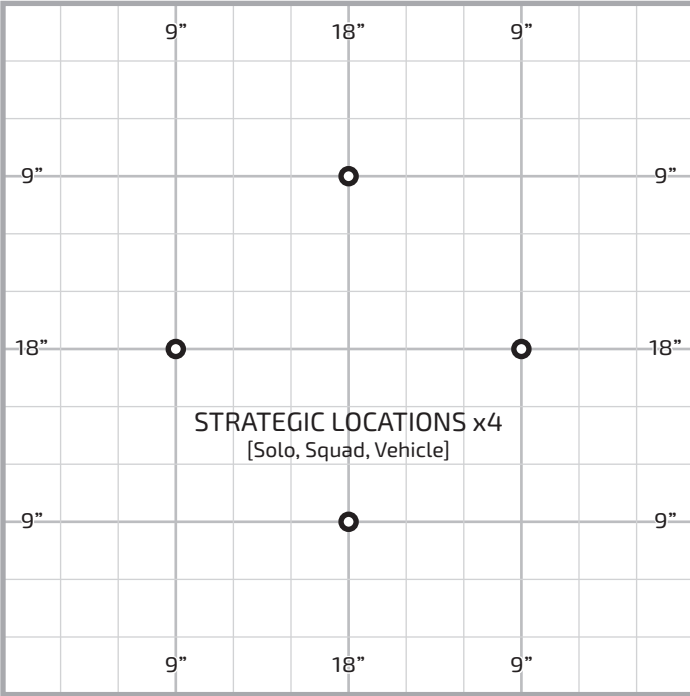
Objectives: Markers x6 (Relay Points; start each Pulse Round as *inactive*), Terrain Feature x2 (Control Stations, always ACTIVE)
Scoring Units: Squad, Vehicle = ANY; Warjack = Control Stations
Scoring Timing: End of Activation
VPs: Distance
Special Rules: May only score ACTIVE Objectives; activate an *inactive* Objective at random when a player scores an Objective

36" Standard: First Patrol



Objectives: Markers x7 (Strategic Locations)
Scoring Units:
 • Pulse 1 = Squad
 • Pulse 2 = ANY
 • Pulse 3 = Vehicle, Warjack
Scoring Timing: End of Activation
VPs: Distance
Special Rules: Can only deploy Solos and Squads until both players have a combined total VP of 10 or more

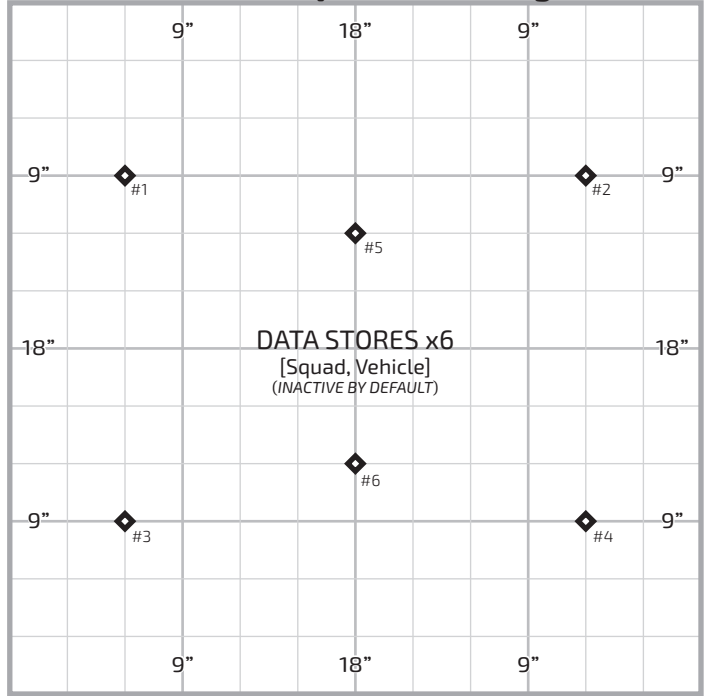
36" Standard: Moon Shadow



Objectives: Markers x4 (Strategic Locations)
Scoring Units: Solo, Squad, Vehicle
Scoring Timing: End of Activation
VPs: Distance
Special Rules: When making an attack, models without Revelator suffer -1 RAT per 5" of distance to their target



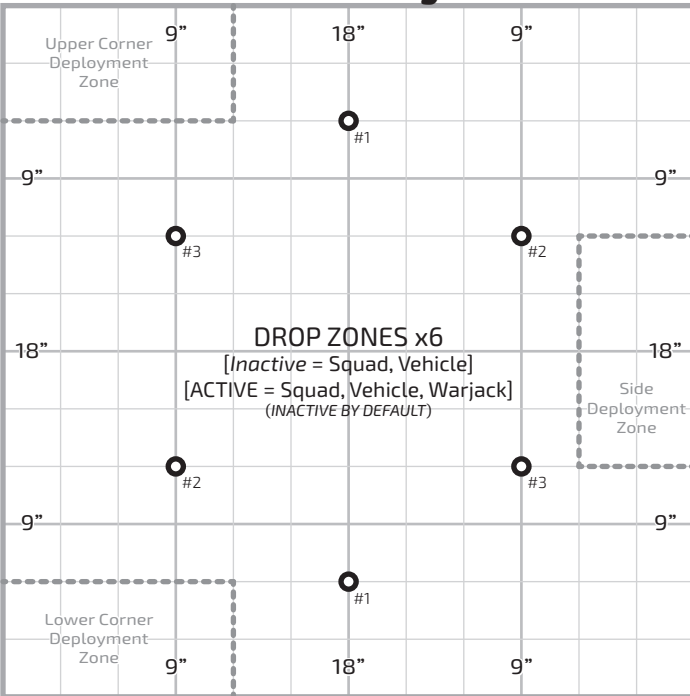
36" Standard: Necropolis Dreaming



Objectives: Terrain Features x6 (Data Stores)
Scoring Units: Squad, Vehicle
Scoring Timing: End of Activation
VPs: Escalating
Special Rules: May only score ACTIVE objectives; at start of each Pulse Round, randomly activate x2 Objectives; activate an *inactive* Objective at random when a player scores an Objective; all objectives become *inactive* at end of Pulse Round

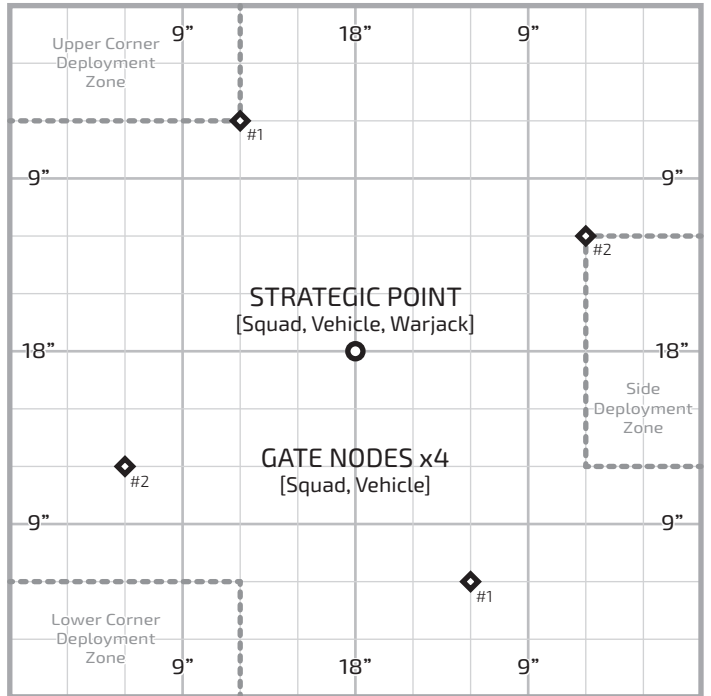


36" Standard: Orders of Magnitude



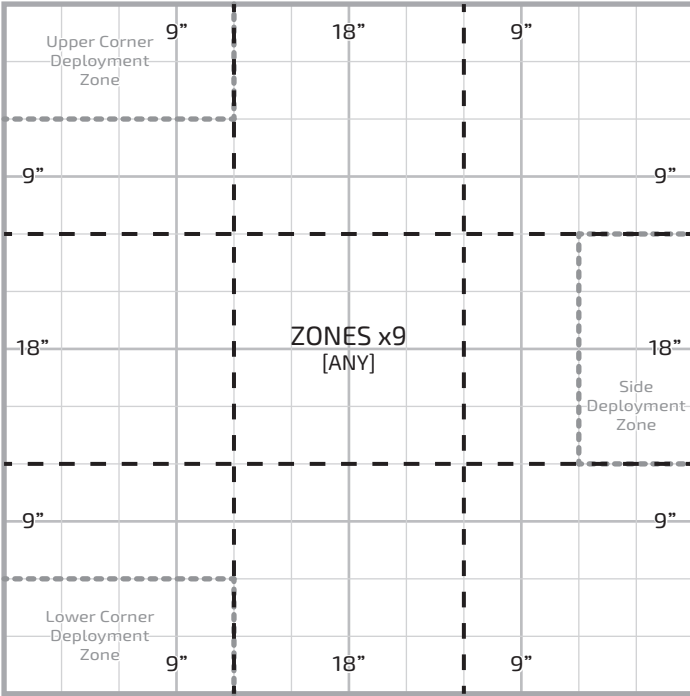
Objectives: Markers x6 (Drop Zones)
Scoring Units: Squad, Vehicle = ANY; Warjack = ACTIVE objectives only
Scoring Timing: End of Activation
VPs: *Inactive* = Fixed (1); ACTIVE = Fixed (3)
Special Rules: At start of each Pulse Round, randomly activate a pair of Objectives

36" Standard: Unconventional Warfare



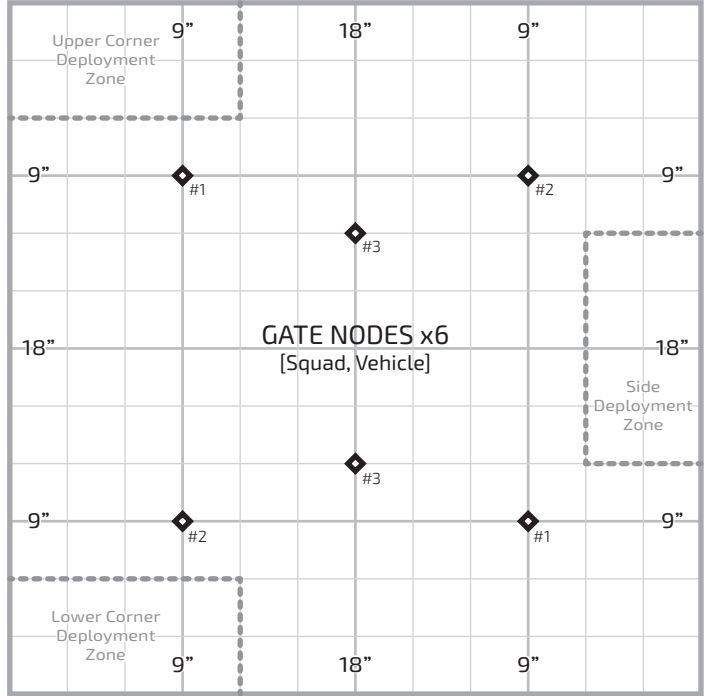
Objectives: Marker x1 (Strategic Point), Terrain Features x4 (Gate Nodes)
Scoring Units: Squad, Vehicle = ANY; Warjack = Strategic Point
Scoring Timing: End of Activation
VPs: Escalating
Special Rules: TELEPORT (Gate Nodes)

36" Standard: Absolute Pressure



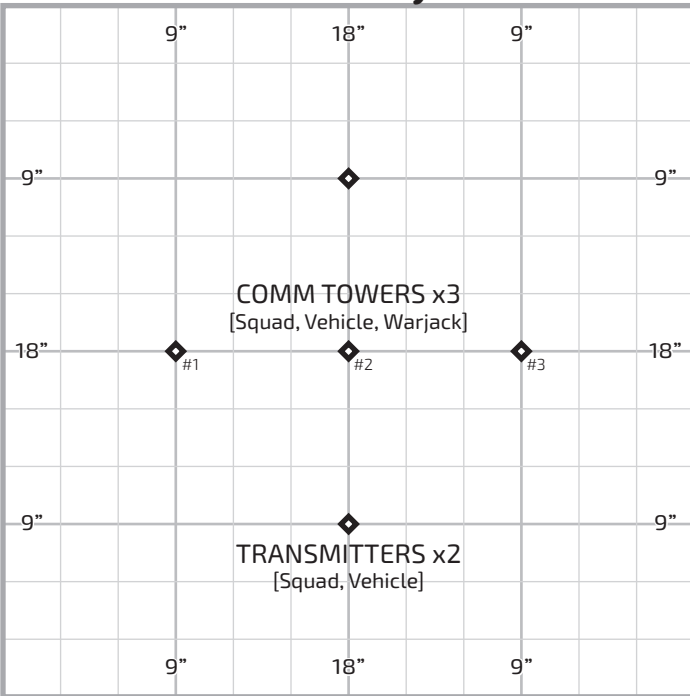
Objectives: Zones x9 (12" x "12")
Scoring Units: ANY
Scoring Timing: END OF PULSE
VPs: Fixed (1)

36" Standard: Cat & Mouse



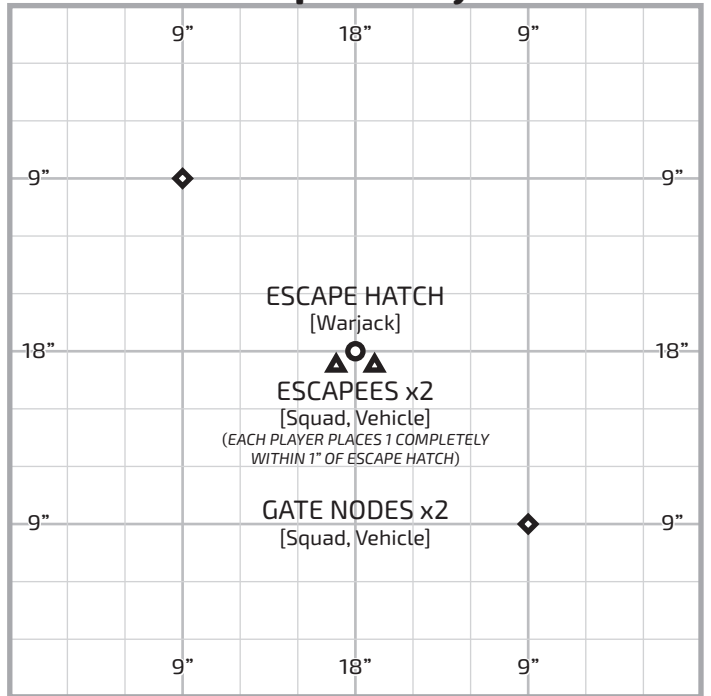
Objectives: Terrain Features x6 (Gate Nodes)
Scoring Units: Squad, Vehicle
Scoring Timing: END OF PULSE
VPs: Escalating
Special Rules: TELEPORT (Gate Nodes)

36" Standard: Chaos Theory



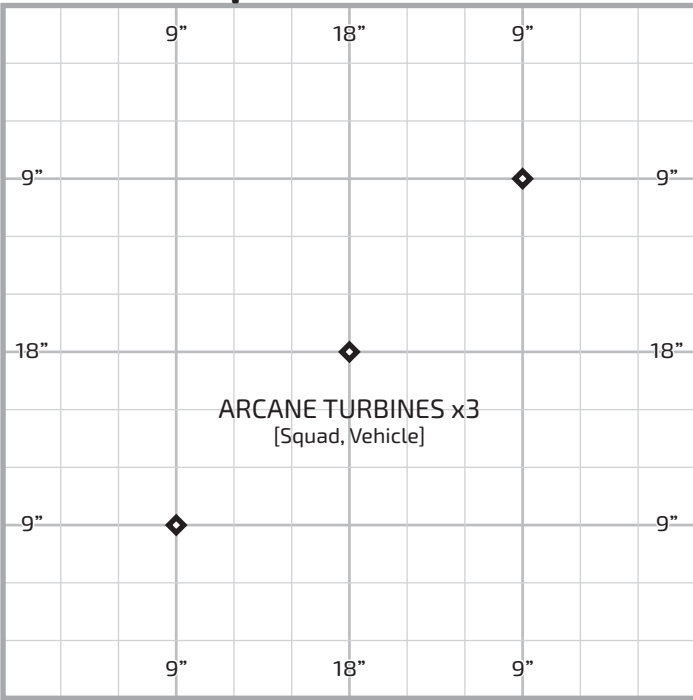
Objectives: Terrain Features x2 (Transmitters) +
 Terrain Features x3 (Comm Towers)
Scoring Units: Squad, Vehicle = ANY; Warjack = Comm Towers
Scoring Timing: END OF PULSE
VPs: Escalating
Special Rules: At start of Pulse 2, randomly remove a Comm Tower Objective; at start of Pulse 3, randomly remove another Comm Tower Objective

36" Standard: Escape Velocity



Objectives: Marker x1 (Escape Hatch), Portable Objectives x2 (Escapees), Terrain Features x2 (Gate Nodes)
Scoring Units: Warjack = Escape Hatch; Squad, Vehicle = Gate Nodes, Escapees
Scoring Timing: Gate Nodes = END OF PULSE
 • Escapee = End of Activation controlling Gate Node
VPs: Gate Nodes = Escalating; Escapee = Fixed(3)
Special Rules: Remove Escapee as scored, and active player places new Escapee completely within 1" of Escape Hatch

36" Standard: Spontaneous Combustion



Objectives: Terrain Features x3 (Arcane Turbines)

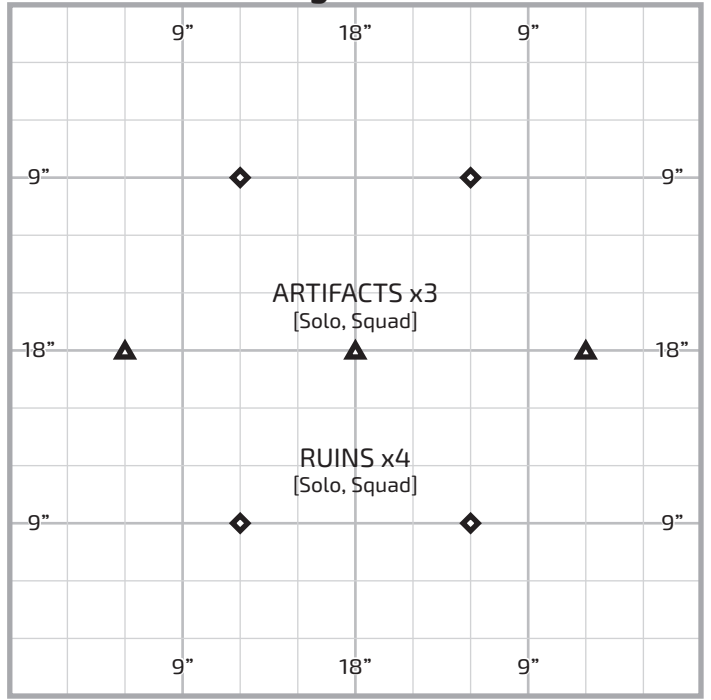
Scoring Units: Squad, Vehicle

Scoring Timing: END OF PULSE

VPs: Distance

Special Rules: While within 1" of an objective, models add one Power Die to attack rolls; at the start of a Pulse Round, roll one Action Die for each model within 1" of an objective; if a strike is rolled for that model it suffers the fire continuous effect

36" Standard: Strange Matter



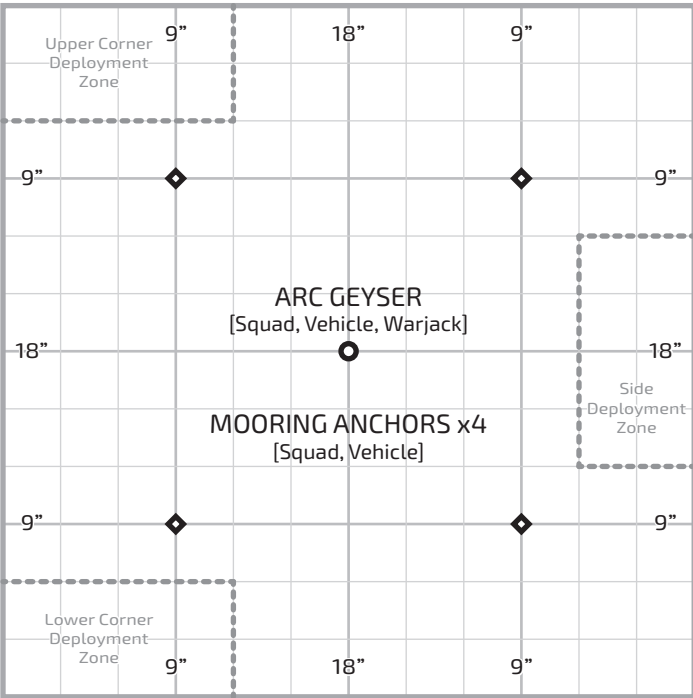
Objectives: Portable Objectives x3 (Artifacts), Terrain Features x4 (Ruins),

Scoring Units: Solo, Squad; ANY may carry Artifacts

Scoring Timing: END OF PULSE

VPs: Escalating; +2 VP if scoring unit is also securing Artifact

36" Standard: Surface Tension



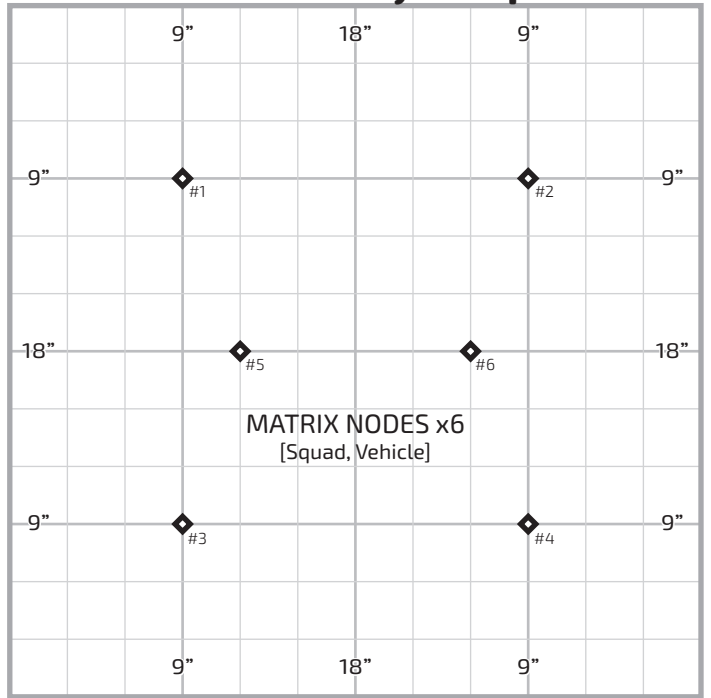
Objectives: Marker x1 (Arc Geysler), Terrain Features x4 (Mooring Anchors)

Scoring Units: Squad, Vehicle = ANY; Warjack = Arc Geysler

Scoring Timing: END OF PULSE

VPs: Distance

36" Standard: Uncertainty Principle



Objectives: Terrain Features x6 (Matrix Nodes)

Scoring Units: Squad, Vehicle

Scoring Timing: END OF PULSE

VPs: Escalating

Special Rules: At start of Pulse 2, randomly remove x2 objectives; at start of Pulse 3, randomly remove x1 objective