

# 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 [ <i>Distance</i> ] |
| 4. First Patrol           | End of Activation [ <i>Distance</i> ] |
| 5. Moon Shadow            | End of Activation [ <i>Distance</i> ] |
| 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 [ <i>Distance</i> ]      |
| 14. Strange Matter        | END OF PULSE [Escalating+Fixed (2)]   |
| 15. Surface Tension       | END OF PULSE [ <i>Distance</i> ]      |
| 16. Uncertainty Principle | END OF PULSE [Escalating]             |

## 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 within 2” of that first model

**Stealth:** This ability applies at 6” rather than at 8”

# Rusty Automech



## 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:

| <b>Scenario</b>        | <b>Scoring</b>                        |
|------------------------|---------------------------------------|
| 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 [ <i>Distance</i> ] |
| 5. Necropolis Dreaming | End of Activation [Escalating]        |
| 6. Surface Tension     | END OF PULSE [ <i>Distance</i> ]      |

# 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:

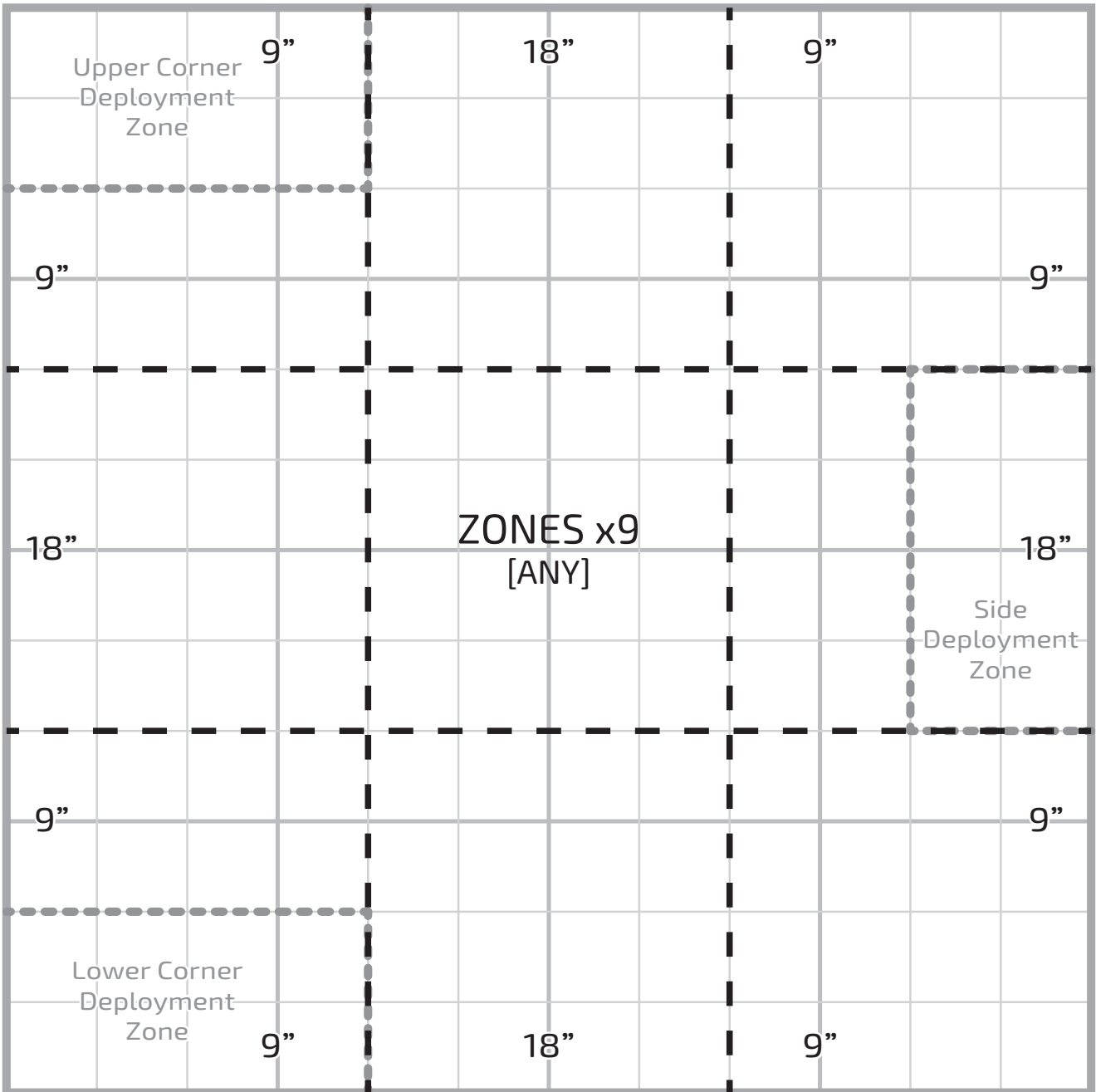
| <b>3-Player Scenario</b> | <b>Scoring</b>                   |
|--------------------------|----------------------------------|
| 1. Absolute Pressure     | END OF PULSE [Fixed (1)]         |
| 2. Boiling Point         | End of Activation [Escalating]   |
| 3. Cat & Mouse           | END OF PULSE [Escalating]        |
| 4. Orders of Magnitude   | End of Activation [Fixed (3/1)]  |
| 5. Surface Tension       | END OF PULSE [ <i>Distance</i> ] |
| 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: Absolute Pressure



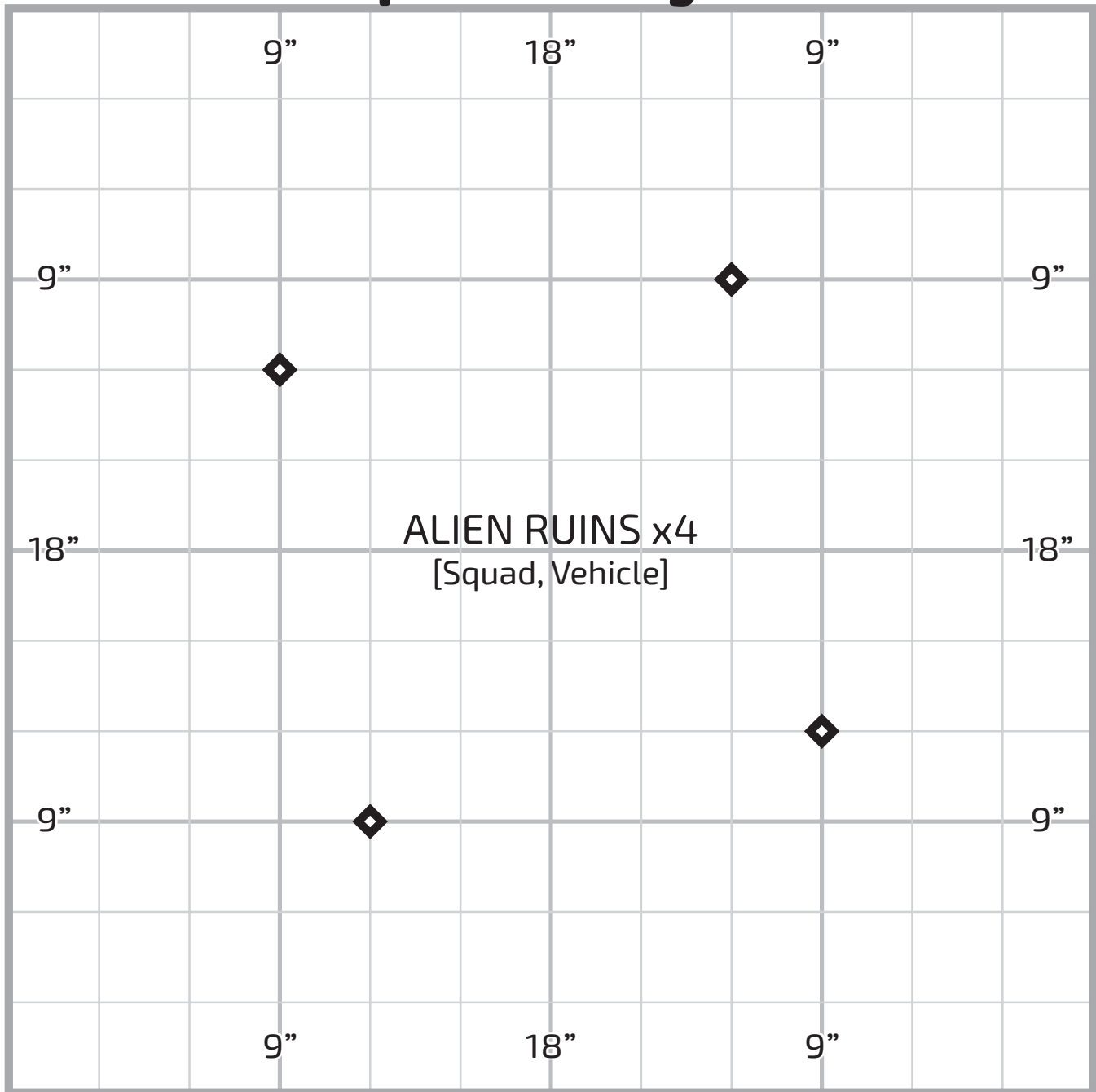
**Objectives:** Zones x9 (12" x "12")

**Scoring Units:** ANY

**Scoring Timing:** END OF PULSE

**VPs:** Fixed (1)

# 36" Standard: Apotheosis Agenda



**Objectives:** Terrain Features x4 (Alien Ruins)

**Scoring Units:** Squad, Vehicle

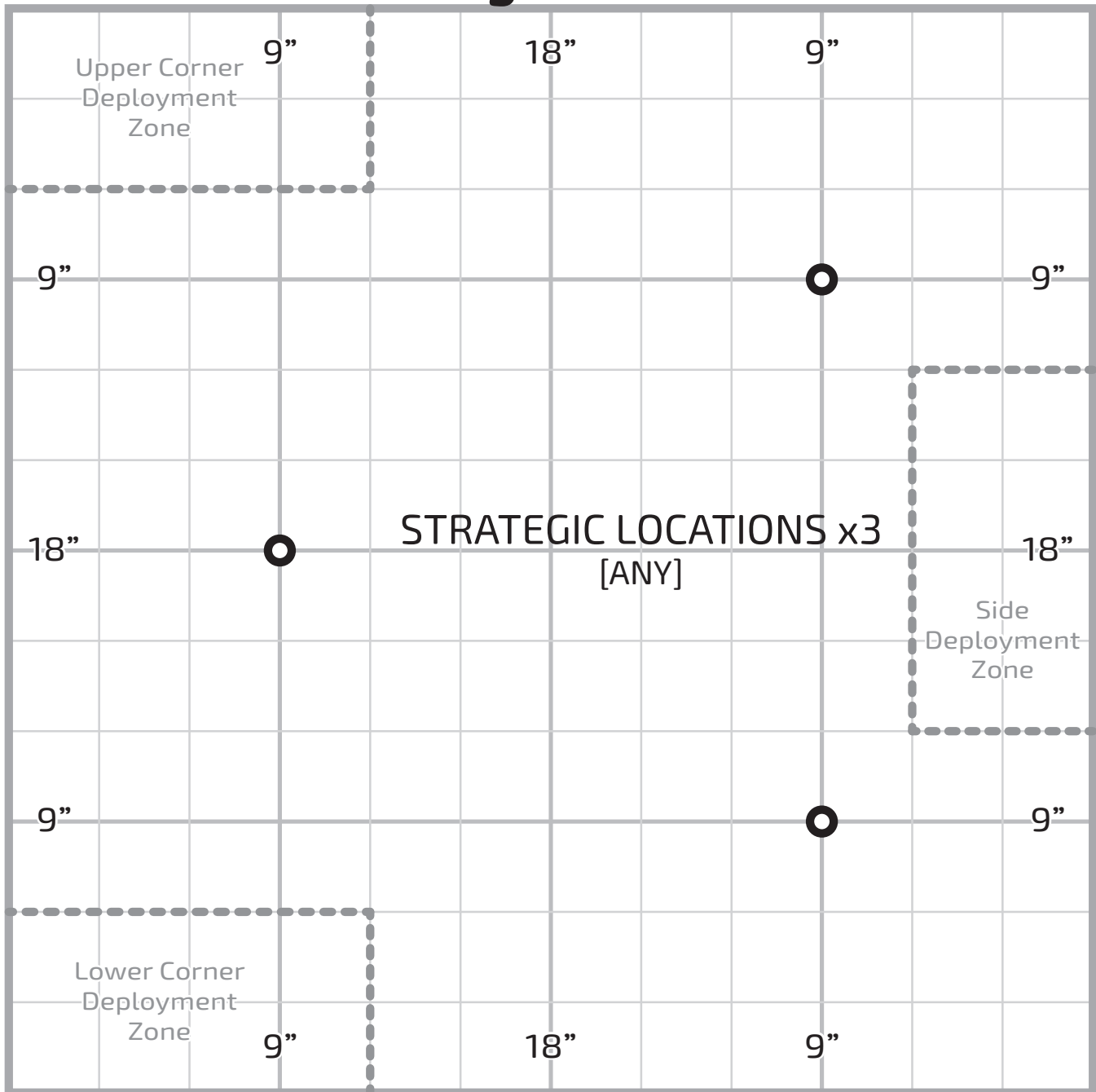
**Scoring Timing:** End of Activation

**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)

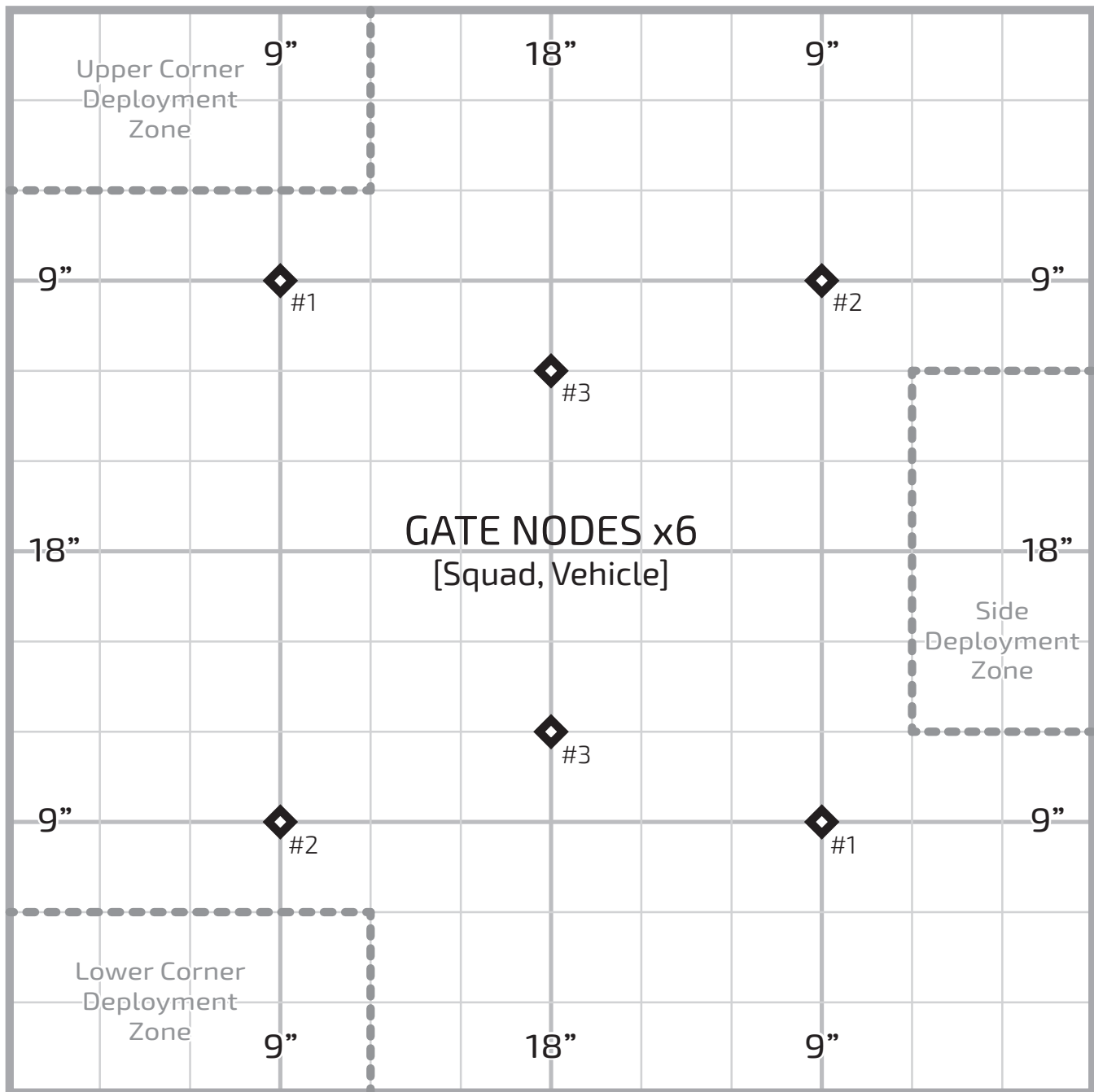
**Scoring Units:** ANY

**Scoring Timing:** End of Activation

**VPs:** Escalating



# 36" Standard: Cat & Mouse



**Objectives:** Terrain Features x6 (Gate Nodes)

**Scoring Units:** Squad, Vehicle

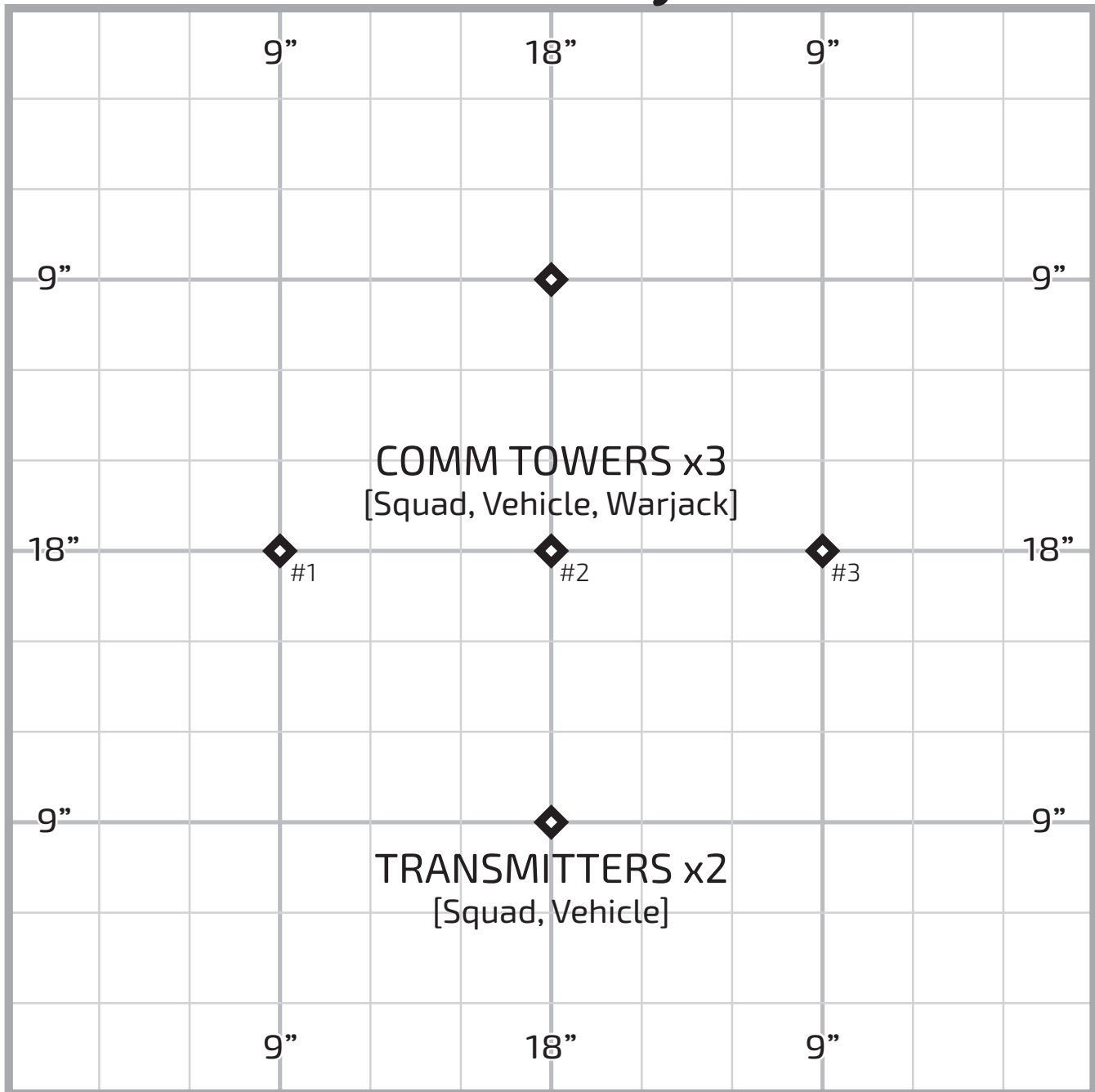
**Scoring Timing:** END OF PULSE

**VPs:** Escalating

**Special Rules:** TELEPORT (Gate Nodes)



# 36" Standard: Chaos Theory



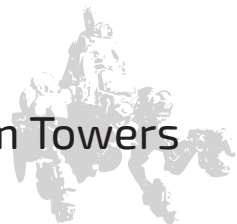
**Objectives:** Terrain Features x2 (Transmitters) +  
Terrain Features x3 (Comm Towers)

**Scoring Units:** Squad, Vehicle = ANY; Warjack = Comm Towers

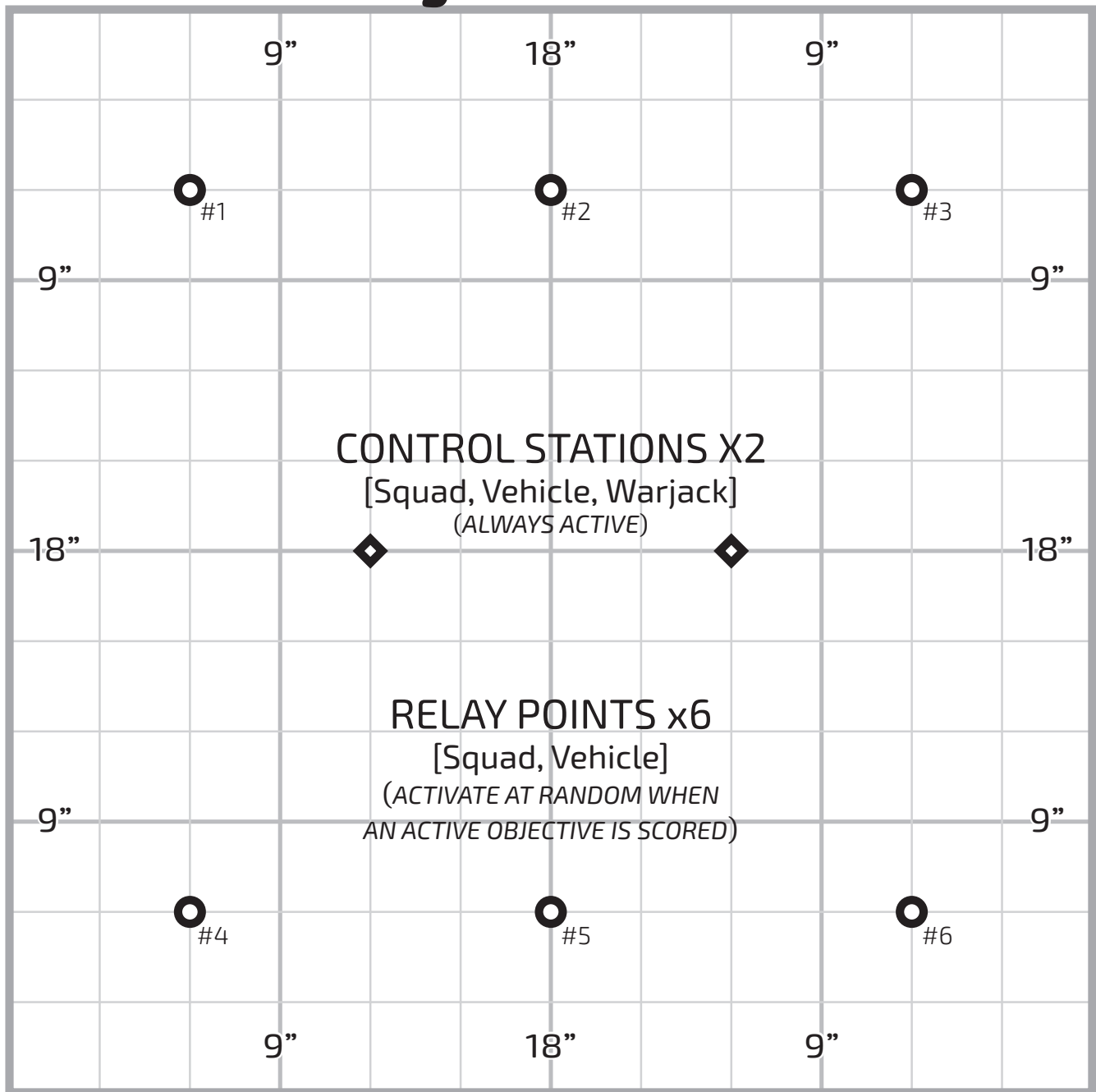
**Scoring Timing:** END OF PULSE

**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: Enigma's Gate



**Objectives:** Markers x6 (Relay Points; start each Pulse Round as *inactive*), Terrain Feature x2 (Control Stations, always ACTIVE)

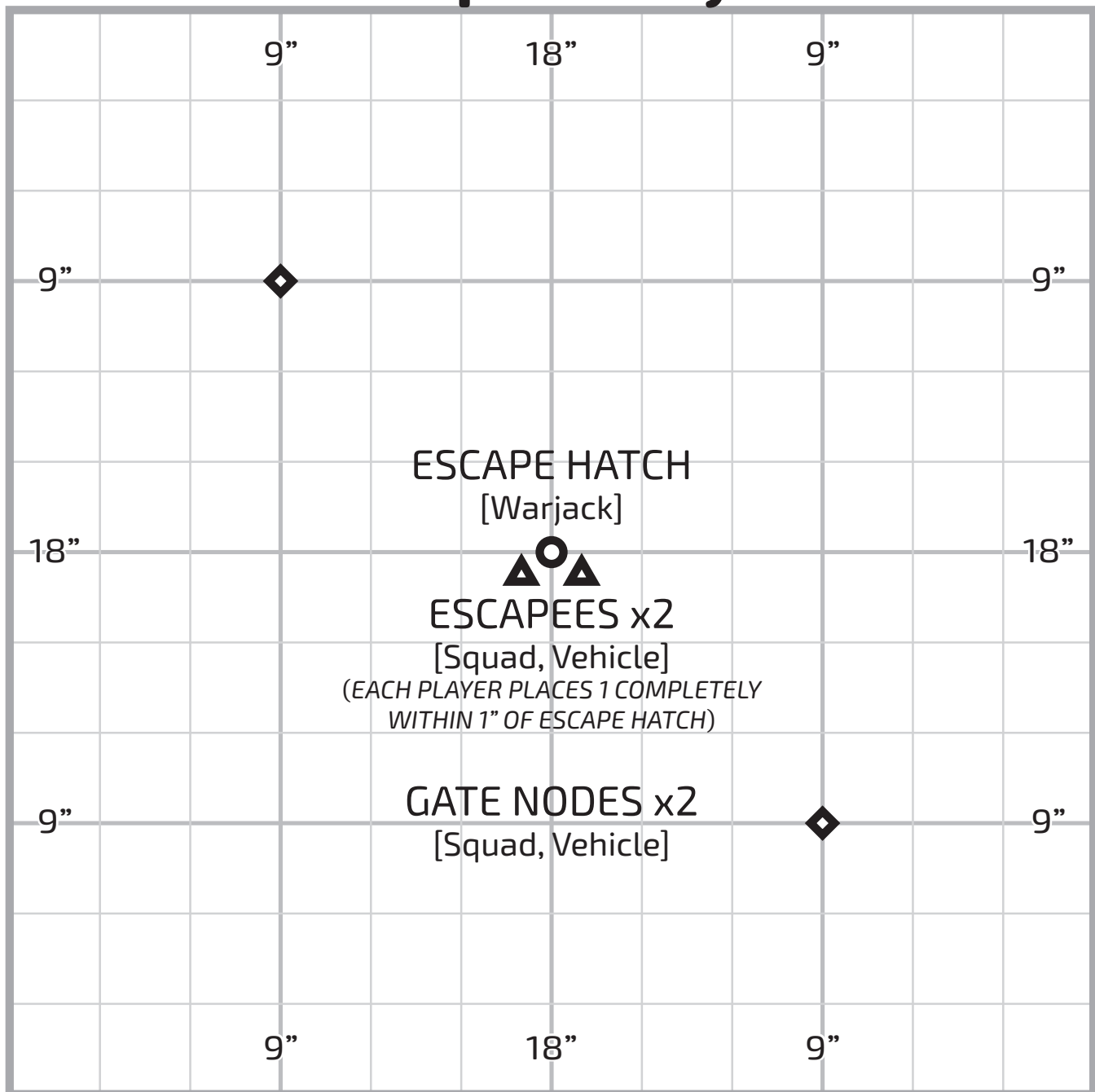
**Scoring Units:** Squad, Vehicle = ANY; Warjack = Control Stations

**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: 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

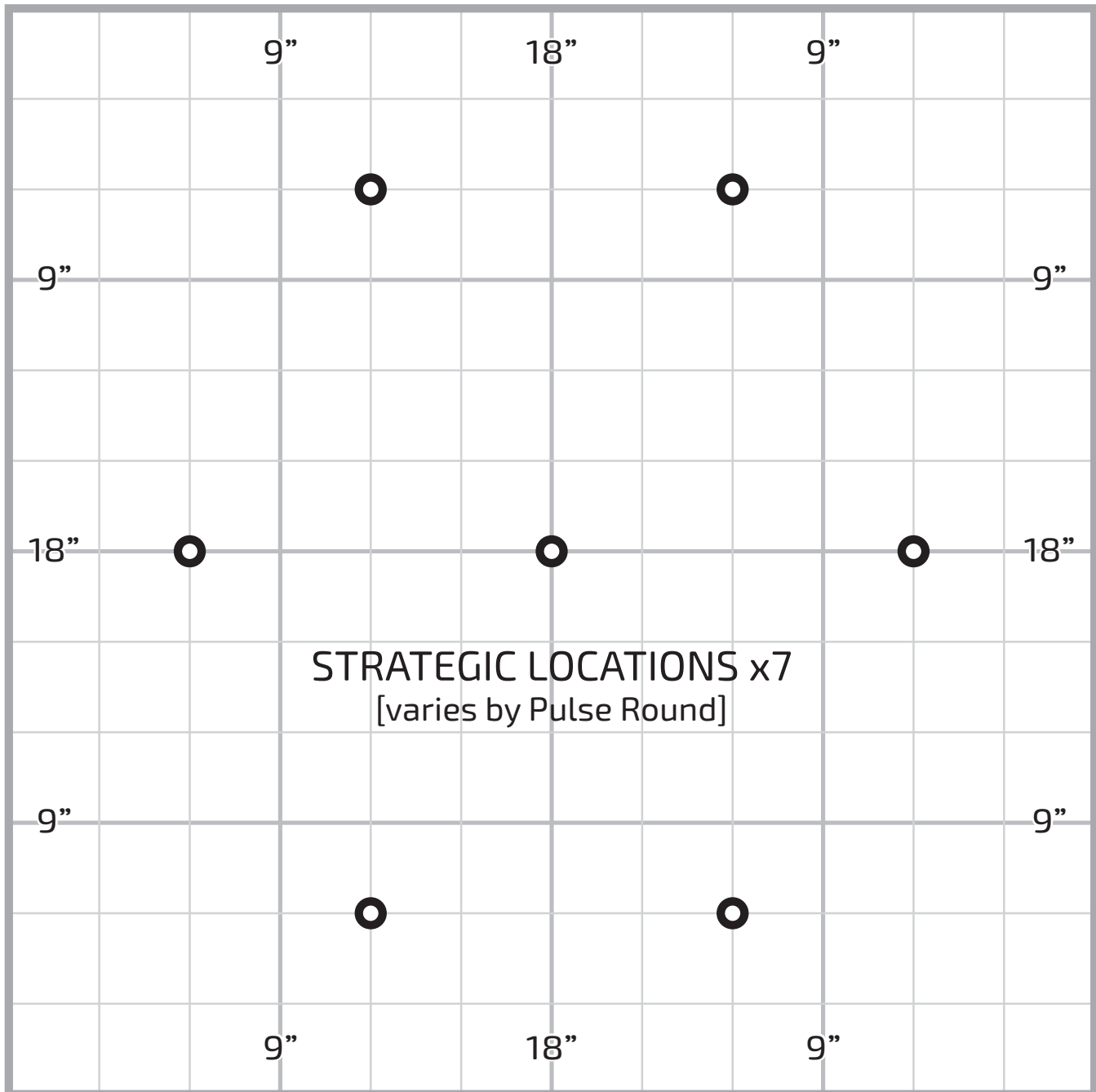
**Scoring Timing:** Gate Nodes = END OF PULSE

• 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: First Patrol



**Objectives:** Markers x7 (Strategic Locations)

**Scoring Units:**

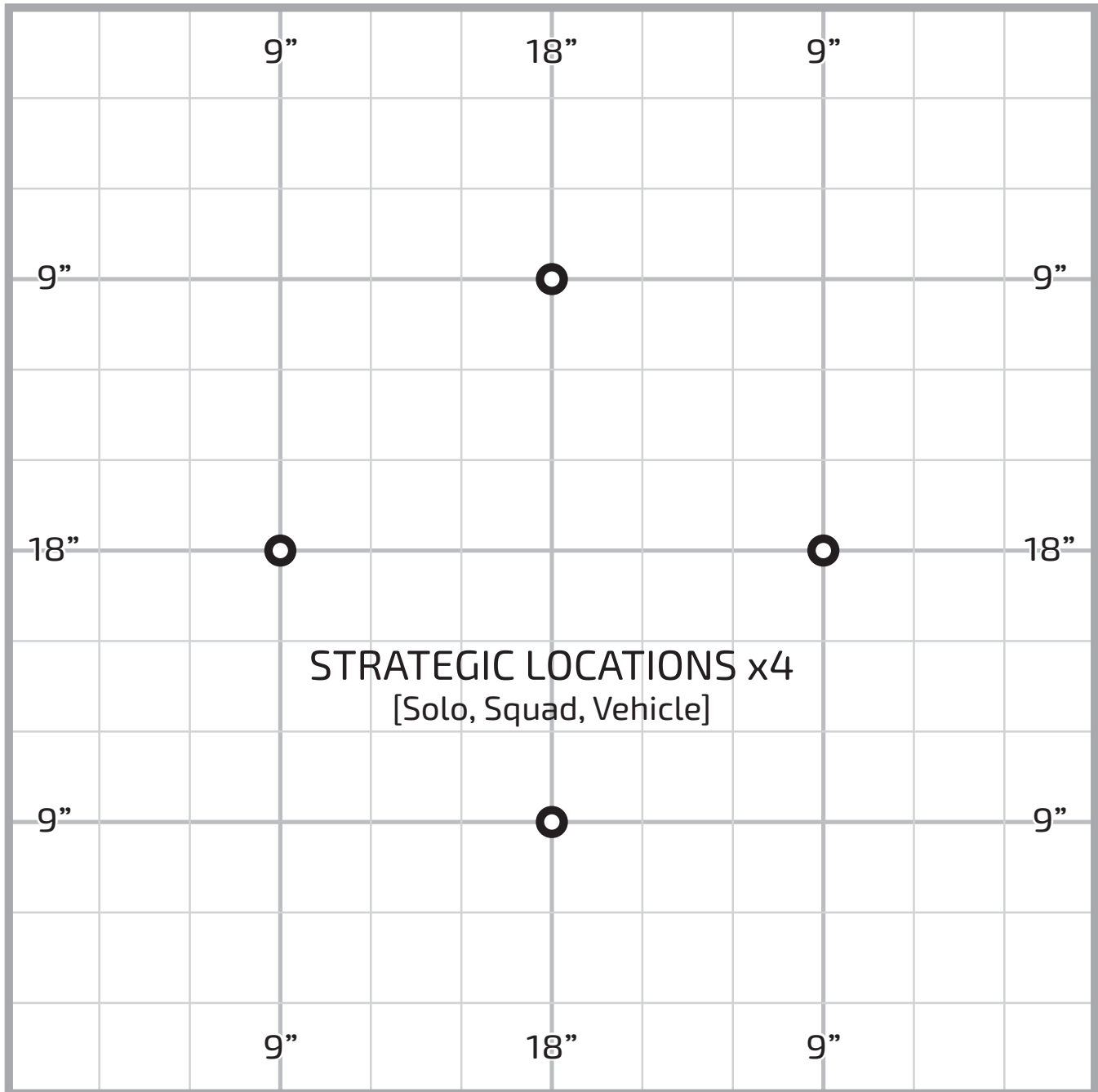
- Pulse 1 = Squad
- Pulse 2 = ANY
- Pulse 3 = Vehicle, Warjack

**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

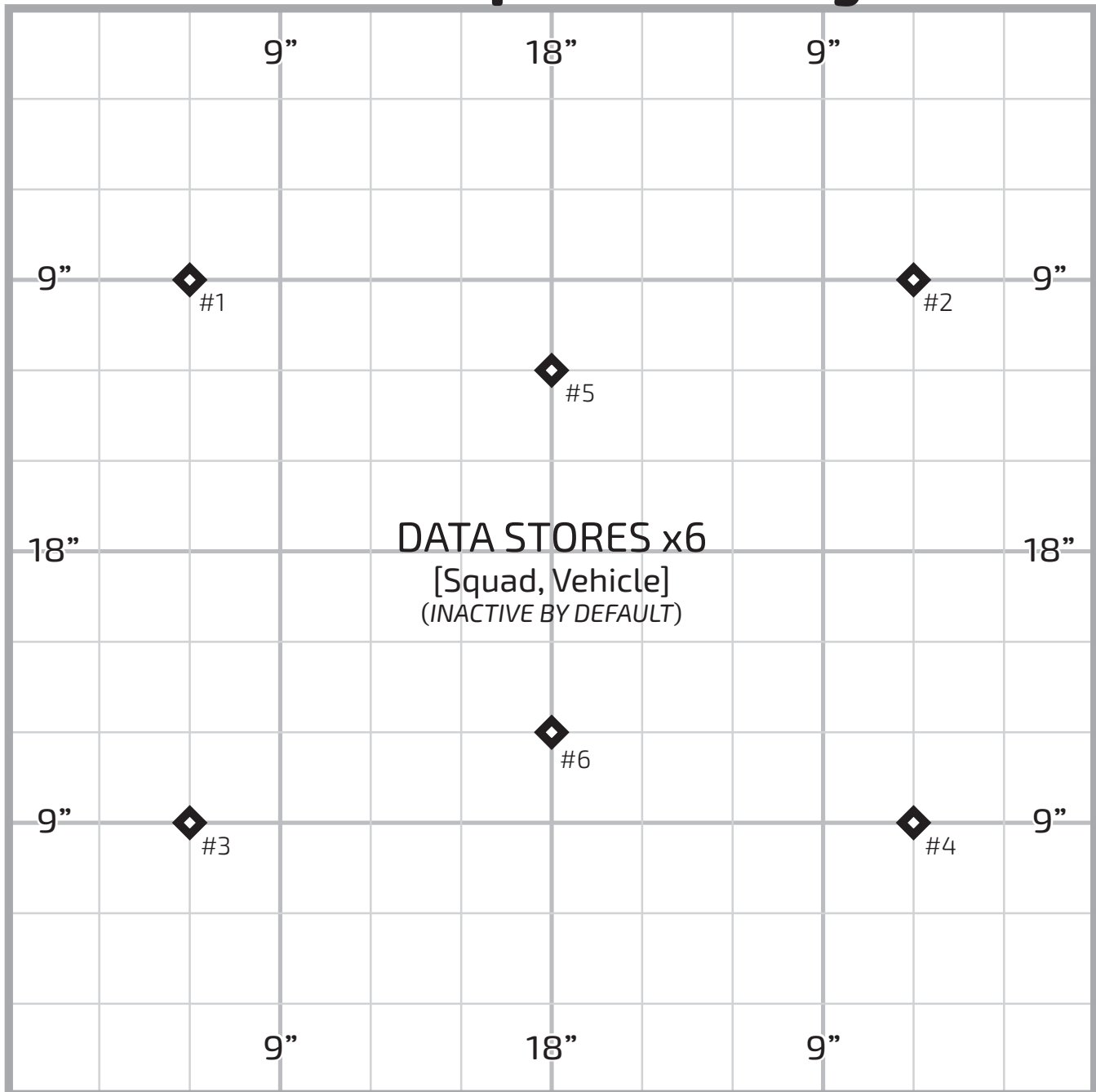
**Scoring Timing:** End of Activation

**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

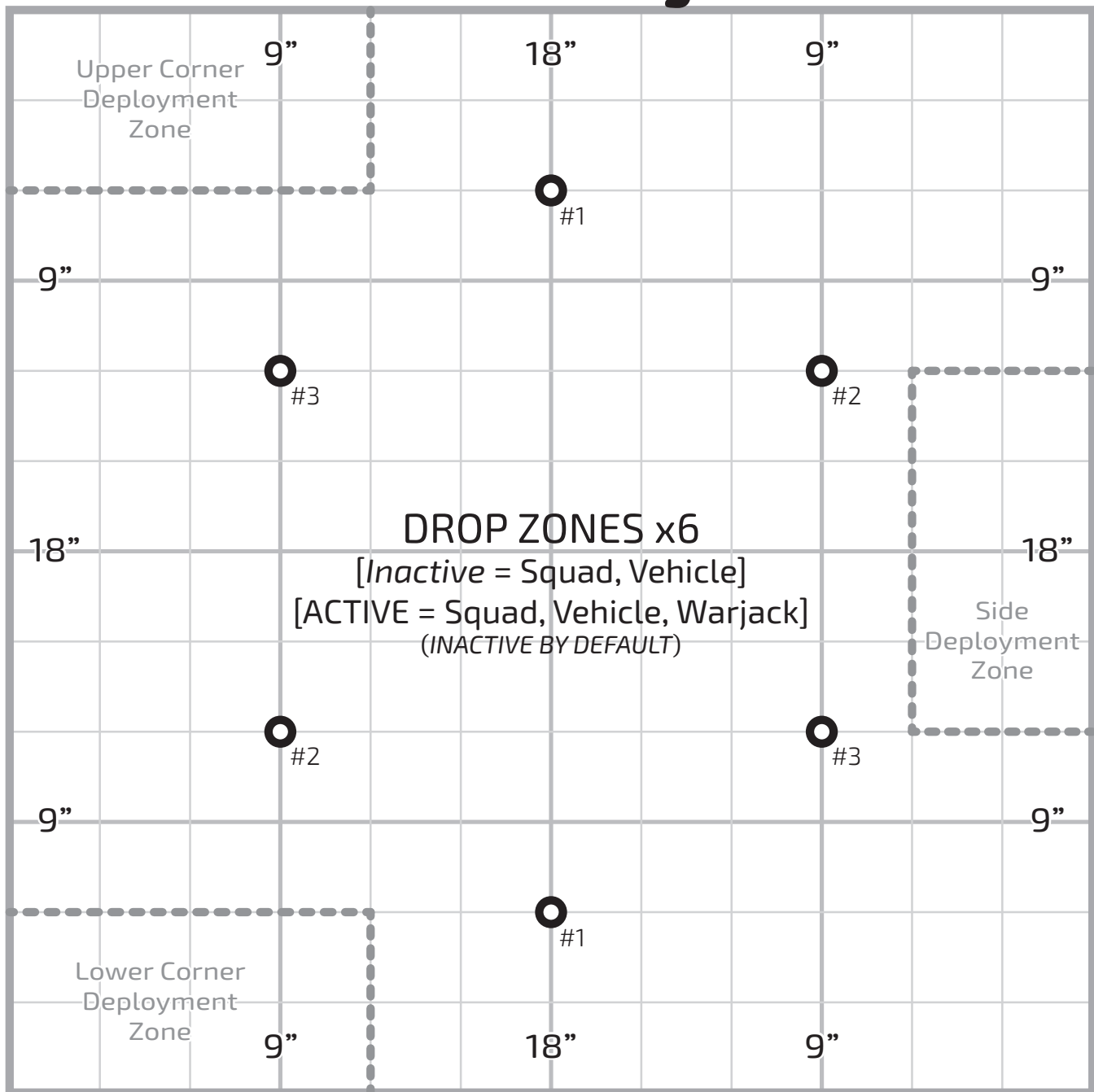
**Scoring Timing:** End of Activation

**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;

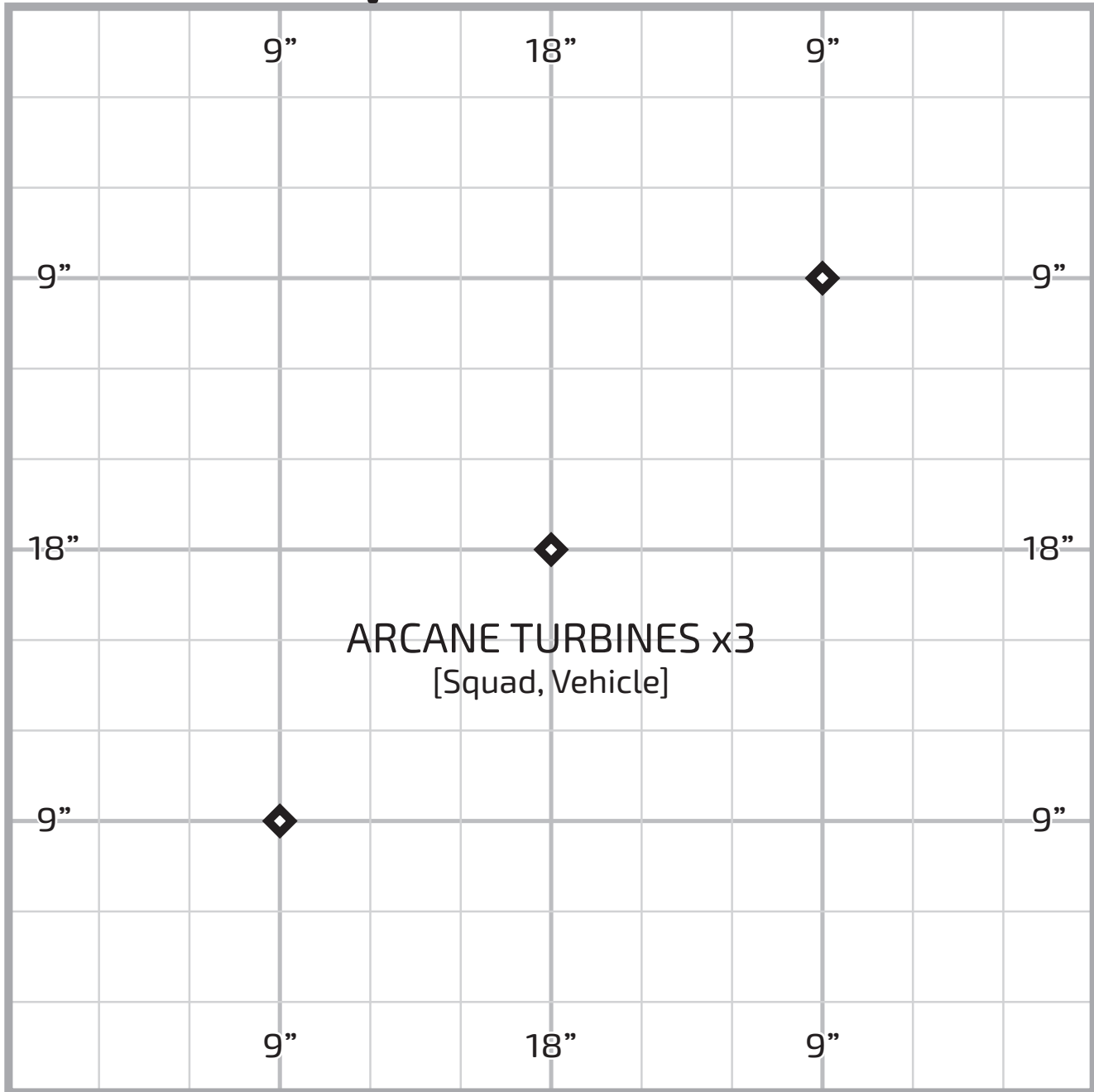
Warjack = ACTIVE objectives only

**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: Spontaneous Combustion



**Objectives:** Terrain Features x3 (Arcane Turbines)

**Scoring Units:** Squad, Vehicle

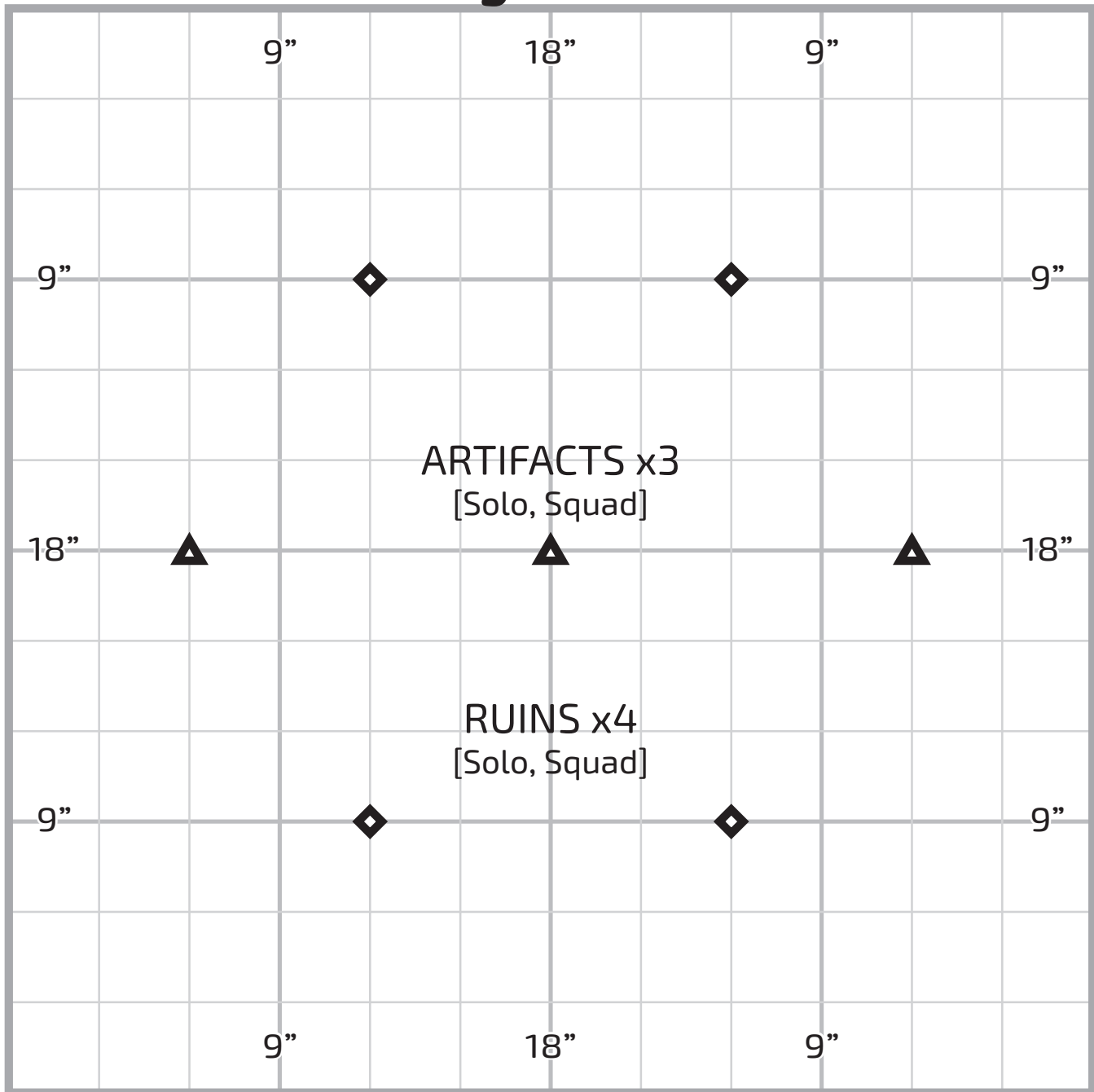
**Scoring Timing:** END OF PULSE

**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



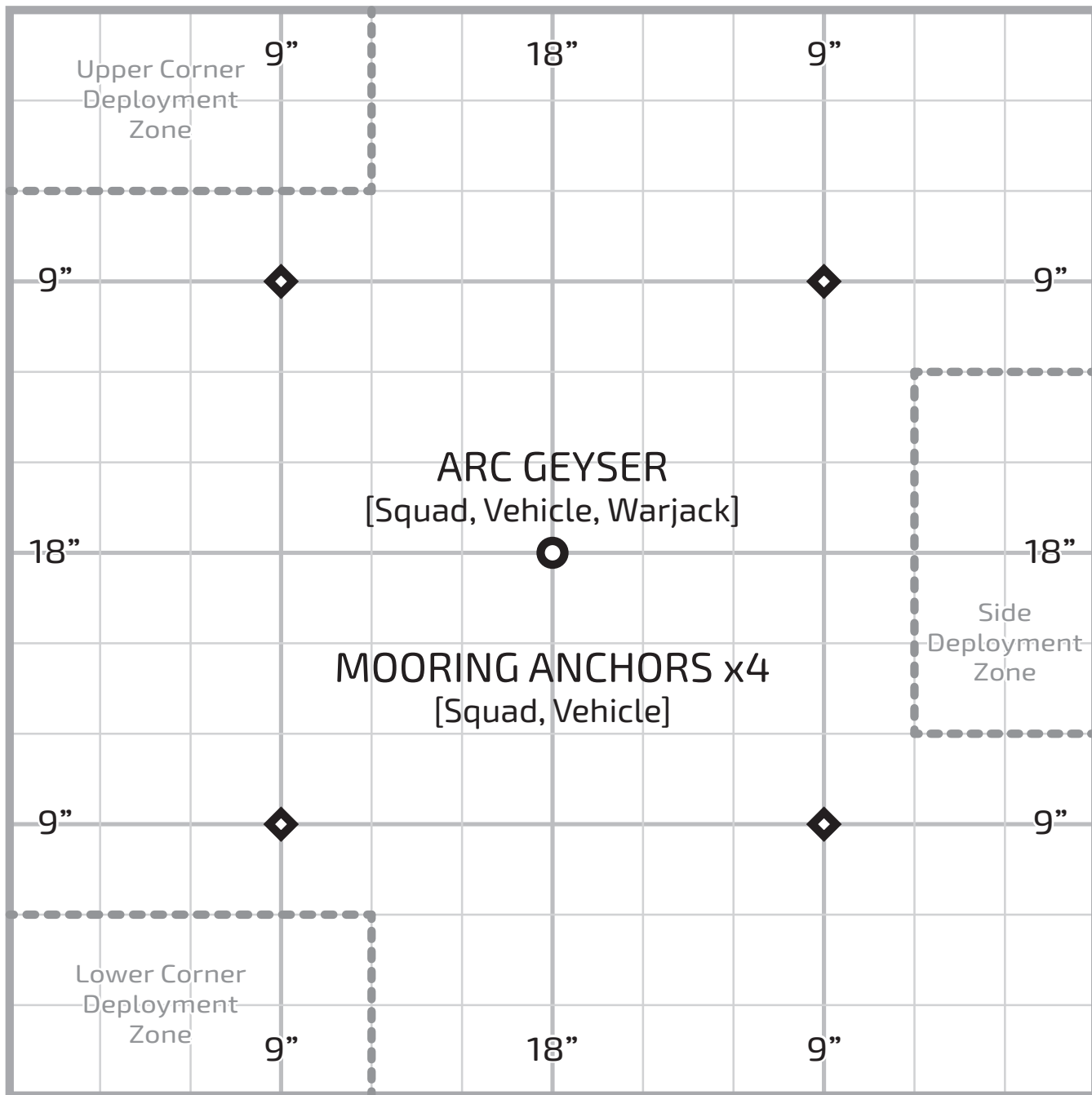
**Objectives:** Portable Objectives x3 (Artifacts), Terrain Features x4 (Ruins),

**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 Geyser), Terrain Features x4 (Mooring Anchors)

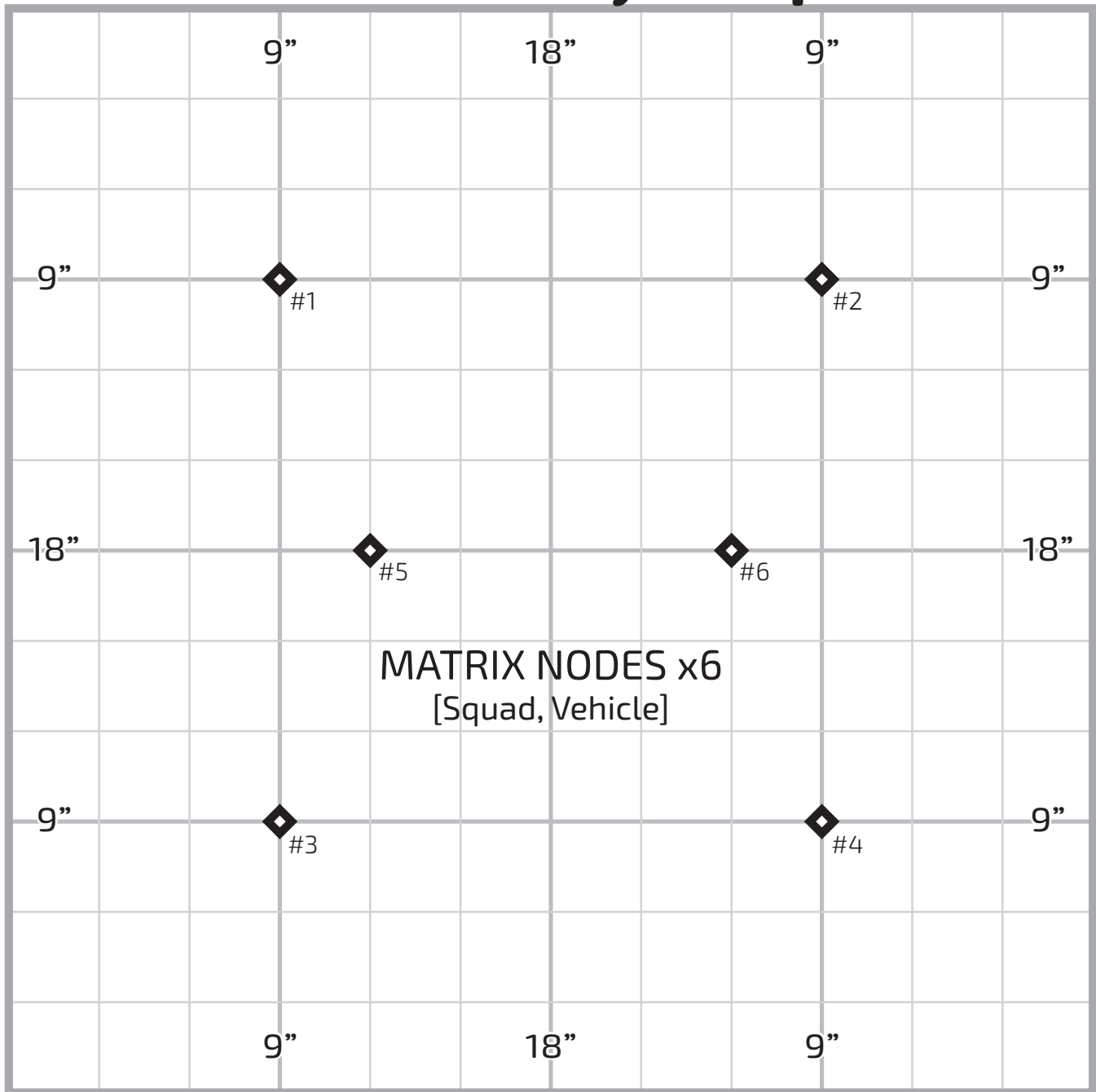
**Scoring Units:** Squad, Vehicle = ANY; Warjack = Arc Geyser

**Scoring Timing:** END OF PULSE

**VPs:** Distance



# 36" Standard: Uncertainty Principle



**Objectives:** Terrain Features x6 (Matrix Nodes)

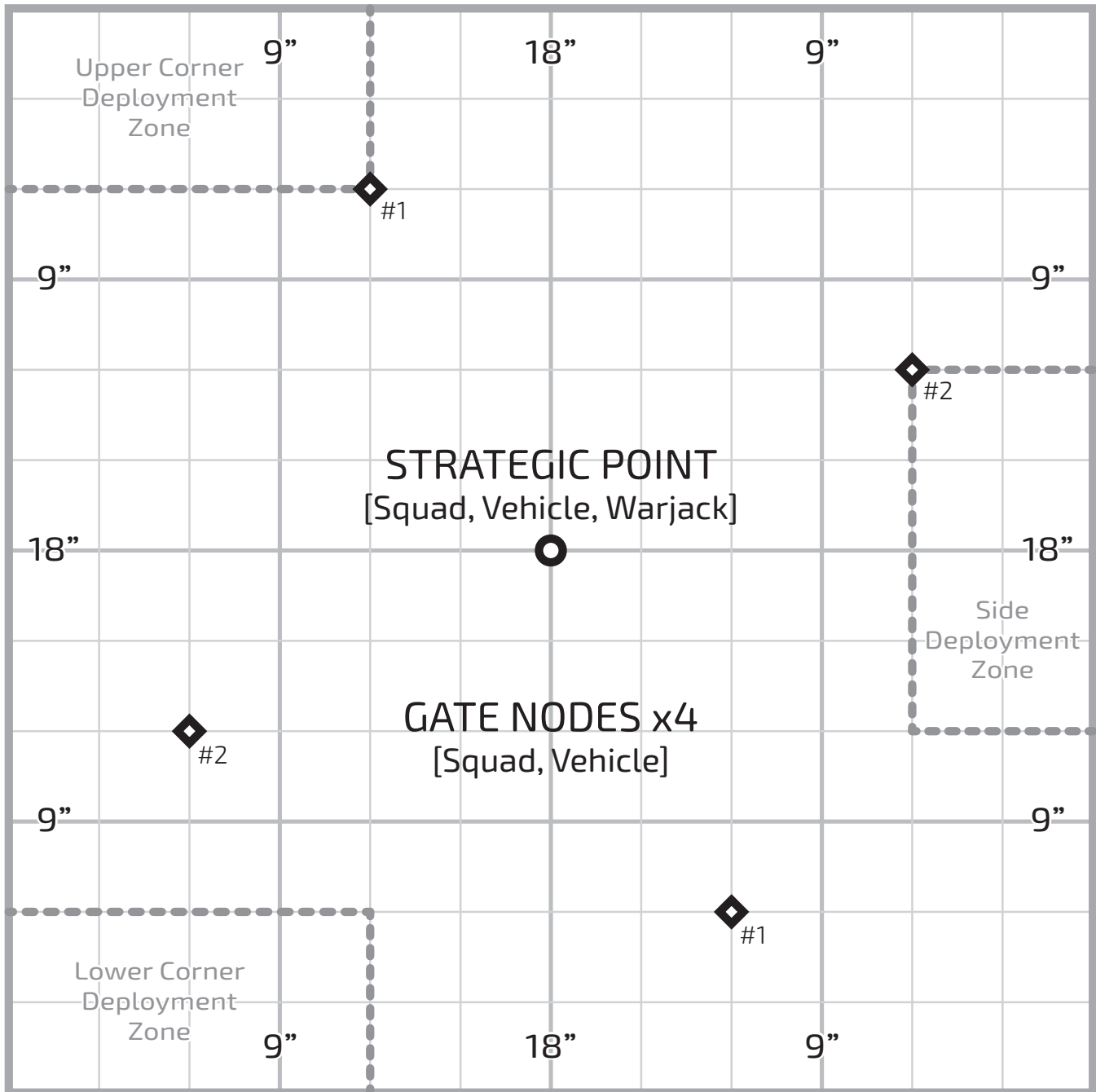
**Scoring Units:** Squad, Vehicle

**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

# 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)