

WARCASTER

NEO-MECHANIKA

WIP
NOT FINAL

RULES



This rules document is a Work-in-Progress.
Nothing in it is final and all content is subject to change.
We expect that once this document is reviewed by our community we will receive feedback that will influence adjustments and corrections. It will be finished to our customary standard over the next month before going to press.

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WIP

NOT FINAL

THE GAME

Warcaster: Neo-Mechanika is a high-speed skirmish game for two players that uses Strike Dice to decide combat results. Players take on the role of the Warcasters who oversee battles from their rack, the command and control center of their great warships housing the troops and warjacks under their command.

In Warcaster: Neo-Mechanika, each player controls a force of up to 15 to 18 units. Warcasters have the ability to cast Arcanessence into mechanical weapons, armor, gear, and warjacks, increasing their potency and imbuing them with spell-like properties. Warcasters can also charge portable void gates, which can be deployed dynamically around the battlefield, allowing the Warcaster to deploy reserve forces throughout the course of a battle. Battles are scenario based and focused on specific objectives that must be completed in order to achieve victory.

COMPONENTS



WHAT'S IN THIS BOX?

- Warcaster: Neo-Mechanika rulebook
- Six models, including two solos, a three-model squad, and a warjack with weapon options
- Four unit stat cards
- XXXX White Strike Dice, XXX Red Strike Dice, and one standard die
- Twenty-four Cypher cards
- Token sheet, including a Pulse Tracker

OTHER THINGS YOU NEED

- Terrain
- A table or playing surface where you can conduct your battles (typically measuring 4' x 4' or 30" x 30")
- A tape measure or ruler marked in inches and fractions thereof to measure movement and attack distances

BATTLEFIELD

Warcaster is played on a battlefield. Your battlefield can be any flat surface large enough to play out the battle, the size of which is dictated by your chosen scenario. Typical battlefield sizes are 4' x 4' for full-sized battles or 30" x 30" for smaller scale skirmish games (see p. XXX). If you don't have a table or a space large enough, play with whatever flat space you have available until you have a feel for the game and know what kind of battlefield you want to create for future games.

TOKENS



7 Activation Tokens



7 Arc Tokens



3 Corrosion Continuous Effect Tokens



3 Fire Continuous Effect Tokens



2 Lock Down Continuous Effect Tokens



2 Double-Sided System Failure Continuous Effect Tokens



2 Tune Up Continuous Effect Tokens



2 Two-piece Void Gates



Pulse Tracker



Pulse Tracker Token



3 Portable Objective Markers



5 Damage Tokens



6 Numbered Permanent Objective Markers



YOUR FORCE

In Warcaster: Neo-Mechanika, you go to battle with a force made up of several models from your collection. Models that have not been put into play on the battlefield are called your **reserves**.

There are two types of **models**: void gates and units. A **void gate** is a spawn point that enables players to put new units into play (see Void Gates & Deployment, p. XXX).

Units are the models in your force. A unit can be an individual model, like a warjack or a solo, or it can be a squad, which is a group of models that operate as a team. Units are deployed onto the battlefield through void gates (see Void Gates & Deployment, p. XXX). When a unit **destroyed**, it is returned to your reserves and can be deployed again later in the game.

Each unit comes with a card detailing its stats and special rules.

WARJACKS

A **warjack** is a robot designed to wage war. An arcane cortex housed within its armored hull contains the warjack's artificial intelligence, which allows it to operate autonomously. Armed with fearsome ranged and close-combat weaponry, a warjack is more than a match for a dozen soldiers. Though able to think and operate independently, a warjack reaches its full destructive potential only when charged with Arc by a Warcaster. Though not on the battlefield, the Warcaster possesses a telepathic link to each of the warjacks in its battlegroup. This link enables the Warcaster the ability to give their warjacks commands and boost their abilities with just a thought. Warjacks are not warrior models.

SQUADS

A **squad** is a small group of similarly trained and equipped soldiers—such as Paladin Enforcers, Ranger Fire Teams, and Vassal Reavers—who operate together as a team. Models in a squad do not activate individually; instead, all members of the squad activate at the same time and progress through the steps of an activation together.

(Image featuring all of these miniatures mentioned on this page)

The models in a squad are trooper models. Trooper models are warrior models.

You cannot redeploy a squad until all models in the squad have left play or been destroyed.

SOLOS

Solos are individuals who operate alone, such as assassins, weavers, heroes, and snipers. Solos are warrior models.

HEROES

Some unique and powerful solos are considered to be **Heroes**. When a Hero is destroyed, it is removed from the game instead of being returned to the reserves.

RESERVES

Models in a player's force that are not in play are **reserves** and can be deployed throughout the game. At the start of the game, players begin with all of their models in reserve. When a unit is destroyed or removed from play, it is returned to the reserves and can be deployed again during play. A squad is not returned to the reserves until the last model in the squad has been destroyed, recalled, or otherwise leaves play.

DICE

In addition to the single standard six-sided dice (referenced in the rules as a [d6](#)), Warcaster: Neo-Mechanika uses [Strike Dice](#).

ROLLING A D3

Some rules call for rolling a [d3](#). To do so, roll a d6, divide the result by 2, and round up. When rolling a d3, a roll of 1 or 2 equals 1, a roll of 3 or 4 equals 2, and a roll of 5 or 6 equals 3.

STRIKE DICE

Unlike the standard d6, Strike Dice do not have pips or numbers. Instead Strike Dice use explosion symbols to indicate strikes and blank faces to indicate misses. A strike is indicated by one explosion on the die. A super strike, indicated by two explosions, counts as two strikes. Blank sides indicate misses. When rolling Strike Dice, simply add up the number of explosion symbols you see. For instance, the three dice below add up to three strikes.

Warcaster: Neo-Mechanika uses two different color-coded Strike Dice with different chances of rolling a strike depending on the color.

ACTION DICE XICONX

[Action Dice](#) (white) are comprised of 3 misses, 2 strikes, and 1 super strike. Action Dice are the basic dice type rolled in Warcaster: Neo-Mechanika. Every time you want to make an attack, you must roll one or more Action Dice.

POWER DICE XICONX

[Power Dice](#) (red) are comprised of 1 miss, 4 strikes, and 1 super strike, making them much more reliable.

Add images showing a d6, a white action die, and a red power die.

Add images showing a Miss, a Strike, and a Super Strike.



GENERAL RULES

All models you control are **friendly models**. Models controlled by your opponent are **enemy models**.

The various nations, confederations, and empires within the Hyperuranion are represented by the different Factions. Forces are made up of units from a single Faction, along with the Wildcards, that will work for that Faction.

APPLYING RULES

Each time rules with the same name affect a single model or unit, only apply the rule once.

CARD RULES

Rules on model stat cards, reference cards, and Cyphers override rules printed in the rulebook.

SPORTSMANSHIP AND SHARING INFORMATION

Although Warcaster: Neo-Mechanika simulates violent battles between rival forces, you should still strive to be a good sport in all aspects of the game. Remember, this is a game meant to provide entertainment and friendly competition. Whether winning or losing, you should still be having lots of fun.

From time to time, your opponent may wish to see your records to verify a model's stats or special rules. Always represent this information honestly, and share your records and information without hesitation.

MERCY RULE

If a player has no models in play, either units or void gates, they immediately lose the game.

Photo

MODEL STATS

All the information you need to play with your models is present on their stat cards.

Faction – This is the model's Faction, identifying what models can be combined to create a force.

Speed (SPD) – This is the number of inches a model can move when advancing during its activation.

Strength (STR) – This is the number of Action Dice you roll when your model makes a strength check.

Melee Attack (MAT) – This is the number of Action Dice you roll when your model makes a melee attack.

Ranged Attack (RAT) – This is the number of Action Dice you roll when your model makes a ranged attack.

Focus (FOC) – This is the number of Action Dice you roll when channeling a Fury attack through the model.

Defense (DEF) – This is the number of Action Dice you roll when your opponent targets the model with an attack. Any strikes rolled offset the strikes rolled by the player controlling the attacking model.

Armor (ARM) – This is the number of strikes that must be rolled to cause a point of damage to this model.

Health (HEART) – This is the number of damage points a model can take before being destroyed.

Deployment Cost (DC) – Deployment Cost indicates the number of Arc you must clear from a void gate to put a unit into play on the battlefield.

SPECIAL RULES

A unit's special rules and the special rules of its weapons are listed on the back of its card.

WEAPON STATS

Weapons have stats like units. On a unit's weapon stat bar, a sword icon denotes a melee weapon and a pistol denotes a ranged weapon. The entry for a unit with multiple identical weapons has a single weapon stat bar with the number of weapons indicated on the icon.

Energy Type – A weapon's energy type describes the forces utilized by the weapon to damage its targets. Some units are more vulnerable or resistant to different energy types.

Energy types include: Ballistic, Beam, Cold, Corrosion, Energy, Explosive, Fire, Force, and Kinetic.

A Beam weapon causes beam damage, an Energy weapon causes energy damage, and so on. Some weapons have more than one energy type. For example, the Paladin Commander's Pulse Cannon weapon is both an Explosion and a Force weapon.

Range (RNG) – This is range of the weapon in inches. A model must be within the range of a weapon to be targeted by an attack made with the weapon. See Measuring Range, p. XXX.

Power (POW) – This is the strength of an attack. It determines how many Action Dice are rolled to resolve a damage roll for the attack. See Making Melee & Ranged Attacks, p. XXX.

Weapon Stat Bar Example

GAME PLAY OVERVIEW

Warcaster is played in turns alternating between each player. On each of their turns, a player can charge one unit or void gate, play up to two Cypher cards, activate a unit and a solo, deploy units, place a void gate, etc., before moving on to their opponent's turn.

TURNS

Turns have the following steps that must be taken in order:

1. **Ready Phase:** If all of your units have activation tokens, ready your units by removing all activation tokens from them (see Activation Tokens, p. XXX).
2. **Charging Phase:** You can choose to charge one friendly unit or void gate in play with 1 Arc or clear any amount of Arc from friendly units and void gates. See Arc & Charging Models, p. XXX.
3. You may play one Cypher card.
4. **Activation Phase:** Activate one unit and up to one additional solo. Each of these units can move and attack, in either order, and then their activations end. When a unit's activation ends, place an activation token next to it.
5. You may play one Cypher card.
6. **Deployment Phase:** You may deploy one or more units or recall one unit.
7. You may nominate one friendly warrior model to place a void gate or may place a void gate anywhere within 5" of your rear table edge. A model that was deployed this turn cannot be nominated to place a gate. After nominating a friendly warrior model to place a void gate, the gate may be placed anywhere within 5" of that model. When placing a void gate, you may charge it with up to 5 Arc.
8. You may discard one Cypher card.
9. Draw back up to a full hand of Cypher cards.

PULSE ROUNDS

Pulse Rounds add structure to Warcaster games. They determine when scenario scoring occurs, when you check to see if continuous effects expire, and when you remove activation tokens from your models. The Pulse may also determine when other events occur during play, such as when some Cypher cards expire.

Pulse rounds are tracked with a **Pulse tracker**. The tracker is divided into five boxes. When the first player takes their first turn of the game, they place the Pulse Tracker token onto the starting position of the tracker. For the remainder of the game, each time the first player takes a turn, that player moves the token forward one space. When the tracker would advance from the fifth box, the Pulse round ends, and the tracker is moved back to the starting position, beginning a new Pulse round.

When the Pulse round ends, both players resolve the following in order:

1. Resolve any continuous effects affecting your units.
2. Cypher cards that expire at the end of the Pulse round expire.
3. Both players check the scoring rules for both the scenario being played and for any applicable secondary missions (see Battlefield & Scenario Generation, p. XXX). This means that both players score simultaneously each time the Pulse round ends.
4. Remove all activation tokens from your models.

Unless otherwise noted, games of Warcaster last for three Pulse rounds.

STARTING THE GAME

Before the start of the game, each player should draw a hand of five Cypher cards from their rack decks (see The Rack & Cypher Cards, p. XXX).

Each player starts the game with 7 Arc. Place this Arc in the "well" off to the side of the table next to your rack deck.

At the start of the game, each player should roll a d6. The higher roller has the option of being the first player and taking the first turn of the game or going second and choosing their side of the table.

Players then take turns each deploying units with a total deployment cost of up to 5 Arc within 5" of the rear edge of their side of the table, beginning with the first player.

The first player then takes their first turn. Players alternate taking turns for the rest of the game.

ARC & CHARGING MODELS

Throughout a game of Warcaster: Neo-Mechanika, **Arc** (short for Arcanessence) flows to and from the Warcaster as the Warcaster charges units in play with arcane energy and draws it back again. A Warcaster begins the game with a **well** of 7 Arc that the player will use throughout the game.

When a Warcaster **charges** a unit or void gate, the Warcaster moves 1 or more Arc from their well to the unit or gate. A unit with 1 or more Arc is **charged**. A model that has no Arc on it is not charged.

When you **clear** Arc from a model, you remove the Arc and put it back into the Warcaster's well.

When a unit is destroyed, any Arc on it is cleared.

1. A void gate can be charged with up to 5 Arc at any time.
2. A warjack can be charged with up to 3 Arc at any time.
3. Solos can be charged with up to 1 Arc at any time.
4. Squads can be charged with up to 1 Arc at any time.

CHARGE & SPIKE SPECIAL RULES

Each unit has a special rule that becomes active while it is charged. Each unit also has a special rule enabling it to **spike**, or clear 1 Arc on it, for a temporary effect.

Special rules requiring a model to be charged to come into effect are marked with Charge XICONX.

Example: The Marcher Worlds Ranger Fire Teams' Battle Rifles have the Mechanical Optics special rule. The rule states that while the squad is charged, the weapons gain +4" RNG. Because the special rule is triggered while the squad is charged, no Arc has to be cleared from the squad to gain the benefits of the Mechanical Optics special rule.

Special rules requiring a model to spike to activate are marked with Spike XICONX.

Example: The Alliance Paladin Annihilator squad has the Hunter-Killer Rounds special rule that says when making an attack with a Harbinger Cannon, a model in the squad can spike to ignore line of sight and cover. When the rule is used, 1 Arc is cleared from the Paladin Annihilator squad and returned to the Warcaster's well.

During the Charging Phase a player can choose to charge one friendly unit or void gate in play with 1 Arc or to clear any amount of Arc from any number of friendly units or void gates in play.

ATTACKING WITH A CHARGED MODEL

When a charged model makes a melee or ranged attack, it gains one Power Die for each Arc on the model. When you play a Fury Cypher card, do not add Power Dice to the attack roll for Arc on the channeling model. See Melee & Ranged Attacks, p. XXX, for more details.

ACTIVATION, MOVEMENT & ATTACKS

During the Activation Phase of each player's turn, that player must activate at least one unit if they have one in play. A player may also activate an additional solo during their Activation Phase each turn. The unit and additional solo can be activated in any order; however, you must complete one unit's activation before moving onto the next.

During its activation, a unit can advance and attack, in either order and then its activation ends. When a unit's activation ends, place an activation token next to it.

MOVEMENT & ADVANCING

Models cannot move through other models; they must move around other models on the battlefield.

A model can never end its movement with its base overlapping an obstacle, obstruction, or another model's base.

When a warjack or solo **advances** during its activation, it can move up to its SPD in inches.

SQUAD MOVEMENT

When a squad advances or when it moves as the result of a rule that affects either the whole squad or unit, choose one model in the squad to move. After determining that model's movement, reposition the remaining models in the squad within 2" of that model. Models that cannot be repositioned within 2" of that model are destroyed.

Example: During his turn, Matt activates and advances his Marcher Worlds Ranger Heavy Support squad. The squad has SPD 4, so Matt moves one trooper in the squad 4". He then places the other two troopers in the squad anywhere within 2" of the trooper he moved.

In another example, Will plays the Displacement Index Cypher card on his Paladin Enforcers squad. This Cypher allows the squad to move up to 3", so Will moves one trooper model 3" and then places the other two troopers in the squad anywhere within 2" of the trooper he moved.

If a single model in the squad is affected by a rule that requires it to move or be repositioned, but does not affect the rest of the models in the squad, move or reposition only that model.

FLIGHT

Some models have the ability to fly. A model with **Flight** ignores the effects of rough terrain. It can move over obstructions and other models if it has enough SPD to move completely past them. A model with Flight can only be targeted by melee attacks made by other models with Flight.

REPOSITIONING MODELS

Sometimes a model is **repositioned** on the battlefield as a result of a special rule. Repositioning is not movement, and anything that affects or would be affected by a model's movement does not apply.

REPLACING MODELS

When **replacing** one model with another, place the new model so the area covered by the smaller of their bases is completely within the area covered by the larger. If the two bases are the same size, place the new model in the same location as the one being replaced. There must be room for the model's base in the location the model is placed or you cannot place it there.

ATTACKING

When a solo attacks during its activation, it can make one attack. Choose one weapon for the model to attack with.

When a squad attacks during its activation, each model in the squad can make one attack. The models in a squad do not all have to make the same type of attack.

When a warjack makes its attacks during its activation, it can make one attack with each of its weapons.

See Making Melee & Ranged Attacks, p. XXX, for the complete rules on resolving attacks.

SPECIAL ACTIONS

Some models have rules that enable them to make **special actions** instead of attacking. Some scenarios also grant special actions to certain models. For instance, a scenario might include a gun emplacement that can be fired by a model; firing the gun emplacement would be a special action.

Before or after its movement, a model can perform up to one special action instead of attacking during its activation. When a model in a squad performs a special action, the other models in the squad can either also perform special actions or they can attack as normal.

ACTIVATION TOKENS & READYING

Activation tokens track which units have activated. When a unit's activation ends, place an activation token next to it. If a unit has an activation token next to it, it cannot be activated.

If all of your units in play have activation tokens at the start of your turn, **ready** your units by removing all activation tokens from them.

COMBAT

There are three types of attacks in Warcaster: Neo-Mechanika: **melee attacks**, **ranged attacks**, and **Fury attacks**. A model makes a melee attack when it attacks with a melee weapon. A model makes a range attack when it attacks with a ranged weapon. Fury attacks are made when a player plays a Fury Cypher card.

MAKING MELEE & RANGED ATTACKS

When a model makes a melee or ranged attack, begin by declaring the weapon the model is attacking with and its target. A model making an attack can only target enemy models within a number of inches of it equal to the **range (RNG)** of the attack. A model cannot target friendly models with attacks.

The attacking player makes an attack roll with a number of Action Dice equal to the attacking model's MAT if it is making a melee attack or its RAT if it is making a ranged attack. When a charged model makes a ranged or melee attack, it gains 1 Power Die on its attack roll for each Arc it is charged with (see Attacking with a Charged Model, p. XXX)

At the same time, the defending player makes a defense roll with a number of Action Dice equal to the target model's Defense (DEF) stat.

If the attacker rolls the same or fewer strikes than the defender, the attack misses. If the attacker rolls more strikes than the defender, the attack has hit. For every strike that the attacker rolled over the defender, the attacker will gain 1 Power Die on their subsequent damage roll.

If the attack hits, the attacking player makes a damage roll with a number of Action Dice equal to the POW of the attacking model's weapon, plus any Power Dice gained from the attack roll.

For every set of strikes the attacker rolls equal to the target model's ARM, the target takes 1 point of damage. So, a model with 1 point of ARM would suffer 1 damage point for every strike rolled against it in a damage roll. But a model with 3 ARM would only take damage for every three strikes produced by the damage roll.

Example: Lane's Marcher Worlds Dusk Wolf warjack targets Jason's Continuum Marauder solo with a Rail Gun. The warjack's RAT is 4, and it is charged with 2 Arc, so Lane makes an attack roll with 4 Action Dice and 2 Power Dice, resulting in 5 strikes. The Marauder has DEF 2, but is behind a low wall that grants cover (see p. XXX), so Jason rolls 2 Action Dice and 2 Power Dice for the Marauder's defense roll, resulting in 3 strikes. Lane's Dusk Wolf has rolled 2 strikes over Jason's defense roll. Jason's Marauder is hit, and Lane will add 2 Power Dice to his damage roll for the strikes rolled over Jason's defense roll.

Lane then makes a damage roll against Jason's Marauder, rolling 5 Action Dice for the Rail Gun's POW of 5 plus 2 Power Dice for his strikes over Jason's defense roll. Lane rolls 6 strikes against the Marauder's ARM 4, resulting in the Marauder taking 1 damage from the attack.

Damage is recorded by placing a damage token on the target model's card. When a model accumulates damage equal to its health, it is destroyed and removed from the table.

MEASURING RANGE & DISTANCES

A player can measure any distance for any reason at any time. When measuring distances, measure from the closest point from one location to another. When measuring distance from or to a model, measure from or to the closest point of the model's base (see below).

A model is **within** a given distance when the nearest edge of its base is within that distance. If two models are exactly a certain distance apart, they are considered to be within that distance of each other.

When measuring range, measure from the base of the model you are measuring from to the base of the target, up to the maximum range of the attack or special rule. If the nearest edge of the target model's base is within the maximum range of the attack or special rule, the target is **in range**. If it is not, it is **out of range**. A model that is out of range cannot be targeted.

LINE OF SIGHT & TARGETING

Many game situations, such as attacking or using a special rule, require a model to **target** another model. A model must have **line of sight** to another model to target it. Simply put, having line of sight means a model can see another model. If a model does not have line of sight to a potential target, then the potential target cannot be targeted.

Line of sight can be blocked by terrain and certain game effects. Models do not block line of sight to other models. To determine whether a model's line of sight to another model is blocked by terrain, consider each model's volume. Every model occupies a volume of space above the bottom of its base determined by its base size.

If you can draw any line from one model's volume to another model's volume that does not pass through line of sight blocking terrain or a line of sight blocking effect, then the models have line of sight to each other.

DETERMINING MODEL VOLUME

Small Base

Alliance Paladin Enforcer

1.75"

Medium Base

Marcher Worlds Combat Engineer

2.25"

Large Base

Alliance Firebrand

2.75"

Model Volume Diagram

LINE OF SIGHT & TERRAIN

<insert first diagram from
Oblivion WARMACHINE: Prime Digest p.
36>

Here, the Firebrand has line of sight to the Coalition Weaver model, because an unobstructed line can be drawn from its volume to the Weaver's volume.

<insert third diagram from Oblivion
WARMACHINE: Prime Digest p. 36.

We need to show painted 30mm, 40mm,
and 50mm models.>

This wall is shorter than 1.75". It will not block line of sight to any of the models behind it.

<insert second diagram from
Oblivion WARMACHINE: Prime Digest p.
36>

Here, the Firebrand does not have line of sight to the Coalition Weaver model, because there is no unobstructed line between their volumes.

<insert fourth diagram from Oblivion
WARMACHINE: Prime Digest p. 36. We
need to show painted 30mm, 40mm, and
50mm models.>

This wall is taller than 1.75" but shorter than 2.25". It will block line of sight to small-based models behind it.

COVER

Some terrain features, Cypher cards, and other effects can grant **cover**, making it more difficult to hit a model with a ranged or Fury attack. A model within 1" of an intervening terrain feature that grants cover gains 2 Power Dice when making a defense roll against a ranged or Fury attack. If you can draw a line from any part of the attacker's volume to any part of the target model's volume and that line passes through a terrain feature, that terrain feature is intervening.

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WARMACHINE: Prime Digest p. 36. We
need to show painted 30mm, 40mm, and
50mm models.>

This wall is taller than 2.25" but shorter than 2.75". It will block line of sight to small- and medium-based models behind it.

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WARMACHINE: Prime Digest p. 36. We
need to show painted 30mm, 40mm, and
50mm models.>

This wall is taller than 2.75". It will block line of sight to all models behind it.

BLAST WEAPONS

Blast weapons unleash explosive attacks that can damage multiple models.

When a blast weapon hits its target, resolve the attack against the target as normal. Additionally, when a blast weapon hits its target, the two models closest to the target that are also within 2" of it suffer blast damage rolls equal to the POW of the weapon.

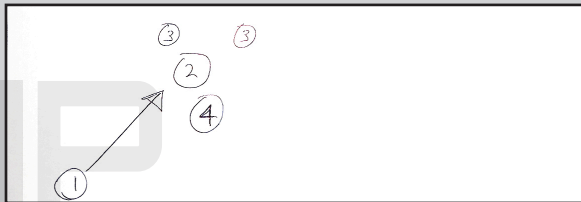
When a blast weapon misses its target, the target still suffers a blast damage roll equal to the POW of the weapon.

Blast damage is explosive damage.

EXAMPLE OF AN ATTACK WITH A BLAST WEAPON

The Ranger Heavy Support model hits a Firebrand warjack with a Talon Rocket Launcher, a blast weapon. Because they are the closest models within 2" of the Firebrand, the Combat Engineer and one of the Paladin Enforcers are also caught in the blast and suffer blast damage rolls. The second Paladin Enforcer does not suffer a damage roll because blast weapons only damage up to two additional models that are also within 2" of the model hit by the attack.

If the attack would have missed the Firebrand warjack, the Firebrand would still suffer a blast damage roll, but the Paladin Enforcer and Combat Engineer would not.



SPRAY WEAPONS

Spray weapons are devastating short-ranged attacks that can have the ability to hit several models.

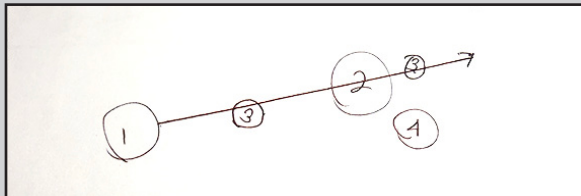
A spray attack follows all normal targeting rules. When making a spray attack, measure the full range of the spray, centering it on the target model's base.

Every model with a base this line overlaps can be hit by the attack unless that model is 3" higher or lower than the attacker's position. Make separate attack rolls against each model.

Spray weapons ignore cover.

EXAMPLE OF AN ATTACK WITH A SPRAY WEAPON

A Dusk Wolf warjack targets a Scourge warjack with a Flamethrower attack. The attack is measured out to its complete 8" range and centered on the Scourge warjack. This line touches two Vassal Reavers, meaning they also have a chance to be hit by the attack, but misses an Immortal Weaver. The player controlling the Dusk Wolf will make attack rolls against the Scourge warjack and two Vassal Reavers.



CONTINUOUS EFFECTS

Continuous effects are persisting conditions that remain on a model and have the potential to damage or affect it some other way continually throughout the game. A model can have multiple continuous effects on it at once, but it can have only one of each type of continuous effect on it at a time. When a model is affected by a rule that causes a continuous effect, place a token by that model that indicates the specific type of continuous effect.

Continuous effects on a player's models are resolved at the end of the Pulse round (see p. XXX). To resolve a continuous effect, roll one action die. If it is blank, the continuous effect expires with no affect. If it is a strike or a super strike, the continuous effect remains on the model and apply the corresponding effect:

Continuous effects include:

- **Corrosion** – A model affected by the corrosion continuous effect suffers –1 ARM. When resolving a corrosion continuous effect at the end of a Pulse round, if the continuous effect remains in play, the affected model suffers an amount of damage equal to the number of strikes rolled.
- **Fire** – A model affected by the fire continuous effect suffers –1 to its MAT and RAT. When resolving a fire continuous effect at the end of a Pulse round, if the continuous effect remains in play, the affected model suffers an amount of damage equal to the number of strikes rolled.
- **Lock Down** – A model affected by the lock down continuous effect suffers –2 SPD.
- **System Failure** – Roll a d6 when a model first suffers this continuous effect. If the result is 1–3, the model cannot attack with melee weapons until the effect expires. If the result it 4–6, the model cannot attack with ranged weapons until the effect expires.
- **Tune Up** – A model affected by the tune up continuous effect gains +1 to STR, MAT, RAT, and DEF.

GETTING SLAMMED

Some effects, such as the Force Strike Overdrive or the Thunderbolt Fury, can cause a model to be **slammed** directly away from the attacking model or the model channeling the Fury (see Making Fury Attacks, p. XXX). The distance the slammed model is moved is determined by the effect that caused the slam. A slammed model stops if it contacts an obstacle, an obstruction, or another model's base.

After a slammed model is moved, it suffers a damage roll determined by the effect that caused the slam. If a slammed model contacts an obstacle, an obstruction, or a model with an equal-sized or larger base during its slam movement, add 1 red Power Die to the damage roll.

If a slammed model contacts a model with an equal or smaller base, the contacted model suffers a **collateral damage** roll determined by the Fury Cypher or attack that caused the slam.

EXAMPLE OF A SLAM

A Firebrand warjack hits a Vassal Reaver trooper model with a Force Hammer melee attack. The Vassal Reaver is slammed 3" directly away from the Firebrand. During this movement, the Vassal Reaver contacts a Scourge warjack 2.25" away and stops moving. Because it contacted a model with an equal-sized or larger base, the attacking player will add 1 Power Die to their damage roll against the Vassal Reaver when resolving the Force Hammer damage roll. The Scourge warjack does not suffer a collateral damage roll because it has a larger base size than the Vassal Reaver that was slammed into it.

BEYOND THE PLAY AREA

If an effect would cause a model to move or be placed beyond the table edge (such as being slammed), the model is destroyed.

THE RACK & CYPHER CARDS

Each player in Warcaster: Neo-Mechanika has a deck of cards called a **rack**. The cards in a rack are Cypher Codecs (or Cyphers), which are powerful arcane formulae the Warcaster has learned, which can defy the laws of nature. In battle, Cyphers augment the capabilities of friendly units and obliterate enemy forces.

For rules on building your rack, see p. XXX.

MODIFYING HAND SIZE

While a player's maximum hand size is generally limited to five Cypher cards, some special rules (such as XXX's Psycho Relay) can increase or decrease a player's maximum hand size.

If a special rule increases a player's hand size, that player draws up to their new maximum hand size at the end of the turn as normal.

If a special rule decreases a player's hand size, that player must immediately discard enough cards so that their hand size is equal to their new maximum.

CYPHER CARD TYPES

There are four types of rack cards:

- **Furies** are offensive Cypher cards that are played as attacks against enemy models. They require a Fury attack roll to determine if they hit and may inflict a damage roll. Fury Cyphers have a POW stat like weapons. See Making Fury Attacks, p. XXX, to resolve Fury attack rolls.
- **Geometrics** are Cypher cards that can only be played on friendly squads.
- **Harmonics** are Cypher cards that can be played on any friendly unit.
- **Overdrives** are Cypher cards that can only be played on friendly warjacks.

A unit can only be affected by one of each type of Cypher card at a time. For example, if one of your warjacks is already affected by a Harmonic, you cannot play another Harmonic on it until the first Harmonic has expired or is removed.

PLAYING CYPHERS

A Cypher may target a "model," "unit," "solo," "squad," or "warjack." If a Cypher card that targets a "unit" or a "squad" is played on a squad, it will affect all models in the squad. A Cypher card that targets a "model" will only affect the model it is played on.

When a Geometric, Harmonic, or Overdrive is played, it can be played on any legal targets on the battlefield and does not have to be channeled through another model.

Furies have ranges, require attack rolls to resolve, and must be channeled through a model with the Arc Relay ability (see Making Fury Attacks below).

When a player plays a Cypher on a model or unit, place the card next to the card of the model or unit affected.

If a Cypher card does not say when the card is discarded, discard it once its effects have been resolved.



MAKING FURY ATTACKS

When a player decides to play a Fury Cypher, they must declare the card they are playing, the model with the Arc Relay ability the Fury is being channeled through, and the Fury's target. Furies have a range (RNG) determined by the Arc Relay score of the model the Fury is being channeled through. To be targeted by a Fury, a model has to be within a number of inches of the channeling model equal to this range. A model outside this range cannot be targeted by the Fury.

Example: Aron wants to channel a Pyrokinetic Surge Fury Cypher through his Marcher Worlds Coalition Weaver targeting Mike's Continuum Scourge warjack. The Weaver has the Arc Relay [10] special rule, meaning Fury Cyphers channeled through the model have a range of 10". Aron can target Mike's Scourge warjack only if it is within 10" of the Weaver.

After playing a Fury card and declaring its target, the attacking player makes an attack roll with a number of Action Dice equal to the Focus (FOC) of the model the Fury is being channeled through plus a number of Power Dice equal to the amount of Arc currently in the Warcaster's well.

If the attack hits, the attacking player makes a damage roll with a number of Action Dice equal to the POW of the Fury plus a number of Power Dice equal to the number of strikes the attacker rolled over the target's defense roll. Damage is resolved just like melee and ranged attacks.

Example: Aron channels a Pyrokinetic Surge Fury Cypher through his Marcher Worlds Coalition Weaver at Mike's Continuum Scourge warjack. The Weaver has a FOC stat of 4 and Aron has 3 Arc in his warcaster's well, so he makes an attack roll, rolling 4 Action Dice and 3 Power Dice. Mike then makes a defense roll for his warjack, rolling 3 Action Dice for the warjack's DEF 3. Mike's warjack was targeted while out in the open and does not have cover from Aron's attack.

Aron scores 5 strikes while Mike rolls only 2. With 3 strikes over Mike's defense roll, Aron hits Mike's warjack with the fireball. The warjack suffers the fire continuous effect and a damage roll. Aron rolls 3 Action Dice equal to the card's POW 3 and adds 3 Power Dice to the roll for his successes over Mike's defense roll. Aron rolls 4 strikes, which is equal to Mike's warjack's ARM, resulting in the warjack suffering 1 damage point.

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VOID GATES & DEPLOYMENT

VOID GATES

Throughout a game of Warcaster: Neo-Mechanika, players will deploy units into play through their void gates.

Once per turn at the end of the Deployment Phase after deploying models, a player may nominate one friendly warrior model to place a void gate or may place a void gate anywhere within 5" of their side of the table. A model that was deployed this turn cannot be nominated to place a gate. After nominating a friendly warrior model to place a void gate, the gate may be placed anywhere within 5" of that model.

When a player places a void gate, they can charge it with up to 5 Arc. A player can have up to two void gates in play at any time.

Once placed, void gates remain on the battlefield until they collapse.

Void gates are considered to be 30 mm-based models and can be attacked by enemy units. Void gates have DEF 3 and ARM 5. When a gate is damaged, instead of subtracting health, clear 1 Arc from the gate for each damage point it would have suffered. If a void gate is cleared of its last Arc, it **collapses** and is removed from play.

A model can move through a void gate but cannot stop its movement on a gate. If it does not have enough movement to cross the void gate, the model must stop short of the gate.

DEPLOYING & RECALLING UNITS

Once per turn, a player can deploy one or more units or recall one unit in play.

A player can choose to deploy units during the Deployment Phase of their turn. A player can choose to deploy from either or both void gates in play. To deploy units, the player clears a number of Arc from a single void gate equal to the Deployment Cost of the units being deployed. The deployed units must then be placed within 1" of the void gate.

When deploying a squad, only the first model deployed must be placed within 1" of the void gate. The other troopers in the squad must be placed within 2" of that model.

Models cannot be deployed within 1" of an objective (see p. XXX).

Instead of deploying models during the Deployment Phase, a player may recall one of their units in play. When a player recalls a unit, the unit is immediately removed from the table and returned to the player's reserves. Any Arc on a recalled unit is cleared.

ASSEMBLING YOUR FORCE

Before the start of a game, you need to select the units in your force and construct a rack (see Rack, p. XXX). When building your force, you can choose any 15 units plus up to 3 Hero solos. You cannot have more than 4 of any one specific unit in your force. This includes warjacks based on the same chassis no matter how they are customized.

For example, Will builds a force consisting of:

2 Marcher Worlds Dusk Wolf warjacks, each with a Neural Net Cortex, Battle Rifle (Arm), Flamethrower (Arm), and Talon Rocket Pod (Shoulder)

2 Marcher Worlds Strike Raptor warjacks, each with an Ace Cortex, Particle Accelerator (Arm), Rock Buster (Arm), Blazer (Shoulder), and Vortex Missile (Shoulder)

3 Marcher Worlds Ranger Fire Team squads

1 Marcher Worlds Ranger Heavy Support squads

1 Marcher Worlds Ranger Infiltrator squad

3 Marcher Worlds Coalition Weaver solos

1 Marcher Worlds Combat Engineer solos

1 Marcher Worlds Hunter solo

Will can also add up to three Heroes to his force.

Note some scenarios may mandate the inclusion of some unit types in your force. You should always review the scenario you are planning to play before assembling your force.

(Diagram showing this)

SQUAD IDENTIFICATION

Squads can only be deployed with their original designated troopers. With the potential to have multiple squads in your reserves or on the tabletop and to deploy them into play throughout the game, it is important to mark or paint them in a such a way that allows for easy identification so you do not become confused and combine troopers from different squads. It is all too easy to grab three destroyed models from squads with members still in play and return them to the tabletop as a new squad by accident.

(Diagram showing this)

CUSTOMIZING WARJACKS

Each warjack has a designated chassis. Each warjack chassis has a number of head and weapon options available to it that a player can select from to customize the loadout of the warjack. This customization takes place when a player assembles their forces—once a warjack's loadout is determined, it cannot change during a game.

To customize a warjack, begin by selecting a warjack chassis.

Then, choose a head for the warjack. The warjack's head determines the type of cortex it has that will convey additional special rules.

Next, select the warjack's weaponry and additional equipment. Each chassis has a number of **Weapon Points** allocated to it that can be spent to arm the warjack, and each weapon must be assigned to a **hardpoint** on the chassis. Hardpoints determine how many weapons a warjack can be armed with and where they can be placed. Weapons are designed to fit into certain hardpoints on a warjack and cannot be added to other locations. For example, a weapon designed for a shoulder hardpoint cannot be assigned to a warjack's arm hardpoint and vice versa. Different chassis have different numbers and configurations of hardpoints.

Example: Matt generates an Alliance force for his next game. In doing so, he customizes a Firebrand warjack for his force. In addition to getting to choose a cortex for the warjack, he will also get to add weapons to it. The warjack has 2 arm hardpoints and 1 shoulder hardpoints. It can have up to a total of 5 points of weapons. Matt gives his warjack the Reflex cortex. Cortex selections do not cost weapon points, so Matt still has 5 points of weapons he can add to the Firebrand. Matt decides to give the warjack a Fusion Glaive arm weapon (2 weapon points) in order to give the warjack some real offensive melee power. He also gives it a Repulsor Shield arm weapon (1 weapon point) for protection. Finally, he gives it a Harbinger Cannon shoulder weapon (2 weapon points) for some ranged firepower.

When customizing a warjack, you do not have to use its entire allotment of weapon points if you cannot or do not wish to. You cannot, however, exceed the Weapon Point total.

SQUAD ATTACHMENTS

Attachments are additional models that can be added to squads. These models may represent officers, special weapon troopers, medics, etc., that are assigned to a squad. The attachment's stat card determines which squads the attachment can be added to.

Each attachment has a cost modifier that is added to the Deployment Cost of the unit when it is brought into play. If the added cost is paid, the attachment is simply added to the unit when it is put into play. A squad can have more than one attachment added to it at the time it is deployed, but a squad cannot have more than one of the same attachment added to it. A squad cannot deploy with attachments that exceed the deployment cost of the available Arc on the gate it deploys from.

Attachments have SPD stats equal to the squad they are attached to.

For example, Will decides to deploy a Paladin Annihilator squad with a Paladin Aegis attachment. He clears 3 Arc from his void gate, 2 for the squad and 1 for the attachment. In this case, the Paladin Aegis will be SPD 4 because the rest of the Paladin Annihilator squad is SPD 4.

Some squads have special rules that affect the whole squad. These rules affect the attachments that are added to the squad, even if the attachment models do not have the same special rules.

Note that squad attachments are not considered individual units and do not count toward the 15 units each player can have in their force.

WILD CARDS

Wild Cards are units that can be included in two or more different Faction forces. These units could be mercenaries or have complex or split loyalty issues that enable them to work for more than one Faction.

For example, XXX is a bounty hunter known to operate in both Alliance and Marcher World territories.

THE RACK

Before the start of the game, each player must build a deck of 12 to 15 Cypher Codec cards. Only one of each Cypher card can be included in a deck, and the deck must include at least 3 of each type of Cypher card: Furies, Geometrics, Harmonics, and Overdrives. This is the player's rack.

At the start of the game, each player shuffles their rack and draws a hand of five cards.

A player can play up to two cards from their hand during their turn, one right before activating their models and one immediately after. At the end of their turn, a player draws back up to a hand of five cards. Before drawing back up to five cards, a player can discard one card from their hand.

When a card expires or is discarded, place it in a discard pile. When a player draws the last card from their rack, shuffle the discard pile into a new deck and continue drawing from this deck as normal.

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TERRAIN

The battles represented by games of Warcaster: Neo-Mechanika take place across a multitude of disparate worlds populated by alien species of flora and fauna sometimes utterly unknown to the human denizens of the Thousand Worlds. Each of these worlds represents a potential battlefield, their landscapes shaping the conflicts fought over their resources and environs. These terrain rules provide guidelines for establishing the effects that a battlefield's terrain can exert on a game.

Covering the rules for every possible terrain type would be an endless task, so players themselves need to agree on the exact nature of each terrain feature on the battlefield before the game begins. As a general rule, a model can occupy a surface that is large enough for the model's base to sit on. If an area is too small, slanted or uneven for the model's base to sit on, then the model should not be moved there. Smaller models may be able to occupy surfaces and spaces that larger models cannot.

ROUGH TERRAIN

Rough terrain is difficult ground that can be traversed, though at a significantly slower pace than more open terrain. As long as any part of its base is in rough terrain, a model moves at half rate.

Example: Matt's Paladin Commander is completely within forest terrain, which is rough terrain. During its activation, Matt chooses to advance the Paladin Commander deeper into the forest. The Paladin Commander is SPD 6 so it can advance to 3" when it moves during its activation.

OBSCURING TERRAIN

Some terrain, such as dense fog or forests, can obscure view. When drawing line of sight to or from a point within obscuring terrain, the line of sight can pass through up to 3" of obscuring terrain without being blocked; anything more blocks it. When a model outside of obscuring terrain attempts to draw line of sight to another point also outside that obscuring terrain, the obscuring terrain blocks line of sight to anything beyond it. Thus, a model can see 3" into or out of obscuring terrain but not completely through an obscuring terrain feature regardless of how thick it is.

FORESTS

A **forest** is generally considered to be a wooded area that is not so dense that models cannot move through it.

A forest is treated as both rough and obscuring terrain.

OBSTACLES

An **obstacle** is any physical barrier on the table up to 1" tall, such as a wall, alien flora, barricade, or standing ruin. A model can cross an obstacle if it has enough movement to place its base on the other side of the obstacle. Otherwise, the model must stop short of the obstacle.

Models can stand on obstacles if the obstacle is large enough and if both players agree before the start of the game. Note that some obstacles will be too small to accommodate the bases of larger-based models. Climbing on top of an obstacle takes 1" of a model's movement.

Obstacles provide cover (see p. XXX).

STRUCTURES

A **structure** is a terrain feature 1" tall or greater—such as a building, rock formation, high wall, or other feature.

A model cannot move through a structure but can move over or onto it if it has the Flight special rule. Some structures can be climbed upon using ladders or stairs. When a model climbs ladders or stairs, the linear distance traveled on the ladder or stairs is included in the model's movement.

Structures provide cover (see p. XXX).

FALLS

A model that moves off of a position that is elevated above the tabletop, intentionally or otherwise, falls and takes damage as a result. Note that a model with the Flight special rule can intentionally move off a height without falling. If the model with Flight was slammed off that height, however, it will suffer a fall normally.

A model that suffers a fall takes a damage roll with a POW equal to each full inch the model fell. A model falling less than 1" does not suffer fall damage.

If a warjack or a solo is damaged as a result of a fall, it gains an activation token, and its activation immediately ends (if the fall took place during the model's activation).

IMPASSIBLE TERRAIN

While not a true terrain type, there may be some parts of the battlefield that are intended to be more decorative than functional where models are not actually intended to go. Such terrain is considered to be out of the bounds of play. Examples of impassable terrain include mountain peaks, the sheer cliff faces of a ravine, volcanic calderas, or impossibly tall walls without any means of entry or egress. A model cannot enter impassable terrain for any reason. Players should agree on which terrain features are impassable before the start of the game.

BATTLEFIELD & SCENARIO GENERATION

Warcaster is a scenario-driven game. Before the game can begin, the table must be set with terrain, a primary mission determined, and players may choose a secondary objectives. With each player having access to a near endless reserve of soldiers and warjacks to deploy into battle, victory can only be determined by achieving the goals in the missions generated in this section.

CREATING THE BATTLEFIELD

Warcaster: Neo-Mechanika is played on a 30" x 30" or 4' x 4' table referred to as the battlefield. There is no limit to what type of battlefield you can theme your table around, as the battles in Warcaster take place across a thousand worlds. Whether your table is a lush forest, an icy wasteland, an industrial nightmare, or a fiery deathtrap, it is appropriate for a game of Warcaster.

Each battlefield should contain a meaningful mix of terrain features of various sizes and shapes. For most games, it is recommended that the table be divided into quadrants and 2-3 pieces of terrain be placed in each quadrant. Players should agree on the distribution of terrain and its placement on the battlefield before the game begins.

Additionally, players should agree on what rules will apply to each piece of terrain on the battlefield—for example, which pieces will provide cover. The rules for terrain can be found on page XXX.

PRIMARY MISSION

After the battlefield is set, players can either choose a primary mission or roll one randomly from the chart on page XXX. Each primary mission is a scenario that consists of the following elements:

Name: The name of the mission.

Setup: Any mission elements, such as objectives, that must be placed on the battlefield. This section will often include a small map that shows the exact placement of any objectives. Additionally, any changes to initial deployment or army composition are indicated here.

Special Rules: Any additional rules associated with this mission. This section will indicate how many secondary missions each player has.

Scoring: The rules that indicate how a player scores Victory Points (VPs) in this mission.

Victory Conditions: The rules to determine how and when a player achieves victory.

OBJECTIVES

Many missions utilize objectives, which are represented on the battlefield by objective markers. Objectives come in two varieties: portable and permanent. Both are represented by tokens. Models cannot be deployed within 1" of an objective, whether portable or permanent.

PERMANENT OBJECTIVES

A permanent objective is one that players will attempt to take and hold. The mission will indicate the size of the objective and what type of units can secure it. A unit secures a permanent objective if they are within 1" of the objective and no enemy models are within 1" of it.

Permanent objectives cannot be moved once the game begins.

PORTABLE OBJECTIVES

A portable objective is a token on the battlefield that can be carried or otherwise moved by a model. The mission will indicate the size of the objective and what types of unit can carry it. When a model of the appropriate type contacts the objective, that model can immediately pick it up. Place a portable objective token next to the model's base. A model can only carry one portable objective at a time. If a model carrying a portable objective is removed from the battlefield for any reason, such as being destroyed or recalled, before removing the model, place the portable objective token on the table, centered on the model's current location.

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PRIMARY MISSION: ORDERS OF MAGNITUDE

Two rival forces meet to do battle for control of an Arc geyser field. As the armies clash, rich Arc geysers erupt sporadically around them.

SETUP

Place six permanent objectives (Arc geysers) onto the battlefield as indicated on the map below. These objectives should be numbered 1 to 3 on each side as shown on the map.

SPECIAL RULES

Only squads can hold Arc geyser objectives.

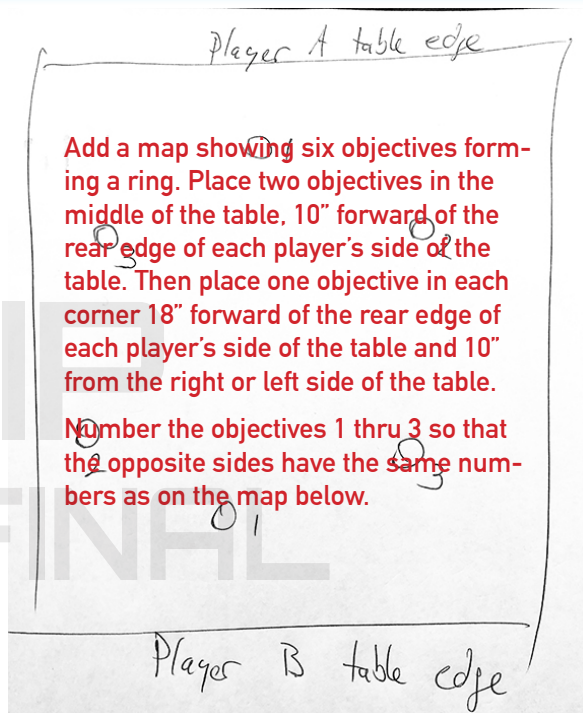
At the start of each Pulse round, roll a d3 to determine which Arc geyser objectives are active. Reroll if a roll results in the same Arc geyser being active as in the last Pulse round. Place a token on each active Arc geyser objective. At the start of a subsequent Pulse round, remove these tokens and roll for new active geysers.

SCORING

Players score victory points at the end of each Pulse round for each Arc geyser objective they secure. 1 VP is scored for an inactive Arc geyser and 3 VPs for an active Arc Geyser.

VICTORY CONDITIONS

After the third Pulse round is scored, the player with the most victory points wins the game.



PRIMARY MISSION: STRANGE MATTER

Running low on Arc reserves, two desperate forces meet to do battle at an abandoned Arc mining facility. In the midst of the running firefight that ensues, both sides must compete to gather and refine low-grade Arcanessence-infused ore in order to escape a dead world. The victor will not only escape but will also leave their opponent stranded for days or months to come.

SETUP

Place four permanent objectives (Arc processors) and three portable objectives (Arc ore) onto the battlefield as indicated on the map below. The Arc Processor objectives are considered to be terrain features that provide cover.

SPECIAL RULES

Squads and solos can hold Arc processor objectives.

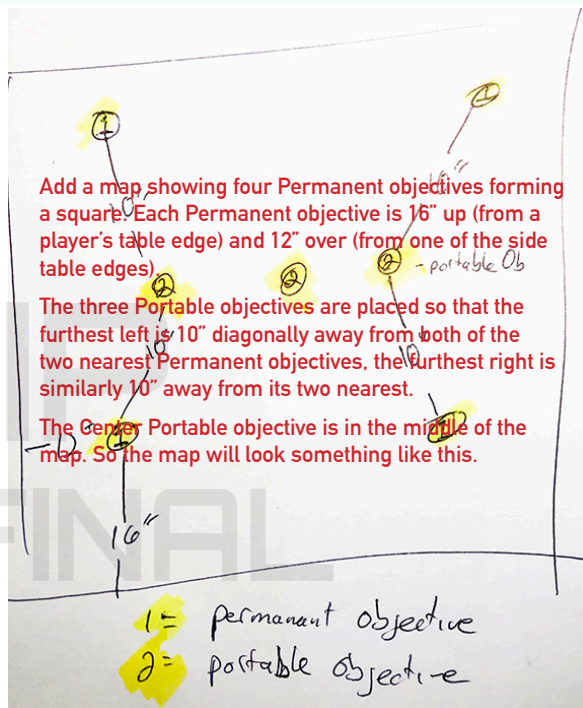
SCORING

Players score victory points at the end of each Pulse round for each Arc processor objective they secure. 1 victory point is scored for an Arc processor during the first Pulse round, 2 victory points during the second Pulse round, and 3 victory points during the third Pulse round.

2 additional victory points are scored per Arc processor if a model holding an Arc ore objective is securing the Arc processor.

VICTORY CONDITIONS

After the third Pulse round is scored, the player with the most victory points wins the game.



PRIMARY MISSION: SURFACE TENSION

Surface Tension is a battle for control over a distant battlefield. The side best able to bypass their opponent's defenses and strike deeply into their territory is certain to be victorious.

SETUP

Place five permanent objectives onto the table in accordance with the map below. These objectives are considered to be terrain features that provide cover.

SPECIAL RULES

Only squads can secure the objectives.

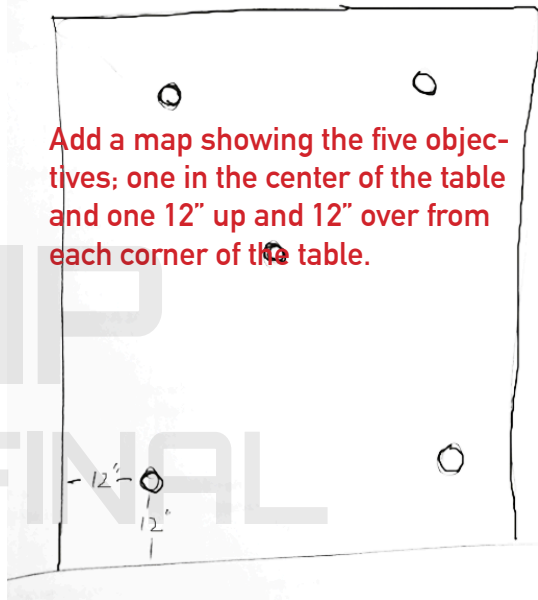
SCORING

Players score victory points at the end of each Pulse round for each objective they secure. 1 victory point is scored for objectives closest to the player's starting battlefield edge. 2 victory points are scored for the objective in the center of the table, and 3 victory points are scored for objectives closest to their opponent's side of the battlefield.

VICTORY CONDITIONS

After the third Pulse round is scored, the player with the most victory points wins the game.

Add a map showing the five objectives; one in the center of the table and one 12" up and 12" over from each corner of the table.



SECONDARY MISSIONS

In addition to their primary mission, players can optionally decide to choose secondary missions. If both players agree to use secondary missions, once the primary mission has been determined, each player can choose secondary missions. Unlike the primary mission, which is shared by both players, each players' secondary mission(s) may be unique to them.

Each secondary mission consists of the following elements:

Name: The name of the mission.

Special Rules: Any additional rules associated with this mission.

Scoring: The rules that indicate how a player scores victory points in this mission.

SECONDARY MISSION DESCRIPTIONS

Below are lists of secondary missions. Secondary missions are chosen once the scenario has been determined.

SECONDARY MISSION: BODY COUNT

SPECIAL RULES

Each time you destroy three or more of your opponent's units during a single turn, score 2 victory points.

SECONDARY MISSION: DISRUPT

SPECIAL RULES

Each time a unit you control causes an enemy gate to collapse, score 1 victory point.

SECONDARY MISSION: OVERRUN

SPECIAL RULES

If you end the Pulse round with at least three more squads in play than your opponent, score 2 victory points.

SECONDARY MISSION: RECON

SPECIAL RULES

The first time you get a unit within 5" of your opponent's rear table edge, score 3 victory points.

SECONDARY MISSION: SALVAGE

SPECIAL RULES

Each time a squad you control destroys an enemy warjack with a melee attack, score 2 victory points.

SKIRMISH MISSIONS

Skirmishes are smaller-scale introductory scenarios that are intended to familiarize players with the rules of Warcaster: Neo-Mechanika as they learn the game and build their collections. Skirmishes are played on 30" x 30" battlefields.

Instead of using the normal force-building rules on page XXX, in a skirmish, each player can build forces with up to only 8 units on each side or with as few as the contents of a battlebox. Players should agree on the size of game they will play before building their forces.

After the battlefield is set, players should choose a skirmish mission to play. When playing a skirmish mission, players should not choose secondary objectives.

Each skirmish mission is a scenario that consists of the following elements:

Name: The name of the mission.

Setup: Any mission elements, such as objectives, that must be placed on the battlefield. This section will often include a small map that shows the exact placement of any objectives. Additionally, any changes to initial deployment or army composition are indicated here.

Special Rules: Any additional rules associated with this mission. This section will indicate how many secondary missions each player has.

Scoring: The rules that indicate how a player scores victory points (VPs) in this mission.

Victory Conditions: The rules to determine how and when a player achieves victory.

Skirmish missions use the objective rules on page XXX.

MERCY RULE IN SKIRMISH MISSIONS

When playing skirmish missions, players may optionally decide to ignore the Mercy Rule if they wish. See Mercy Rule, p. XXX, for details.

SKIRMISH MISSION: BOILING POINT

Boiling Point is a small-scale battle between probing forces on an unexplored world. The side best able to make use of their limited forces will emerge victorious.

SETUP

Place three permanent objectives onto the table in accordance with the map below. These objectives are considered to be terrain features that provide cover.

SPECIAL RULES

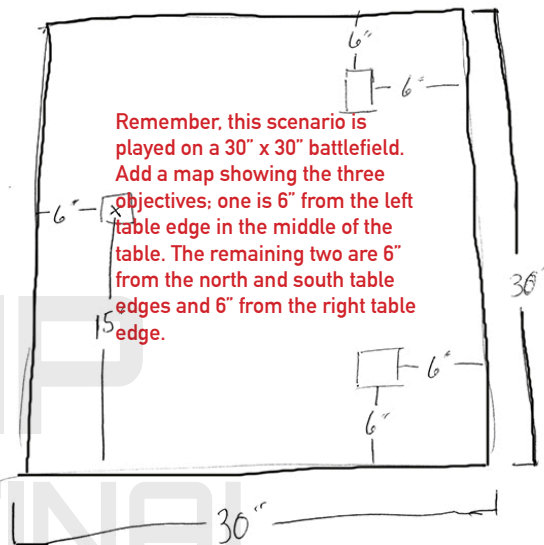
Any units can secure the objectives.

SCORING

Each player can only score each objective once per Pulse round and objectives are scored when a unit ends its activation while securing the objective. 1 victory point is scored for objectives during the first Pulse round, 2 victory points are scored for the objectives during the second Pulse round, and 3 victory points are scored for the objectives during the third Pulse round.

VICTORY CONDITIONS

After the third Pulse round is scored, the player with the most victory points wins the game.



URNS

Turns have the following steps that must be taken in order:

1. Ready Phase: If all of your units have activation tokens, ready your units by removing all activation tokens from them (see Activation Tokens, p. XXX).
2. Charging Phase: A player can choose to charge one friendly unit or void gate in play with 1 Arc or clear any amount of Arc from friendly units and void gates. See Arc & Charging Models, p. XXX.
3. You may play one Cypher card.
4. Activation Phase: Activate one unit and up to one additional solo. Each of these units can move and attack, in either order, and then their activations end. When a unit's activation ends, place an activation token next to it.
5. You may play one Cypher card.
6. Deployment Phase: You may deploy one or more units or recall one unit.
7. You may nominate one friendly warrior model to place a void gate or may place a void gate anywhere within 5" of your rear table edge. A model that was deployed this turn cannot be nominated to place a gate. After nominating a friendly warrior model to place a void gate, the gate may be placed anywhere within 5" of that model. When placing a void gate, you may charge it with up to 5 Arc.
8. You may discard one Cypher card.
9. Draw back up to a full hand of Cypher cards.