

WARCASTER

NEO-MECHANIKA



THE SUPERCHARGED MINIATURES WARGAME







There was a time, the Keepers tell us, when all of humanity huddled upon a single rock, awaiting its end. The only world our forefathers knew was laid siege by an unstoppable horror.

Mighty heroes of their age rose up and held back the darkness until the Great Machine opened a path to the stars. We have never looked back.

Five thousand years have passed since we forged a new future a billion light years from where we began. We fought the Architects to share their space, and we fought their guardians to master the void gates that connect our worlds. We unlocked the ancient secrets to a new form of mechanika...and then we used it to fight each other over the Thousand Worlds we had spread across, for it seems there was no planet, system, or galaxy big enough to satisfy the appetite for conquest our kind possesses.

Alas, it may have all been for naught. The Keepers have warned us that our galaxy is dying. Too much have we plundered from Cyriss, and yet more is stolen every day. Eventually, the Arcanessence, the life force that flows through our worlds, will be depleted, greedily harvested to feed our machines. And even now, a darkness lurks on the fringes of our existence, promising doom as we hurtle toward our moment of weakness when the only hope for humanity will once again be put in the hands of the heroes of our age: the Warcasters.





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Warcasters are defined by their unique ability to use Arcanessence to charge the most advanced technology in existence: Neo-mechanika. Arcanessence is a powerful natural energy that emanates from the cores of the planets within the Cyrius galaxy. By channeling Arcanessence ("Arc") into the mechanical weapons, armor, and gear of their troopers and warjacks, Warcasters can increase the potency of their fighting units and imbue them with magic-like properties that defy the laws of reality.

Using Arc, Warcasters can also charge portable void gates, which can be positioned dynamically around the battlefield, allowing the Warcaster to deploy reserve forces throughout the course of a battle. As a player loses forces during a battle, models are returned to the reserves and can be deployed again later, ensuring that attrition will not hinder a Warcaster's ability to fight on.

THE HYPERURANION AND THE EMPYREAN

Cyrius is a galaxy possessing an untold number of stars and planets. Within that galaxy, a domain called the Hyperuranion encompasses a multitude of worlds connected by extradimensional passages accessed through massive, planetary void gates. The Hyperuranion is the greatest design of the Architects, a divinely inspired people who transcended this realm to merge with the heavens and observe from afar long before any current record of time.

At the heart of the Hyperuranion is Cyrius Prime, the massive celestial body around which the entire galaxy orbits. Around Cyrius Prime, the Architects created the Great Constellation, also known as the Empyrean, from which the cosmic movements of all the stars and worlds in the Hyperuranion can be controlled like a galaxy-sized clockwork construct.

It was the divine aspiration of the Architects that all the souls in all the worlds across Cyrius be joined as one in the Great Constellation, where their collective light would shine eternal. And over unfathomable eons, through the network of void gates that made up the Hyperuranion, the Architects emptied one world at a time of its souls. Those who came willingly joined the glorification of Cyrius in the Empyrean. Those who did not were removed from the Hyperuranion, lest their presence disrupt the harmony of the Great Constellation.

For seemingly endless ages, the boundless expanse of the galaxy was devoid of souls save those in the everlasting embrace of Cyrius Prime. And then from beyond the fringes of the Hyperuranion, the remnants and castaways of a forgotten tribe broke the silence: humanity.







THE NEW AGE OF A THOUSAND WORLDS

What came next has been lost to time. The Keepers allude to a period of war that drove them into hiding so they could keep their knowledge safe; thus, no chronicle exists to describe how humanity came to dominate the Hyperuranian. What can be discerned is that the Architects were unprepared for mankind's arrival and ultimately retreated to the security of Cyrius Prime to watch from a distance. Unchecked, humanity commandeered the void gates and charged blindly across the thousand worlds of the Hyperuranian to establish new civilizations, nations, and factions that would continue the human tradition of conquest and expansion.

Were it not for one small detail, humankind would have surely laid siege to the Emyrean, and only the Keepers might fathom what state the Hyperuranian would be in today. For whatever victories the tribes of man claimed against the Architects, they had no map or the knowledge of when the gates that connected the worlds might open. The Hyperuranian was a trackless cosmic wilderness, a thousand worlds connected by extradimensional gates, their operation governed by enigmatic celestial tides and alignments whose locations would remain hidden for as long as possible. And beyond each gate lurked the unknown—a bountiful planet with ample resources to nourish a new civilization or a hostile world, untamed and treacherous to any who might test it. Even more dangerous was the vacuous space between the gates, where the unprepared and irresolute could easily become lost, if not overwhelmed, by the specters of castaway travelers that eternally haunt the void.

For five millennia, the myriad factions of man have sought to chart the Hyperuranian and understand its workings. Wars for control of key void gates are constant as trade routes and desirable worlds are fought over. And the race to discover the road to the Emyrean and seize its power to control the galaxy is a temptation that has cost entire empires to crumble.

But to achieve power one must possess power...

NEO-MECHANIKA & ARCANESSENCE

The Cyriss galaxy is rich in a unique crystalline element called Arcanium. Radiation emitted by Cyriss Prime eventually breaks down the Arcanium crystals, releasing an energy called Arcanesence ("Arc"). Arc permeates the galaxy, trapped within deposits beneath the surface of planets and released through springs and geysers. The closer in proximity to Cyriss Prime, the more bountiful a planet's Arcanesence.

Neo-mechanika is a science that draws upon ancient designs and formulae to create technology that defies practical physical science. Mechanika produces force fields that can deflect a bullet, powers the G-drives that allow massive skyships to defy gravity, and contains the arcane cyphers that enable Warcasters to channel magic-like effects across a battlefield without ever being present on it. And all neo-mechanika is powered by Arcanesence.

The Architects revered Arcanesence as the sacred lifeblood of Cyriss; humanity values Arc for its ability to power mechanika. Most important, those attuned and trained in the manipulation of Arc can tap into mechanika in profound ways and shape Arc into supernatural effects that defy normal reality.

In the right hands, Arc wins wars.

ARC HARVESTING AND STORAGE

Arc is harvested through a variety of methods throughout the Thousand Worlds. Among the most common and efficient methods is to collect mass quantities of Arcanesence from a massive geyser eruption. Arc geysers are rare and prized for the bounty of Arc they can provide. When not being mined, Arc geysers are often capped to prevent the escape of Arc from the wellsprings that feed them. When an Arc geyser is ready to be harvested, a detonator will be dropped into the crater, drilling deep into the heart of the wellspring where it will explode, igniting a great eruption of the coveted resource. Hovering above the geyser, an Arc trawler will wait, its open silos ready to receive the haul.



Theurges—sometimes referred to archaically as mages—can, by contrast, shape Arc into powerful effects, given the proper physical medium capable of holding a charge. For some Theurges—the gun mages—this agent is the round fired from their arc-lock pistols, projectiles imbued with an arcane effect only the Theurges can place on it. Other Theurges may channel Arc through a blade or other fighting instrument. There are endless ways a Theurge can charge a physical object with Arc; the only limitation is physical contact with the specially crafted material that acts as a vehicle for their power.

At the apex of arcanists are the Warcasters. Like Theurges, Warcasters can channel Arc and manipulate its shape and effects through ancient cyphers taught by the Keepers. And like a Wyrd, the Warcaster can transmit Arc over distance. But the Warcaster is not limited to simply projecting Arc. Thanks to the science of mechanika—machines built to convert Arcanessence into incredible effects—a Warcaster can empower the weapons and gear of an entire army with supernatural energy remotely. A Warcaster can charge a soldier's weapon to be more accurate or more damaging. A Warcaster can form Arc into a shield that protects an entire infantry squad. And perhaps, most impressive of all, a Warcaster can wield Arcanessence to maintain a two-way connection with the mightiest mechanika of all: the warjacks, autonomous machines built for war. Simultaneously connected to the awareness of multiple warjacks at one time and able to charge them with Arc to boost their combat abilities and effectiveness, the Warcaster is the single-most powerful asset to the battlefield for any modern army in the galaxy.





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THE FACTIONS OF HYPERURANION

The spread of mankind across the known worlds of the Hyperuranion began with faltering steps of exploration before giving way to an explosion of growth and prosperity. As the earliest explorers learned to navigate the void gates, countless worlds opened up to them. The abandoned planets of the Hyperuranion provided the seemingly endless promise and possibility that fueled the greatest expanse of human migration the universe had ever known. They sought fortune, security, and a place to call their own, but above all else they sought Arcaneance, the most valuable resource imaginable. It was the hunger for this resource that provided the greatest motivation for exploration even as access to it made said exploration possible.

Over many millennia, colonies, corporations, and freeholds would give rise to city-states, confederations, and principalities that, in turn, would grow to true nations and sprawling empires. These spread across worlds or collapsed into the darkness of space.

Though recorded by the victors as an age of untold prosperity, this great migration across the stars is not remembered as an era of peace or calm. It was a time of ruthless expansion when some few made fortunes beyond reckoning on the backs of those who struggled bitterly just to survive. With the resources of entire worlds behind them, the reckless wars of expansion between these growing powers took on dimensions of destruction unknown in our ancient histories.

But in the vastness of space, no empire is truly monolithic. Even now, the diversity of the governments and societies of humanity are as varied as the planets they inhabit. While many countless billions have united under the banners of the Iron Star Alliance, the Marcher Worlds seek life outside their constricting dominion. And all the while, the outlawed Aeternus Continuum watches from the shadows, secretly engineering flesh and the very fabric of their society toward their own insidious purposes. These great Factions are separated by distinct philosophies, irreconcilable differences, and a history of bloody conflict. What they have in common is the desire to control their existence within the Hyperuranion, but the cost of sovereignty is perpetual adversity and endless war.



THE MARCHER WORLDS

Not every planet, nation-state, or backwater colony is willing to quietly accept the authority of the ruthlessly expansionistic Iron Star Alliance. Though the Alliance offers its people security and the promise of prosperity, it does so as a conquering power willing to assert its dominion over any who would stand against it. To accept membership into the Alliance is to accept its draconian law, its corporate monopolies, and its crippling economic demands required to support its military. The billions who would resist the Alliance and live on their own terms have retreated to the fringes of explored space and fight for their freedom in the borderlands between the mapped Hyperuranion and the unexplored worlds beyond: the Marches.

Opposing the Alliance is the Coalition of Free States, a pragmatic and independent people used to looking to themselves for support and mutual protection. Unified only in their resistance to the Alliance, the disparate nations, communities, and cultures of the Coalition developed during mankind's expansion across the stars. Though trust is hard won and loyalties may shift, the Coalition has proven its strength in the defense of their territories from Alliance incursions.

Often settled on harsher or more hostile planets, the people of the Marcher Worlds are resourceful, adaptable, and stalwart, or they would not be able to survive their conditions or repel the advances of the Alliance. Their militaries often employ unconventional strategies and tactics to overcome adversaries, and Coalition Warcasters range from devoted patriots fighting for their people to mercenaries ready to sell their talents to the highest bidder.



THE AETERNUS CONTINUUM

The inscrutable Aeternus Continuum is a vast cult outlawed by both the Alliance and the Marcher Worlds, known and feared for their armed incursions and violent abductions. To those who face the Continuum in battle, they are savage, unpredictable combatants willing to harvest organs from fallen friends and foes alike. Many who face them simply disappear forever.

In truth, they are a technologically advanced power with a secret presence on every major industrialized world throughout the Hyperuranion, dedicated to the mastery of the flesh and the perpetuation of the physical life of its leadership at all costs. Controlled by a byzantine cult made up of millions of dedicated followers, they are overseen by a fanatical priesthood dominated by a pharaonic priest-king ruling from a hidden sepulchral world at the heart of Continuum space.

The promise of the cult is immortality itself, and through their medical knowledge and use of mechanika, the Aeternus Continuum has extended the existence of human flesh far beyond its normal years. Thus, the cult has exploded in popularity, enabling the Continuum to spread across the Hyperuranion.

Yet to those who face the Continuum in battle, there is nothing seductive or compelling about their brutal attacks. And fueling their war machine by taking from anyone weaker than them, they are able to bring a significant military force to bear that belies their apparent numbers. With Warcasters infamous for ruthless tactics and a wanton disregard for the lives of their own troops, tales of encounters with the Continuum have become the stuff of nightmares.



THE IRON STAR ALLIANCE

The largest and most successful empire to arise from the Wars of Expansion, the Iron Star Alliance is a vast interplanetary coalition of nations and chartered corporations that have been bound together in the name of progress and mutual defense. Dominated by a powerful aristocracy ruled by a septarchy of monarchs, the Iron Star Alliance is governed by a Supreme Assembly made up of representatives of its member states and constituent corporations.

The nations of the Iron Star Alliance are held together through the promise of continual prosperity, mutual self-interest, and fear. This fear is elemental to the Alliance, which sees threats around every corner, both external and internal. Rival interests compete within the Alliance even as the empire continually launches its wars of unification to subjugate ever-greater numbers under its dominion.

The core objective of the Alliance is to provide security for its allied nations by way of aggressive expansion throughout the galaxy, believing that the only safe Hyperuranion is a unified Hyperuranion. To achieve this agenda, the Iron Star Alliance has established an unparalleled military presence across the Thousand Worlds, with legions of elite Paladin shock troopers that can be deployed anywhere within their dominion quickly and with formidable effect. Through significant tribute extracted from its member-nations, the Iron Star Alliance is able to afford the most advanced technology and weapons for its military, and its Warcasters enjoy abundant benefits as the galaxy's most celebrated martial heroes.

THE EMPYREANS

Their history is a mystery to humanity. So little is known about the Empyreans that they have become the stuff of myth and legend, while their influence and effect is still felt in the modern day. To say they are ancient is to naively understate the eons they have existed, evolved, and endured. The galaxy that humanity exists in exists by their design.

Their Architects agonized at the notion of a mortal existence and dreamed of immortality. Believing flesh was the bane of eternal life, they sought a cure to death and found it in the transference of the soul to a mechanical vessel that would not degrade with time. Over countless millennia, the Architects created the Empyrean, a megalithic construct encircling the collapsed star at the center of the galaxy. To sustain the Empyrean, the Architects created the Hyperuranion—a galaxy-spanning network of interdimensional conduits that would forever nourish their Great Work with potent Arcanessence wisely and responsibly harvested from the thousand worlds of Cyriss. And after conquering the limitations of space and time, they gathered their vessels and enshrined them in the Great Work, where their consciousnesses merged and their souls would forever bask in the radiance of Cyriss.

In creating the Hyperuranion, the Architects systematically conquered every world they touched, and they spread their doctrine of a pure, immortal existence to every civilization in the galaxy. Those that saw the light joined the Architects in their Great Work. But the unenlightened were shown the folly of their flesh, and ultimately, the Thousand Worlds were emptied of any who might disrupt the eternal rapture of the Empyreans. This left the legions of mechanical warriors they used to deliver the galaxy into divine perfection to fade away with the sands of time.

And for an unknown age, the Empyreans enjoyed the fruits of their labors... until humanity arrived from some hidden or overlooked crevasse on the far outer reaches of the galaxy and suddenly threatened all that the Architects had achieved. Wars were waged, and the Empyreans, unprepared for such conflict after eons of peace, were forced to retreat. They left no clues about the path to Cyriss Prime and dispersed their robotic guardians to ensure none would ever find it. But after five thousand years, the Empyreans have returned from their slumber, provoked by the drain they believe humanity's expansionism





has placed on the lifeblood of the galaxy, Arcanessence. This resource is being consumed faster than it can be replenished, and the Empyrean and its Great Work are now threatened. Unwilling to accept oblivion, the Empyreans have once again taken the offensive, deploying newly created legions built to eradicate the human pestilence that plagues their galaxy. For those who have held eternity in their hands, it is only a matter of time.

THE KEEPERS

Remnants of the original migration that first brought humans to the galaxy, the Keepers are ancient souls, preserved in vessels not unlike those of the Empyreans. But the Keepers hail from humanity's birthplace, and they had transferred their essence into their mechanical bodies of antiquated clockwork and simple electrical motors long before their first contact with the Architects.

Few remain, and those who do stay carefully hidden, for they alone possess the secrets of mechanika and the cyphers that the technology can conjure. Those who possess the spark of a Warcaster are impotent to unlock their powers without the instruction of a Keeper. And so the Keepers are marked for death. If the Empyreans can eliminate these shepherds of arcane knowledge from the ranks of humanity, then the Warcasters who defend their kind will, in time, become extinct.

The Keepers are humanity's only remaining link to its origins, but they are reluctant to share their knowledge of the past. It is fraught with conflict and tainted with sins they hope to hide from mankind, lest we give in to temptation and invite the same wrath that sent us fleeing to the stars in the first place.

There are many legends of the Keepers and those who rescued humanity from oblivion. But there is one among them, known only as the Prime, who is said to possess the greatest depth of arcane knowledge as well as the power to wield it. The legends say that the Prime was the instrument of salvation in humanity's darkest moment, and it was his power that undid the Architects before they nearly ended our existence altogether. Whether the Prime exists or is simply a fantastic figure of mythology, he is still sought by the forces of the Empyreans and humanity alike, for his legacy is humanity's survival and its ongoing conquest of a Thousand Worlds.

COMPONENTS



Rulebook



Models and bases

Cypher Cards



Dice

WHAT'S IN THIS BOX?

(Models and Stat Cards vary by Command Group)

- Warcaster: Neo-Mechanika rulebook
- Six models and bases, including two solos, a three-model squad, and a warjack with weapon and head options
- Four unit stat cards and five warjack weapon cards
- Five white Strike Dice, five red Strike Dice, and one standard die
- Twenty-four Cypher cards
- Token sheet, including a Pulse Tracker
- Rules Reference Card
- 2x 30mm bases for Void Gate tokens

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. The size of the battlefield is determined by your chosen mission. Typical battlefield sizes are 4' x 4' for full-sized Primary Missions or 30" x 30" for smaller scale Skirmish Missions. 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.

TOKEN SHEET EXPLANATION



7 ACTIVATION TOKENS



2 LOCK DOWN CONTINUOUS EFFECT TOKENS



7 ARC TOKENS



2 TUNE UP CONTINUOUS EFFECT TOKENS



PULSE TRACKER TOKEN



3 PORTABLE OBJECTIVE MARKERS



3 CORROSION CONTINUOUS EFFECT TOKENS



2 DOUBLE-SIDED SYSTEM FAILURE CONTINUOUS EFFECT TOKENS



5 DAMAGE TOKENS



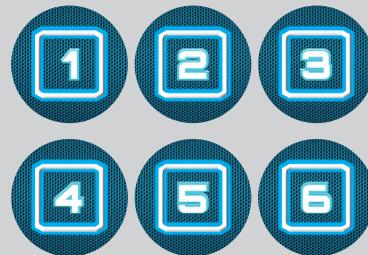
3 FIRE CONTINUOUS EFFECT TOKENS



2 TWO-PIECE VOID GATES
To be attached to 30mm bases



PULSE TRACKER



6 NUMBERED PERMANENT OBJECTIVE MARKERS

YOUR FORCE

In Warcaster: Neo-Mechanika, you go to battle with a force made up of 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 units into play (see p. 40).

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. When a unit is **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.



The models in a squad 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, and snipers. Solos are warrior models.

HEROES

Some unique and powerful units are considered to be **Heroes**. When a Hero unit 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. Except for those models that each player deploys at the start of the game, players begin with all of their models in reserve (see Starting the Game, p. 26). 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 action dice to the right 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

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

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



ACTION DIE



POWER DIE



D6



MISS



STRIKE



SUPER STRIKE



STAT CARD EXPLANATION

UNIT NAME

FACTION ICON

DEPLOYMENT COST

UNIT BASE SIZE

WEAPON NAME

HEALTH

UNIT ILLUSTRATION

UNIT FRACTION & TYPE

UNIT STATS

ADVANTAGE ICONS

WEAPON STAT BARS

WEAPON RANGE

WEAPON POW

RANGED WEAPON ICON

MELEE WEAPON ICON

ENERGY TYPE

WEAPON QUALITY ICON

SPD	MAT	RAT	DEF	ARM
6	4	4	3	3

RNC	POW
10	3
1	4

MODEL STATS

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

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 warjack 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 (HEALTH) – This is the number of damage points a model can take before being destroyed. If a model does not have any Health boxes displayed on its card, taking any amount of damage will destroy it.

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.

BASE SIZE

Warcaster uses small (30mm), medium (40mm), and large (50mm) base sizes, which are marked as an icon, alongside its advantages, beneath a model's stat bar.

SPECIAL RULES

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

ADVANTAGES

Advantages are common special rules that many models have. Advantages are always in effect. The rules for advantages are listed below.

A model's advantages are marked as icons beneath its stat bar, along with its base size.

 **Compound Armor** – This model gains +1 ARM against explosion damage.

 **Flight** – This model has Flight (see Flight, p. 28).

 **Pathfinder** – This model ignores movement penalties for rough terrain (see Rough Terrain, p. 44).

 **Revelator** – When making ranged attacks this model ignores Stealth.

 **Stealth** – This model has Stealth. A model with Stealth cannot be targeted by attacks made by models more than 8" away.

 **Weapon Expert** – When this model attacks during its activation, it can attack with all of its weapons.

NUMBER OF MODELS IN A SQUAD

The number of models in a squad is listed beneath the stat bar just to the right of the squad's base size alongside the squad's Advantage icons.

STAT MODIFIERS

There are a number of special rules and circumstances that can modify a model or weapon's stats. When applying modifiers, apply multipliers first and then apply modifiers that add or subtract from the stat.

A stat can never be reduced to less than 1.

Example: Oz plays the Ascension Catalyst Cypher card on his Continuum Nemesis warjack. The Cypher grants its target +2 SPD and Flight. During the warjack's activation, Oz spikes to use the Nemesis' Afterburner special rule, which triples the warjacks SPD when advancing that turn. The Nemesis has SPD 6 which would be tripled to 18 when it advances before adding an additional +2 for the Ascension Catalyst Cypher card. Oz's Nemesis can advance 20".

SAMPLE MELEE WEAPON



SAMPLE RANGED WEAPON



WEAPON STATS

Weapons have stats like units. On a unit's weapon stat bar, a dagger 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 after the name of the weapon.

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, Explosion, 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 & Distances, p. 32.

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. 30.

WEAPON QUALITIES

Weapon qualities are special rules that are marked as icons on a weapon's stat block.

-  **Blast Weapon** – This is a blast weapon (see Blast Weapons, p. 34).
-  **Corrosion** – A model hit by this weapon suffers the corrosion continuous effect (see Continuous Effects, p. 36).
-  **Fire** – A model hit by this weapon suffers the fire continuous effect (see Continuous Effects, p. 36).
-  **Lock Down** – A model hit by this weapon suffers the lock down continuous effect (see Continuous Effects, p. 36).
-  **Repulsor** – When this model hits a model with an equal or smaller sized-base with an attack with this weapon, before damage is rolled, the model hit is slammed 3" directly away from this model. Collateral damage is equal to the POW of this weapon (see Getting Slammed, p. 37).
-  **Spray Weapon** – This is a spray weapon (see Spray Weapons, p. 35).
-  **Strafe** – After declaring an attack with this weapon and its target, roll one power die. For each strike rolled, you can make one additional attack against another model within 2" of the initial target. Each attack must target a different model. Additional attacks cannot generate additional Strafe attacks.
-  **System Failure** – A model hit by this weapon suffers the system failure continuous effect (see Continuous Effects, p. 36).

ARC & CHARGING UNITS

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.

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



Void Gate

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

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 use are marked with

Example: The Alliance Paladin Annihilator squad has the Hunter-Killer Salvo special rule that says that the squad can spike to ignore line of sight and cover during their activation. 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 roll, 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 Making Melee & Ranged Attacks, p. 30, 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 can 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. A unit can only have one activation token on it at any time.

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 another model's base. Additionally, a model cannot end its movement with its base overlapping an obstacle or structure unless the model ends its movement on an obstacle or structure it can stand on (see Terrain p. 44).

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. Repositioned models must be placed so that they have line of sight to the model that moved. Models that cannot be repositioned within 2" of the model that moved 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 model in the squad 4". He then places the other two models in the squad anywhere within 2" of the model he moved and with line of sight to that model.

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 model 3" and then places the other two models in the squad anywhere within 2" of the model he moved and with line of sight to that model.

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. When a model with Flight moves voluntarily, it ignores vertical distances and can move over structures and models if it has enough SPD to move completely past them. It also ignores the effects of rough terrain. A model with Flight can move onto a structure and end its movement anywhere large enough for its base stand on. When a model with Flight is moved involuntarily, such as the result of a slam, it does not ignore rough terrain or vertical distances and cannot move over structures and other models.

When a model with Flight is targeted by a melee attack made by a model without Flight, the model with Flight gains 2 Power Dice when making its defense roll against the melee attack. See Making Melee & Ranged Attacks, p. 30.

REPOSITIONING MODELS

A model may be **repositioned** on the battlefield as a result of squad movement or a special rule. Repositioning is not movement, and anything that affects or would be affected by a model's movement does not apply. When you are repositioning a model, it must be repositioned to a location it can stand on or otherwise occupy. For example, you cannot place the model on an obstacle that is not wide enough for it to stand on or reposition it in midair over the table.

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.

CONTACT

A model is considered to contact an obstacle or structure when its vertical volume touches the obstacle or structure. A model is not considered to contact an obstacle or structure it is standing on.

One model is considered to contact another when its volume changes from not touching the volume of the other model to touching it. Additionally, when a model is already touching the volume of another model and would move toward it, it is considered to contact that model again.



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.

Example: Jason's Alliance Firebrand is armed with a Repulsor Shield, Assault Rifle & Bayonet, and a Null Cannon. When the warjack attacks, it can attack with the Repulsor Shield, Assault Rifle, Bayonet, and the Null Cannon.

See Making Melee & Ranged Attacks, p. 30, for the complete rules on resolving attacks.

SPECIAL ACTIONS

Some models have rules that enable them to make **special actions** instead of attacking. Some missions also grant special actions to certain models. For instance, a mission 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. A unit can have only one activation on it at a time. 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 ranged 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 a model is attacking with. Next, declare 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. 27).

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.

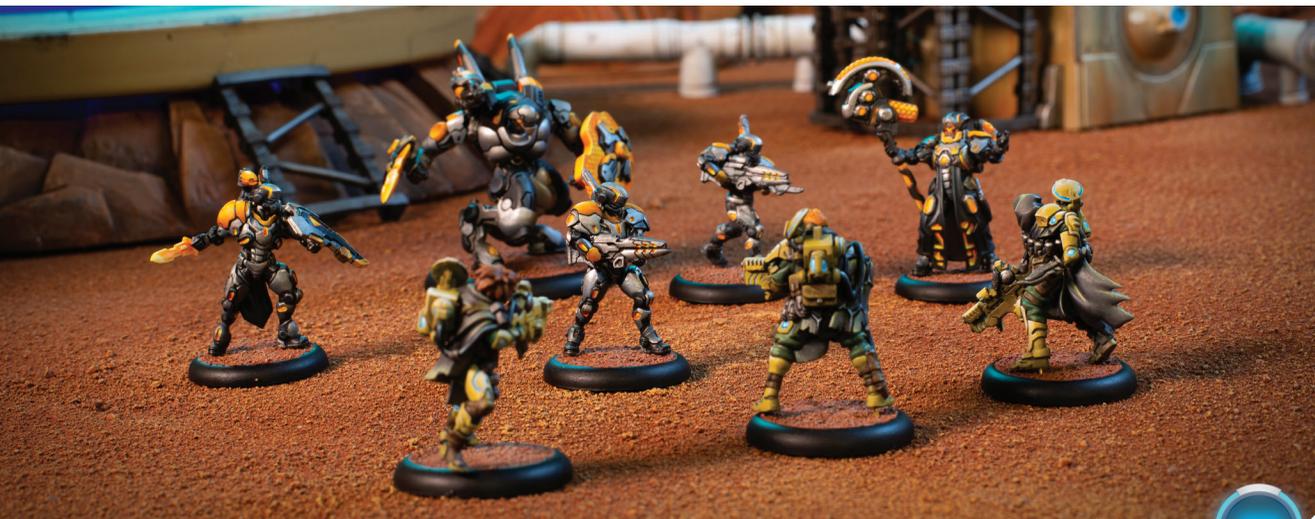
If the attack hits, the attacking player makes a damage roll with a number of Action Dice equal to the POW of the attacking model's weapon, plus any Power Dice gained from the attack roll.

When making a damage roll, the target takes 1 point of damage for every set of strikes rolled equal to its ARM. 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. 34), 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.

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

A **small-based model** occupies the space from the bottom of its base to a height of 1.75'.

A **medium-based model** occupies the space from the bottom of its base to a height of 2.25'.

A **large-based model** occupies the space from the bottom of its base to a height of 2.75'.



SMALL BASE
Alliance Paladin Enforcer



MEDIUM BASE
Marcher Worlds Combat Engineer

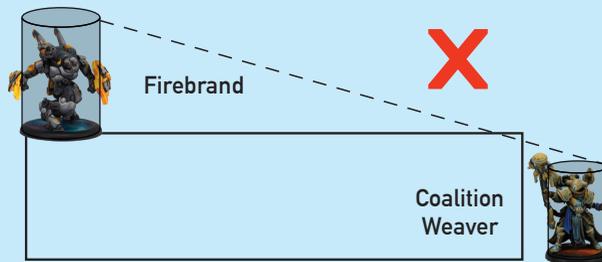


LARGE BASE
Continuum Scourge

LINE OF SIGHT & TERRAIN



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.



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



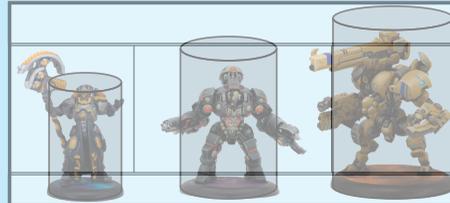
This wall is shorter than 1.75". It will not block line of sight to any of the models behind it.



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



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.



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

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.

BLAST WEAPONS

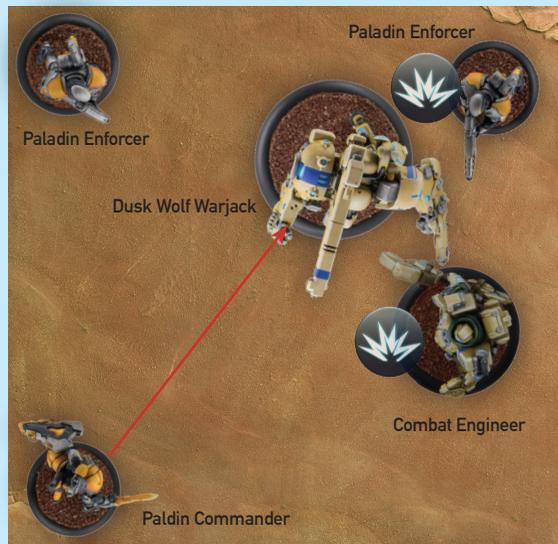
Blast weapons unleash explosive attacks that can damage multiple models.

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. If multiple models are equal distant from the target, randomize between them to determine which two models suffer the blast damage.

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. Blast damage is also considered to be damage caused by the type of attack and damage type of the attack causing blast damage. For example, if a ranged weapon with kinetic damage type does blast damage, that damage is considered to be caused by a ranged attack and is both kinetic and explosive damage.

EXAMPLE OF AN ATTACK WITH A BLAST WEAPON



The Paladin Commander solo hits a Dusk Wolf warjack with its Pulse Cannon, a blast weapon. Because they are the closest models within 2" of the Dusk Wolf, 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 Dusk Wolf warjack, the Dusk Wolf would still suffer a blast damage roll, but the Paladin Enforcer and Combat Engineer would not.

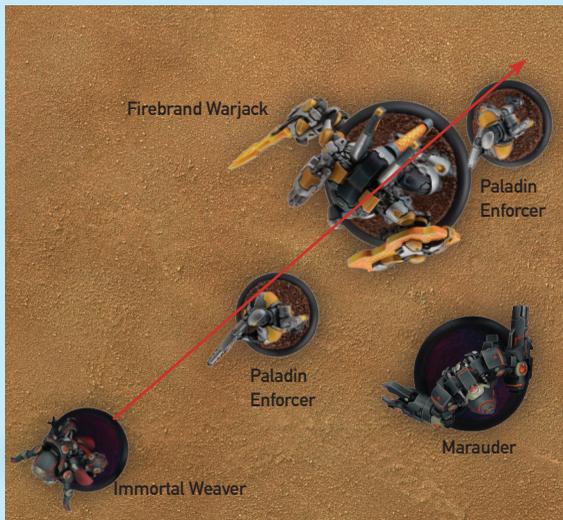
SPRAY WEAPONS

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 whose volume this line intersects can be hit by the attack unless the attacking model's line of sight to that is completely blocked by terrain. Make a separate attack roll against each model that may have been hit by the attack, including the original target. Spray weapons ignore cover.

EXAMPLES OF ATTACKS WITH A SPRAY WEAPON



An Immortal Weaver solo targets a Firebrand warjack with a Psychokinetic Hood spray attack. The attack is measured out to its complete 8" range and centered on the Firebrand warjack. This line touches two Paladin Enforcers, meaning they also have a chance to be hit by the attack, but misses a Marauder. The player controlling the Immortal Weaver will make attack rolls against the Firebrand warjack and two Paladin Enforcers.



In this example an Immortal Weaver solo targets a Dusk Wolf warjack on a structure above it. The attack is measured from the Immortal Weaver's base through the Dusk Wolf base and past it up to the full 8" of its range. This line passes through the volume of one Ranger Fire Team model's volume but passes over the volume of the second Ranger Fire Team model, missing it. The Immortal Weaver will make attack rolls against the Dusk Wolf warjack and the first Ranger Fire Team model.

GETTING SLAMMED

Some effects, such as the Momentum Calibrator Overdrive or the Velocity Projector 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. 39). 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, a structure, 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, a structure, or a model with an equal-sized or larger base during its slam movement, add 1 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.

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.



EXAMPLE OF A SLAM

A Coalition Weaver solo hits a Vassal Reaver trooper model with its Battle Staff, a melee weapon with the Repulsor advantage that slams models hit by it. The Vassal Reaver is slammed 3" directly away from the Coalition Weaver. 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 Battle Staff 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.



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, that 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. 43.

MODIFYING HAND SIZE

While a player's maximum hand size is generally limited to five Cypher cards, some special rules (such as Hierotheos Raxis' 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 Cypher 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, on the next page, to resolve Fury attacks.
- **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 must be channeled through a model with the Arc Relay ability, have a range (RNG) determined by the Arc Relay score of the model they are channeled through, and require attack rolls to resolve (see Making Fury Attacks on the next page).

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. The model the Fury is being channeled through needs line of sight to the target or the Fury cannot target that model. 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 Pyrokinetic Surge. 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.



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 can 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 must charge it with at least 1 Arc and 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 30mm-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 during the Deployment Phase, a player can deploy one or more units or recall one unit in play.

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 models in the squad must be placed within 2" of that model.

Models cannot be deployed within 1" of an objective (see p. 49).

Instead of deploying models during the Deployment Phase, a player can 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 The Rack, p. 43). 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:

- 4 Marcher Worlds Dusk Wolf warjacks, each with a Scout Cortex, Battle Rifle (Arm), Ripper (Arm), and Rail Gun (Shoulder)
- 4 Marcher Worlds Ranger Fire Team squads
- 3 Marcher Worlds Coalition Weaver solos
- 2 Marcher Worlds Combat Engineer solos
- 2 Marcher Worlds Hunter solo

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

SQUAD IDENTIFICATION

Squads can only be deployed with their original designated models. 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 models 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.

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



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. Each warjack's stat card lists the head options available to the warjack, along with the special rules for each head.

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. Each warjack weapon card lists the warjacks the weapon can be added to. For example the Talon Rocket Pod can be added to both the Dusk Wolf and the Strike Raptor warjacks.



Example: Matt generates a Continuum force for his next game. In doing so, he customizes a Scourge 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 1 arm Hard Point and 2 shoulder Hard Points. It can have up to a total of 5 points of weapons. Matt gives his warjack the Revenger cortex. Cortex selections do not cost weapon points, so Matt still has 5 points of weapons he can add to the Scourge. Matt decides to give the warjack a Void Splitter arm weapon (1 weapon point). He also gives it a Nailor shoulder weapon (1 weapon point). Finally, he gives it a Hollowphage Cannon shoulder weapon (3 weapon points) for some real 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, Voitek Sudal 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 their Activation Phase 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.



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 stand on. If an area is too small, slanted or uneven for the model's base to stand 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.

If a model would enter rough terrain one or more times at any point while moving or being moved (such as a result of being slammed), reduce the distance the model moves by 2" to a minimum of 1".

Example 1: Matt's Iron Star Alliance Firebrand has SPD 6 and is completely within rough terrain. When the Firebrand advances during its activation, it will move 4" since it is already in rough terrain when it begins its advance.

Example 2: The Firebrand is 3" away from a patch of rough terrain rather than starting inside it. Matt decides he wants to move the Firebrand across this terrain. The Firebrand advances 4" since Matt has determined the model will enter rough terrain during its movement.

Example 3: The Firebrand is a little over 5" away from a patch of rough terrain. Matt determines that if he tried to advance the Firebrand's full SPD into the rough terrain, he would only move it 4" and fall a bit short. Matt instead moves the Firebrand 5" toward the rough terrain but makes sure the model doesn't enter it; thus, it does not suffer the reduction in its movement.

Example 4: The Firebrand is slammed by an enemy attack while in rough terrain. The attack indicates it will slam the Firebrand 3". Instead, the Firebrand is only slammed 1" since it is in rough terrain.

MEASURING MOVEMENT THROUGH ROUGH TERRAIN

Premeasuring will allow you to determine a model's final position before and after moving, allowing you to determine if the model will enter rough terrain. Note that rough terrain affects all model movement, such as slams, not just the movement a model makes during its normal 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 unless the model has Flight. If the model has Flight, climbing on top on an obstacle does not take any of its movement. Crossing an obstacle, however, does not impact the distance a model can move.

Obstacles provide cover (see p. 34).

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, stairs, or elevators (see below).

Structures provide cover (see p. 34).



LADDERS, STAIRS & ELEVATORS

A model moving within 1" of a ladder, stairs, or elevator can choose to move up or down the ladder, stairs, or elevator. Doing so takes 2" of the model's movement. A model cannot move up or down a ladder, stairs, or elevator when it is being moved involuntarily, such as a result of a slam.

When a model moves up or down a ladder, stairs, or elevator, reposition it anywhere large enough for its base to stand on within 1" of the ladder, stairs, or elevator it moved up or down. The model can continue its movement from this location.

MODELED STAIRS

These rules should only be applied to abstract stairs that are not actually modeled to allow a model to move over and stand on them. Before the start of the game, players should discuss the terrain and determine whether these rules should be applied to given terrain features or not.

FALLING

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).

JUMPING

When you move a model you control during its activation, it can jump as part of its movement. A model cannot jump outside its activation or when it is being moved involuntarily, such as a result of a slam. When a model jumps, it moves in a straight horizontal line through the air, allowing it to potentially pass over terrain and models beneath it. The jumping model's movement ends if its volume contacts an obstacle, structure, or the volume of another model while resolving a jump.

After a jump movement is completed, if the model is still in the air, move it vertically down until its base is resting on the table or a terrain feature below, then determine the distance the model fell vertically and resolve the fall using the Falling rules.

Jumping follows all normal movement rules with the following exceptions:

A jumping model can move over another model if no part of its base would enter that model's volume.

A model does not suffer the rough terrain movement penalty if it jumps over rough terrain that is at least 3" below it during its jump movement.

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.

EXECUTING A JUMP

When measuring a jump, first determine where you want the model to end its jump movement and then check that it is not passing through the volume of other models or too near rough terrain beneath it before moving the model. If the model is clear to jump, make sure to measure the distance the model might fall based on this jump by comparing its current position and its intended final position, then move the model.

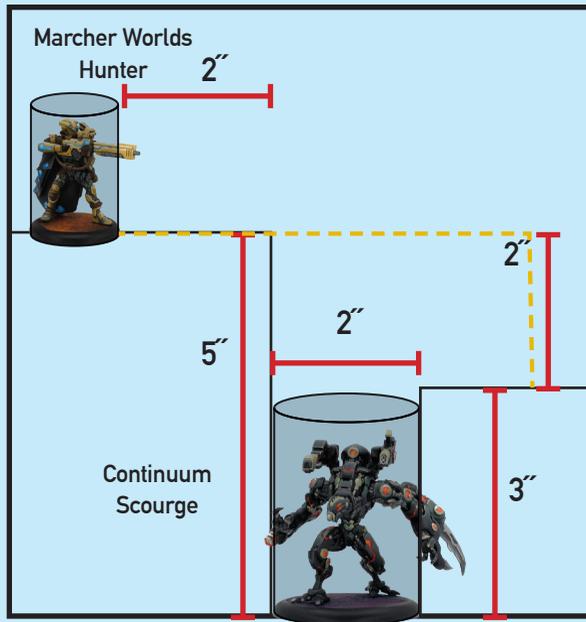
Remember that when measuring a jump, the model moves in a straight horizontal line. A model could also jump more than once during a single move if it has the movement to do so.

Example 1: Mike's Marcher Worlds Hunter is standing atop a 5"-tall structure that is 2" away from a shorter 3"-tall structure. Mike wants his Hunter to jump the gap between the structures during its activation. The Hunter has SPD 7 and is 2" from the structure's edge.

Mike moves the Hunter 2" to the edge of the structure and measures out the Hunter's move across the distance between structures from this point. The Hunter is then placed down onto the lower structure and suffers fall damage for having fallen 2". Assuming the fall does not damage the Hunter (which would end its activation both with destruction and the acquisition of an activation token), the Hunter could continue moving up to its remaining SPD in inches.

Had there been a 50mm model between the structures, the Hunter would still be able to jump the gap because it would not contact that model's volume of 2.75" (see diagram). However, if the 50mm model was on the shorter building in the path of the Hunter's jump, the Hunter would contact the model's volume. In this case, Mike's Hunter would be placed where it contacted the other model, and its movement would end.

Example 2: Mike's Hunter begins its activation on the edge of a 6"-tall structure. Mike wants his Hunter to jump across a 3"-tall gap to another structure of exactly the same height. The Hunter can successfully jump from one structure to the other because its volume does not contact the second structure during this movement. If the second structure was even a fraction of an inch taller than the structure Mike's Hunter is jumping from, the Hunter's volume would contact the second structure and would fall 6" to the ground below.



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

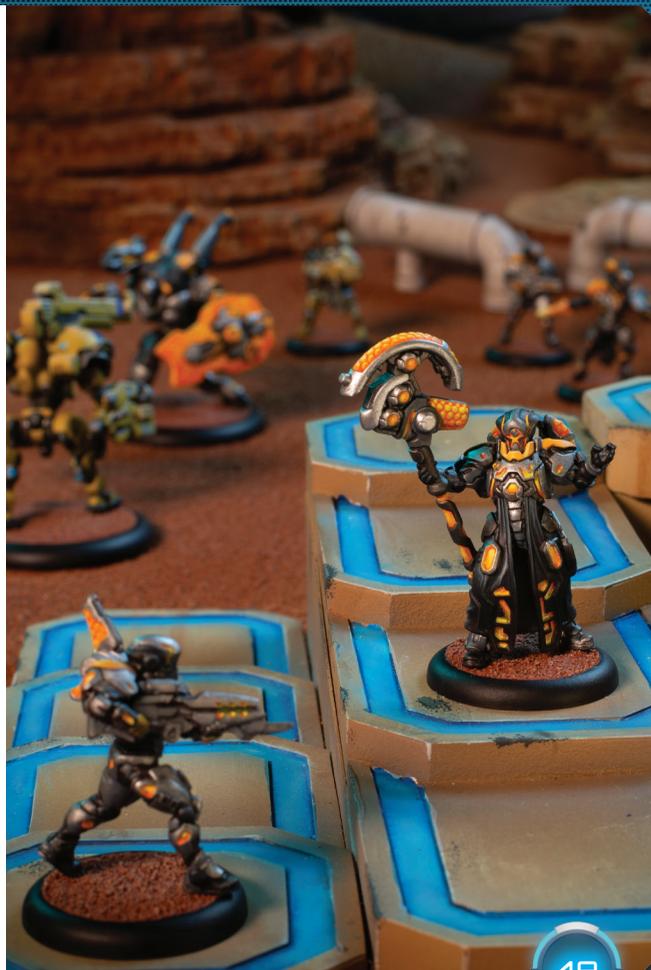
A permanent objective is one that players will attempt to take and hold. The mission will indicate what type of units can hold it. A unit secures a permanent objective if they are within 1" of the objective and no enemy unit models are within 1" of it. A squad secures an objective if one or more models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



PRIMARY MISSION: *DECAY CONSTANT*

No war is fought on a single battlefield, and every battlefield is different. Each one offers unique advantages, resources, and opportunities. Reconnoitering those resources and making sure their benefits are yours is the key to taking the field. And every field you take gets you closer to winning the war.

Marchers fight for freedom and will die for territory that gives their people the opportunity for a future in which they are beholden to no one. The Continuum seeks knowledge to further their quest for everlasting life, and they're willing to sacrifice anything to gain it. And the Alliance wants what they already have: power; they simply crave more of it, and they easily reconcile the numbers as the price for their gains.

Whatever you fight for, don't hold back. The more you risk, the more you stand to gain.

SETUP

Place six permanent objectives (strategic objectives) onto the table as indicated on the map. Objectives should be centered on the points described.

SPECIAL RULES

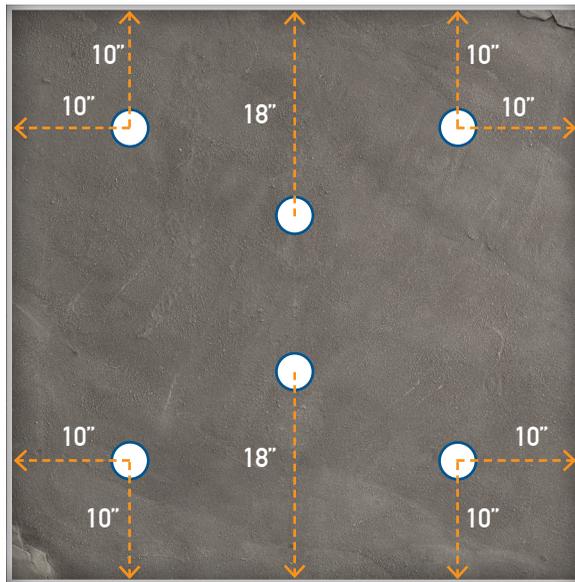
Only squads can hold the strategic objectives.

SCORING

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



PRIMARY MISSION: ORDERS OF MAGNITUDE

Battling across worlds means anything left to chance decreases the likelihood of success. And an army is only as strong as its supply line. Securing safe positions to receive necessary supplies keeps a battle force fueled. Denying the enemy the same weakens them day by day.

This is a battle for a position that will strengthen you, or it will strengthen your enemy, whoever holds it at the end of the fight. Secure this battlefield's supply drop zones, and future victory is yours.

SETUP

Place six permanent objectives (drop zones) onto the battlefield as indicated on the map. These drop zone objectives should be numbered 1 to 3 on each side as shown on the map. Objectives should be centered on the points described.

These objectives are not considered to be terrain features and do not provide cover.

SPECIAL RULES

Only squads can hold drop zone objectives.

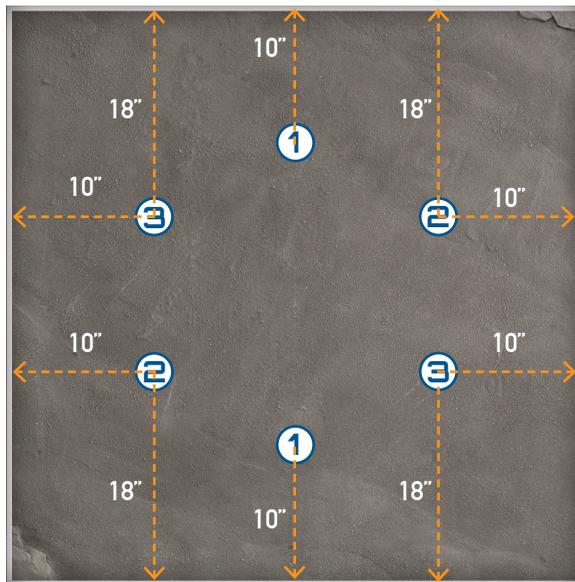
At the start of each Pulse round, roll a d3 to determine which drop zone objectives are active. Reroll if a roll results in the same drop zone being active as in the last Pulse round. Place a token on each active drop zone objective. At the start of a subsequent Pulse round, remove these tokens and roll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

SCORING

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

VICTORY CONDITIONS

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



PRIMARY MISSION: STRANGE MATTER

Scattered across the Hyperuranian, the Aeternus Continuum conducts countless archaeological expeditions in search of prized relics from humanity's past as well as from the myriad lost civilizations that once thrived across the Thousand Worlds. Continuum scholars and scientists believe these ancient artifacts are the puzzle pieces to unlock the secret of immortality. Others know there are more immediate advantages to recovering lost cyphers, void gate ephemerides, and Emyrean war tech.

Normally, Continuum dig sites operate under strict protocols of stealth and secrecy to avoid the watchful eye of the Alliance as well as opportunistic Marcher scavengers. But the overseers of this site let their guard down, and now whatever mysterious treasures it may hold are up for grabs.

SETUP

Place four permanent objectives (ruins) and three portable objectives (artifacts) onto the battlefield as indicated on the map. Objectives should be centered at the points described. The ruin objectives are considered to be terrain features that provide cover.

SPECIAL RULES

Squads and solos can hold ruin objectives.

Any unit models can carry the portable objectives.

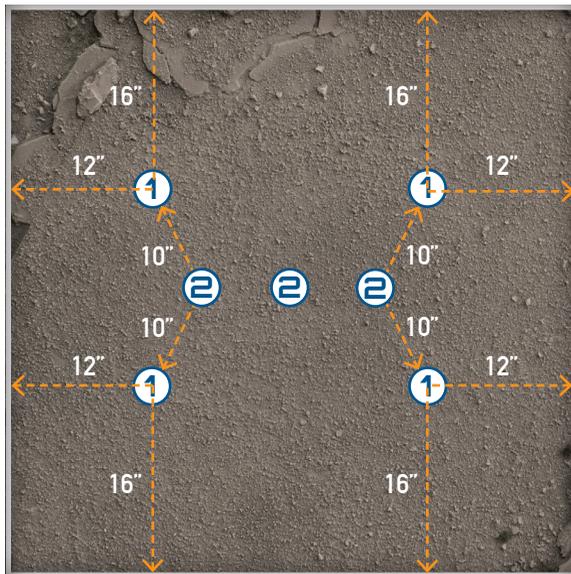
SCORING

Players score victory points at the end of each Pulse round for each ruin objective they secure. 1 victory point is scored for a ruin 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 ruin if a model holding an artifact objective is securing the ruin.

VICTORY CONDITIONS

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



① = Permanent Objective

② = Portable Objective

PRIMARY MISSION: SURFACE TENSION

Arcanessence is the vital resource that powers humanity's most advanced technology, allows them to traverse the void, and fuels their wars across the Thousand Worlds. While Arc seeps from the planets of the Cyriss galaxy through a variety of tectonic phenomena, it is the mighty Arc geysers that remain the most efficient means for harvesting the raw material. Thus, active Arc geysers are often at the epicenter of violent confrontations.

This geyser is rich with Arcanessence. Those who have staked their claim to this land must prepare the site for their approaching Arc trawler by powering up the mooring anchors and unlocking the geyser cap before detonating the eruption that will launch the Arc into the trawler's waiting silos. But claim jumpers have arrived with their own designs on the valuable resource, and they'll stop at nothing to seize it for themselves.

SETUP

Place five permanent objectives onto the table as indicated on the map. Objectives should be centered at the points described.

The objective in the center represents the Arc geyser platform. The Arc geyser platform objective does not provide cover.

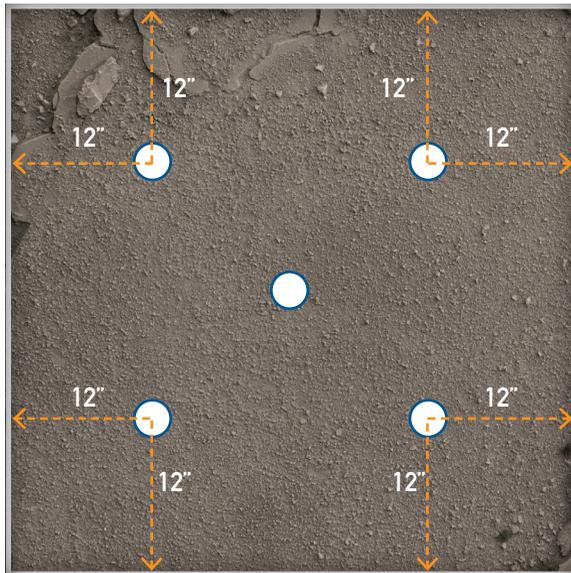
The four objectives in the corners are mooring anchors. Mooring anchor objectives are considered to be terrain features that provide cover.

SPECIAL RULES

Only squads can hold 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.

PRIMARY MISSION: UNCERTAINTY PRINCIPLE

Even after five millennia, more of the Hyperuranion remains uncharted than is known by the factions of humanity today. In their retreat to the Empyrean, the Architects erased all records of the ancient ephemerides that foretold when the enigmatic void gates would open and where they would connect to, leaving humanity to map the voidways of the Thousand Worlds themselves.

Control of a void gate means access to another world, to more resources, and to faster travel. They are fiercely fought over. Now a void gate that has lain dormant for as long as anyone can remember stirs, and only a brief window of opportunity will exist when it wakes to decode the celestial combinations that govern its use. Whoever can gather the data from the nodes of the gate's ephemeris matrix before the moment passes stands to master control of the interplanetary portal as well as lay claim to whatever bounty might lay beyond.

SETUP

Place six permanent objectives (matrix nodes), numbered 1 thru 6, onto the battlefield as indicated on the map. Objectives should be centered at the points described. The matrix node objectives are considered to be terrain features that provide cover.

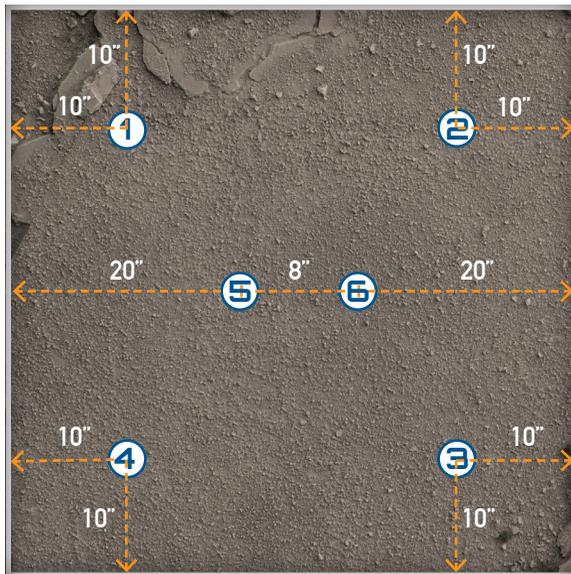
SPECIAL RULES

Squads can hold matrix node objectives.

At the end of the first Pulse round, after scoring roll a d6 twice and remove the corresponding matrix node objectives from the table. At the end of the second Pulse round, after scoring roll a d6 once and remove the corresponding matrix node objective from the table. If the roll results in an objective that has already been removed from the table, roll again.

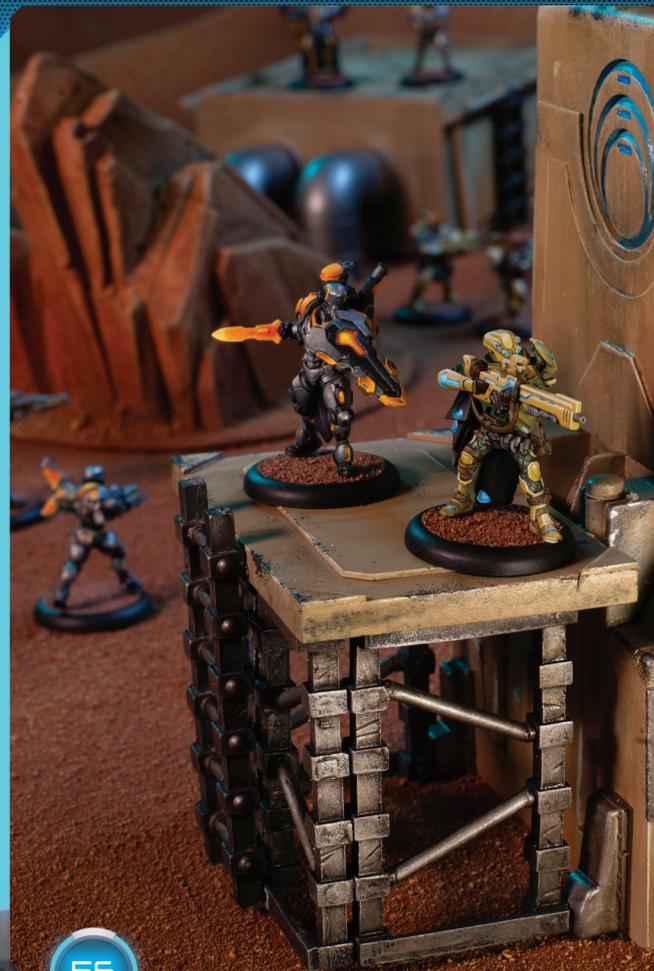
SCORING

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



VICTORY CONDITIONS

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



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 player's secondary mission(s) may be unique to them.

SECONDARY MISSION DESCRIPTIONS

Below are lists of secondary missions. Secondary missions are chosen once the primary mission 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.

When playing a skirmish mission, each player only gets three turns each Pulse round (see Pulse Rounds, p. 26). Instead of the Pulse round ending when the tracker would advance from the fifth box, instead the round ends when it would advance from the third box. At this time the tracker is moved back to the starting position, beginning a new Pulse round.

Instead of using the normal force-building rules on p. 41, in a skirmish, each player can build forces with up to only 8 units plus up to 1 Hero solo on each side or with as few as 4 units. 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 missions.

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.

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 p. 49.

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. 22, for details.



SKIRMISH MISSION: BOILING POINT

The Iron Star Alliance has asserted its dominance across the Hyperuranion, forcing those who refuse to accept their governance to stand against them or vie for whatever scraps of the Thousand Worlds have been overlooked in their conquest. But even with an entire galaxy to roam, too often worlds collide.

This land is fertile with ample resources to provide a new beginning for a colony or the necessities to sustain an outpost far from home. But it's not enough to share. Geographic features make it highly defensible to outside incursion and thus strategically desirable as well...if only one could entrench themselves before its existence became known to others. But as has happened many times before, the Alliance's imperialism has turned neighbors into competitors, and only one faction will raise their banner above this field when the battle is done.

SETUP

Place three permanent objectives (strategic locations) onto the table as indicated on the map. Objectives should be centered on the points described. The strategic location objectives are considered to be terrain features that provide cover

SPECIAL RULES

Any units can hold the strategic location objectives.

SCORING

Each player can only score each strategic location 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 strategic location objectives during the first Pulse round, 2 victory points are scored for the strategic location objectives during the second Pulse round, and 3 victory points are scored for the strategic location 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.



SKIRMISH MISSION: CHAOS THEORY

War is underway as rival factions clash over the fate of a world. But intense solar flares erupting on this planet's sun are causing violent electromagnetic storms that disrupt communications between advance scout forces and their command centers. Atop this lonely plateau, a communications array consisting of three towers could mean the difference between transmitting crucial reconnaissance information and losing what foothold a battle force has at the location. Storm surges will soon overload the transmitters, knocking the towers out one by one. Whoever manages to relay the most tactical intel back to their command center before the storm cuts off communications entirely will own the advantage in the battles to come.

SETUP

Place two permanent objectives (transmitters) along with three additional permanent objectives (com towers) numbered 1 through 3 onto the battlefield as indicated on the map. Objectives should be centered on the points described. All permanent objectives are considered to be terrain features that provide cover.

SPECIAL RULES

Any units can hold the objectives.

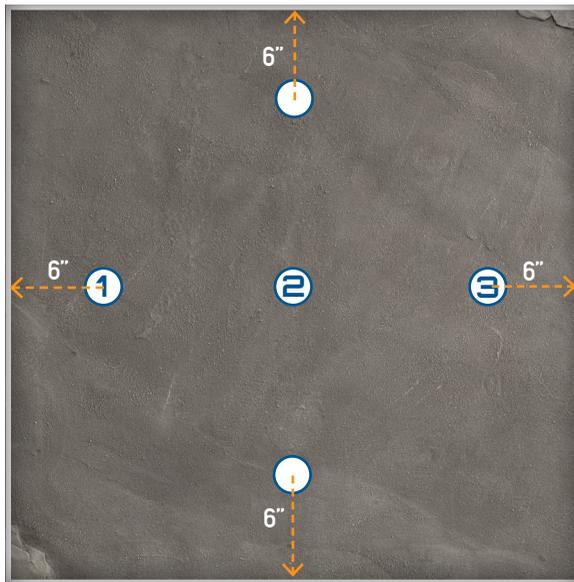
At the end of the first Pulse round, after scoring roll a d3 and remove the corresponding com tower objectives from the table. At the end of the second Pulse round, after scoring roll a d3 and remove the corresponding com tower objectives from the table. If the roll results in a com tower objective that has already been removed from the table, roll again.

SCORING

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

VICTORY CONDITIONS

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





MARCHER WORLDS



Coalition Weaver



Ranger Fire Team



Variant Coalition Weaver



Hunter



Combat Engineer



Dusk Wolf



Variant Hunter



AETERNUS CONTINUUM



Immortal Weaver



Vassal Reaver Squad



Marauder



Scourge



Void Gate

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Ages 14 and up.

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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 & Readyng, p. 29).
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 Units, p. 27.
3. You can play one Cypher card.
4. **Activation Phase:** Activate one unit and up to one additional solo. When a unit activates, it can move and attack, in either order, and then its activation ends. When a unit's activation ends, place an activation token next to it.
5. You can play one Cypher card.
6. **Deployment Phase:** You can deploy one or more units or recall one unit.
7. You can nominate one friendly warrior model to place a void gate or can 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 maybe placed anywhere within 5" of that model. When placing a void gate, you can charge it with up to 5 Arc.
8. You can discard one Cypher card.
9. Draw back up to a full hand of Cypher cards.