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+ + Lexmechanic's Guide :: Narrative Events + + By Scarlet In Warhammer 40,000: Mechanicus, there are a total of 58 potential missions you can do (53 from the base game, and 5 from the Heretek DLC). Spread across them are a total of 244 Narrative Events (as well as the 14 "tactical choices" in the Heretek missions). This guide is designed to help you with all of them. + + [LAST UPDATED: Nov 30, 2021. Information within is possibly out of date. I haven't played the game since 2022.] + + Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological restrictions that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights may limit how you use the material. Sign in to edit The following is a set of general gameplay tips to do well in Warhammer 40000: Mechanicus.Always be aware of the Awakening meter, both in a mission and the planetary level. If it gets to 100% before you've defeated the final area, you lose, so reducing its growth is a crucial aspect of the campaign.A critical threshold for you to achieve is to be able to reliably do a Zero Wake mission, where you can do an entire mission and collect all the viable rewards within it but the mission Awakening meter ends at 0, so the Planetary Awakening meter remains unaffected by the end. This will take careful use of Scouting, Awakening Reduction items and significant Cognition ControlScouting a mission is recommended for each and every mission; save your game at the entry point and then move your tech-priests through all of the non-Critical zones (yellow diamonds), testing out the various options in each one. Above all, you want to avoid Awakening penalty choices and preferably collect all the possible equipment and Blackstone. Reload the save you made at the entry point and keep running tests until you find an "ideal" combat.Awakening Reduction items are somewhat limited, but still crucial to know. The most common is a scannable Computer found in many maps; scanning it gives a sizeable amount of Blackstone, and destroying the computer will reduce the mission Awakening by 2 (which can be done after scanning for the Blackstone). Also, Combat Zones (shown on the map by red Necron Warriors) automatically give you a 4 point Awakening reduction at completion. Finally, some rare Glyph and Decision options will reduce the Awakening level. Awakening Reduction items are somewhat limited, but still crucial to know. The most common is a scannable Computer found in many maps; scanning it gives a sizeable amount of Blackstone, and destroying the computer will reduce the mission Awakening by 2 (which can be done after scanning for the Blackstone). Also, Combat Zones (shown on the map by red Necron Warriors) automatically give you a 4 point Awakening reduction at completion. Finally, some rare Glyph and Decision options will reduce the Awakening level. Awakening Reduction items can sometimes be reduced below 0. KEY POINT, don't waste these, i.e. don't enter such a zone when it is likely to have more Awakening Reduction items than your current point tally and you still have an extensive amount of the map to get through to unlock paths to all the Critical Points. Also, start using these (especially the scannable computers) as early as possible. It is worth noting, some (not all) of the Critical and Combat points have randomized layouts, which may also randomize how many Computers are spawned on the map. Don't be afraid to save your game just before entering such a point, then enter and check how many computers get spawned. The actual physical layout and mission goal of the battlefield doesn't really matter; what you want is for a large enough number of Computers to be spawned to help keep you at a Zero Wake level, so don't be afraid to reload your game to try again. Note also that for every mission one of the Critical points on the map is always considered the "final" zone even if it isn't the final one reached, and its layout (and Computer count) will never change. This includes all boss fights.Cognition Control involves being able to have all of your Tech Priests collect significant Cognition as they do each of their turns, allowing each of them to move rapidly through the entire combat map to collect all of the computer console scans for Blackstone and get into good positions for attacking, and fuel use of much heavier weaponry that takes more Cognition points to fire. Not only is the Lexmechanic Cohort tree useful for this, a vital piece of equipment is Cognition Mechadendrites (and each Tech Priest can hold 2). These things can be used an unlimited number of times per combat and provide a sizable Cognition boost, and they can be equipped to any Tech Priest regardless of their initial setup (based on their Tech Priests, and right before the initial setup phase). Also, don't waste Cognition points from higher grade Mechadendrites (i.e. don't use a Mechadendrite that gets you 3 points when you're only 1 point from a full gauge).Unfortunately, a Meme-focused set of Tech Priests through the Explorator Cohort upgrades is utterly incapable of achieving Zero Wake missions. Even if they were given a weapon that was guaranteed to instantly kill anything they hit no matter the hitpoints or armor (which doesn't exist other than emptying multiple high-level damage Canticles), they can only swing it once per turn...including against a computer for the Activity drop, and most of the damage increase Canticles only work on one single attack of one Tech Priest. This just can't compare to a pure-ranged Dominus focused Tech Priest that can hit half the battlefield with one attack, with any single-shot damage boosts from Support gear or Canticles affecting EVERYTHING they hit for that attack.The power of long range AoE builds is so well known, there are literally special achievements linked to Steam if you start and play through a game with customized settings limiting them; one for disabling AoE weapons and another for setting weapon types to Melee Only (Note, you can get both of these on the lowest difficulty setting).SUSPICION, NEEDS TESTING: As a counter to Zero Wake mission running it is suspected that some missions do not unlock until the Planetary Awakening Meter has reached a certain point. One one playthrough on Normal difficulty the Planetary level was held under 55%, the final boss mission was unlocked, EVERY other mission and boss assassination was completed and the final boss was the only thing left to select to do and in several of the final missions a mission map node where the text explained a piece of equipment was supposed to be picked up showed no actual effect, by the end there was still one Troop Slot missing in the dropship and a few pieces of equipment were still missing. (Needs further testing)One potential upgrade sequence for a brand new Tech Priest in Dominus for range, the second point in Lexmechanic for the free Cognition point on a weapon, these combined with carefully planned Servo-Skull use on Cognition Control tests can allow each Tech Priest to fire a range-enhanced Cognis Flamer nearly every turn, right from the beginning stages of the game. After this, focus purely into Dominus until it's completed (and make sure not to have a melee weapon equipped so Rites of Range is active), and focus into Lexmechanic. But spread out the upgrades between your tech priests; you'll need all of them at equal effectiveness to really have a coherent strategy. One well-proven build is maxed Dominus, level 5 in Lexmechanic (make sure to choose the Head augment for better armor), level 2 in Tech-Auxilium and choose the Arm augment for the crit chance, and level 3 in Explorator (body augment does not matter). Two factions, two campaigns,one epic conflictTwo playable factions, two narrative campaigns, two highly unique play-styles and one common goal: the fate of the galaxy rest in your hands.Play the critically acclaimed first game Windows macOS SteamOS + Linux Minimum:Requires a 64-bit processor and operating systemOS *: 64-bit Windows 7, 64-bit Windows 8 (8.1) or 64-bit Windows 10Processor: 3GHz Quad CoreMemory: 8 GB RAMGraphics: 4GB AMD Radeon R9 380, 4GB NVIDIA GeForce GTX 960 or betterStorage: 11 GB available spaceSound Card: DirectX compatible sound card Recommended:Requires a 64-bit processor and operating systemOS *: 64-bit Windows 7, 64-bit Windows 8 (8.1) or 64-bit Windows 10Processor: 3GHz Quad CoreMemory: 8 GB RAMGraphics: OpenGL 4.1 - ATI Radeon HD 7970, NVIDIA GeForce GTX 770NStorage: 11 GB available space Recommended:OS: OS X 10.9 (64-bit)Processor: Intel Core i7 3.0 GHz+Memory: 8 GB RAMGraphics: OpenGL 4.1 - Radeon Pro 575 4GB, NVIDIA GeForce GT 960MStorage: 11 GB available space Minimum: OS: SteamOS, Ubuntu 16.04 (64bit)Processor: Intel Core i7 3.0 GHz+Memory: 8 GB RAMGraphics: 2GB ATI Radeon HD 7970, 2GB NVIDIA GeForce GTX 960 4GB/AMD Radeon R7 200 series/4GBStorage: 11 GB available space Page 2 Dairy.[/p][/v*][*][p]Playing [b]scenarios [/b]should no longer try to lead you into the tutorial.[/p][/v*][/list][p][/p][p]That's\u2019s a wrap on Update 3.19![/p][p][/p][img src="https://vlh-7-rt.googleusercontent.com/doczs/AD_4nXe0o8wS UVhvdgFRb3R8hoJ1uZBthiWHwuJE2Yft9NXcZvvRlSa_DR9LD26wiMNfgBLlgKZARK9FZzrdKl9O6e Y6RtukMYU4Y9Le1SoXE_FdIRlyarBO5B_tE3w0bMKGCM6RNRoPKg?key=LIAind09ONMYMNwW8GPobw*][/img][/p][/p][p]But we\u2019re just getting started.[/p][p][/p][p]More quality-of-life improvements and gameplay updates are already in the works for Update 3.20, and we can\u2019t wait to show you what\u2019s next.[/p][p][/p][p]What do you think of 3.19? Drop your feedback and let us know what you\u2019d love to see in future updates.[/p][p][/p][p]Over and out,[/p][p]\u2013 SMG: Team RISK[/p]","commentcount":14,"tags":
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support mechadentrites can only be equipped in the lower limbs, everything else can only be equipped in the upper limbs. Given the plasma pellets are scrollable anyway this seems mean-minded rather than an oversight, it was down to most of the code was clearly already written.Secondly, Id argue, as most of the code was clearly already written.Secondly, the Xenarite discipline tree is garbage. Why even bother? The rest of the Heretek DLC (gear, missions, storyline) is worth the cost; why make the class so weak. Certainly they should have had an acid/radiation damage over time option in the tree.Thirdly, though trivial, they could have added achievements for each tree. There are two for Explorator (Melee machine and AoE phobia), so why not the rest? Similarly, there are options for playing as a fixed discipline but no achievements for doing so there is an achievement for completing two disciplines on one character (the machine).Fourthly, perhaps as an option with or without achievements, they could have added a cost-to-traversing rooms.Finally, staying with achievements and movement, options in the difficulty setting for disabling extended moving, making the game considerably harder; or 1 CP per extra movement, which can be equally hard as you grind your CP trying to reach a point. Links of interestMechanicus 40k siteBuy Mechanicus on Steam (~ 30 with Heretek DLC, 92% positive feedback)Buy Mechanicus on GOG (also ~ circa with DLC, 85% positive feedback)Cult Mechanicus fandom (background info, separate from gameA guide to Warhammer 40K Mechanicus glyphs (Ackadia)Full armour guide: Discipline-Specific Augments Overview of as much of the mechanics of the game as I have been able to research over the course of multiple playthroughs. Good place to start for advice on character builds, especially if you are stuck on the beginning of the game.Other WH40K Mechanicus Guides:Basic Guide to Mechanicus, the massive voidship where Magos Faustinius oversees the operations on Silva Tenebris. You have three buttons across the top: Cycle between pages, Tech Sources, and Your Tech Sources. Tech sources is the simple, showing a roster of key personnel and the things you unlocked during your exploration of the Necron tombs on Silva Tenebris. This is broken into five pages of upgrades with buttons on the left. Try not to think of this as a list of achievements, because without modifying the game or editing a save file, its impossible to fill in every single entry on those pages. Instead, this is just a more easily sorted list of the things you unlocked during this playthrough, including a list of your canticles (single-use abilities).On the other side you have the Cohort screen. There are 6 slots there for TechPriests (though only 2 will be filled initially), and 7 slots for troops (5 small and 2 large ones, and only Servitors will be filled in initially). The troops can only be looked at by hovering the mouse over them, which will show their basic stats. TechPriests, however, can be ranked up to give them new skills, and equipped with a wide variety of weapons and subsystems to increase their abilities.Lastly is the Missions screen, which shows a list of character portraits on the left side. The first portrait is Magos Faustinius, and clicking on his portrait only gives a basic overview of your performance during your exploration of Silva Tenebris, including total awakening percentage, markers that show how much awakening was gained as each mission was completed and what rewards were obtained for them, and which locales have been opened up. The other portraits are your support crew, who each offer a variety of missions that will unlock over the course of the game.The missions offered by your 5 support crew are sequential, but dont necessarily all need to be completed, nor do they need to be completed in order. They unlock through attachment. Awakening percentage can be increased by completing a certain number missions in a locale, which also unlocks the possibility of a mission in that locale. Completing a mission will unlock a mission in the next locale, and so on. Completing a mission will also select a mission from the Caestus Metalican, displayed on the Map interface and optional rewards to explore that section of Silva Tenebris. 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Completing a mission will also select a mission from the Caestus Metalican, displayed on the Map interface and optional rewards to explore that section of Silva Tenebris. You can move between pages whenever you like, or wait until you have completed the mission and then move over, you have a debriefing screen that lists your rewards, upkeep costs, and status, and youll be taken back to the Caestus Metalican again where you can make changes to your loadout or skills before choosing another mission.When you select a mission and accept it, youll first be given a roster screen to select which TechPriest(s) will be going along (minimum 1, as if there are no surviving TechPriests, the mission ends in failure), and any troops. This is a spot where new players often make several key mistakes:First, your Arvus Lighter has 6 seats (upgradeable 1 seat at a time to a maximum of 12 via mission rewards) to bring characters with you, be they TechPriests, Servitors, Skitarii, or even Kastelan robots. Your TechPriests are individuals (brought along one at a time), while the troops slots have infinite copies. This means that early on, youll have two TechPriests and only the Servitor icon lit you can bring multiple servitors with you, and theyre zero cost. Lots of people think that you can only bring one servitor along and never think to click the portrait a second time to get another servitor.Secondly, all of the troops outside of the Servitor have a Blackstone cost. Because Blackstone is effectively your XP for ranking up TechPriests, players think that bringing along troops is a loss to oot. Think of the Blackstone cost there as being an investment, because when you complete the mission, ~80% of the Blackstone cost for any surviving troops is refunded. If you bring along Skitarii and never deploy them, then theyll never have the chance to be hurt, so youve lost a trivial amount (about 3-5 per troop, which isnt going to make a difference even if you do it every mission) in exchange for a chance at a mission where theyd have been lost to be fully refunded. Bringing along a few Skitarii is a good idea, and theyll be important in some of the later missions, but dont bring along a full 12 of them.Third, the Arvus Lighter has a limited number of seats, but theyre not the only way to bring along different goals and agendas, select which TechPriests and/or troops youll be taking with you, and attempt to accomplish a goal within that mission until you are either successful or all of your TechPriests have been incapacitated.At current there is no permanent death mechanic, so at worst, if you fail a mission by having all of your TechPriests killed, the worst you suffer is heavy repair costs and failing to obtain the rewards offered by that mission.Mission selection is important. There are a total of 46 missions in the game, but perfect play will only allow you to complete 34 of them at best, and typically closer to about 30-32. The reason for this ties into the Awakening metre.While in a mission, every step you take into an unexplored room, even empty rooms with no features in them, increases your the Awakening metre by 2 points. Every 5 points will increase the Awakening level for that mission. This starts at zero, but for every level, the necrons gain additional benefits that make fights more difficult:Level 0 no effectLevel 1 your presence is detectedLevel 2 additional necrons spawnedLevel 3 necrons resurrect 1 round fasterLevel 4 additional necrons spawnedLevel 5 necrons resurrect 1 round fasterLevel 6 necrons will attack first in battleLevel 7 necrons resurrect immediately during a fightLevel 8 Necrons that are downed but not killed by a critical hit are reanimate. By default, this takes 1 turn, which actually means theyll stand up and take a full turn on the 3rd turn after theyd have put down. Any given necron only re-animate once, and will rise with 50% of its original HP to continue fighting when sufficient time has passed. To prevent this, you will either want to be in the mission early, while the necrons are still at low levels, or you will need to kill them outright with critical hits or other means to prevent them from ever being knocked down.Level 9 Necrons that are killed by critical hits will rise with 25% of their original HP to continue fighting when sufficient time has passed. To prevent this, you will either need to take out critical hits, or you will need to kill them outright with critical hits or other means to prevent them from ever being knocked down.Level 10 Necrons that are killed by critical hits will rise with 10% of their original HP to continue fighting when sufficient time has passed. To prevent this, you will either need to take out critical hits, or you will need to kill them outright with critical hits or other means to prevent them from ever being knocked down.Level 11 Necrons that are killed by critical hits will rise with 5% of their original HP to continue fighting when sufficient time has passed. To prevent this, you will either need to take out critical hits, or you will need to kill them outright with critical hits or other means to prevent them from ever being knocked down.Level 12 Necrons that are killed by critical hits will rise with 1% of their original HP to continue fighting when sufficient time has passed. To prevent this, you will either need to take out critical hits, or you will need to kill them outright with critical hits or other means to prevent them from ever being knocked down.Level 13 Necrons that are killed by critical hits will not rise again. To prevent this, you will either need to take out critical hits, or you will need to kill them outright with critical hits or other means to prevent them from ever being knocked down.Level 14 Necrons will begin to take one extra critical hit per round, which will kill them outright if theyre already knocked down.Level 15 Necrons will begin to take two extra critical hits per round, which will kill them outright if theyre already knocked down.Level 16 Necrons will begin to take three extra critical hits per round, which will kill them outright if theyre already knocked down.Level 17 Necrons will begin to take four extra critical hits per round, which will kill them outright if theyre already knocked down.Level 18 Necrons will begin to take five extra critical hits per round, which will kill them outright if theyre already knocked down.Level 19 Necrons will begin to take six extra critical hits per round, which will kill them outright if theyre already knocked down.Level 20 Necrons will 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