

WARCASTER[®]

NEO-MECHANIKA



First Contact

By Faye Reppas

First Contact is a single-day casual event to promote the release of Warcaster.

This event is intended to be run as a single-day casual event; however, it can also be played over the course of a month with four escalating games, depending on the venue and/or Event Organizer (EO). The EO is not required to dictate round pairings, and there are no round timers. Instead, players find a willing opponent, play against them using the special missions found in this document, and walk away with a prize, no matter how many victories they achieve.

This event isn't about being the best but rather is about introducing players to the epic skirmish style battle of Warcaster: Neo-Mechanika.

Prizes

The prize kit contains eight "First Through the Gate" patches. All participants in this event should receive one "First Through the Gate" patch for playing any games of Warcaster or participating in hobbying during the event. This prize support can be supplemented by purchasing an Pendulum event kit so the EO can reward additional prizes to those who perform well during the event.

Modeling & Painting

Privateer Press encourages players to have a fully painted force on the table. Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in Privateer Press Organized Play events must be Privateer Press miniatures from the Warcaster line. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. The use of non-Privateer Press models, unassembled miniatures, or inappropriately based models is not permitted.

Because models are released through a variety of methods, such as retail releases, Kickstarters, and convention previews, it will be up to the Event Organizer to determine what models may be legally used in the event. The EO should make every attempt to ensure the event is fair and fun for everyone involved.

Players must possess all stat cards for the models in their force and must provide them as needed so that their opponent can see the corresponding stats and abilities of their models.

Model Conversions

The following rules apply to the use of converted models in Privateer Press Organized Play events. These rules are intended solely to ensure that models on the table are represented legally and unambiguously, not to unduly limit a player's modeling options. An EO can make exceptions to these rules to approve any reasonable conversions.

- Models cannot be converted in such a way that any part of the model represents the intellectual property of any party except Privateer Press, including copyrighted logos, symbols, iconic elements, or other iconography.
- The majority of a converted model's volume must be composed of parts from Privateer Press models. To avoid confusion, the conversion should include iconic elements of the model it is intended to represent.
- A weapon on a model can be converted as long as the conversion represents the same weapon (e.g., a pulse cannon for a pulse cannon, not for a grenade launcher).
- If a weapon is added, it must replace another weapon of the same type.
- Customizable models (e.g., warjacks and vehicles) must be complete with their selected weapons, heads, etc., attached.
- Models must be mounted on appropriately sized round-lipped bases. Added scenic details can overhang the base's edge but must not obscure the edge in a way that makes accurate model placement during a game difficult or impossible.
- A player cannot use a model as a proxy (stand-in) for another model.
- Any conversions must be clearly pointed out to the opponent before the game, and the end result of any conversion must be clearly identifiable as the intended model.

The golden rule of converting models for event play is simply this: If the EO cannot independently, easily, and accurately determine which model your conversion represents, the model is not tournament legal.

Event Overview

Depending on the EO and/or venue, two different types of gameplay are available: first, a single-day free-for-all in which players can play or hobby to earn Gate Points. Second, an EO can offer a more structured portion of the event over the course of a day or month in which players are paired off randomly to play each of the event missions once.

Gate Points

Throughout the event, players keep track of their Gate Points. Players should record on the record sheet each game or hobby achievement to keep track how many Gate Points they scored. One game may fulfill the requirements for multiple Gate Point achievements.

Unlimited Achievements

A player can be awarded each unlimited achievement multiple times during the event.

- Play a demo game: 2 points
- For every full hour creating terrain, putting together models, or painting during the event: 2 points
- Play any non-demo game: 1 point
- Win any non-demo game: 1 point

Limited Achievements

A player can be awarded each limited achievement only once during the event.

- **Ancient Secrets**—Play each of the event missions at least once: 3 points
- **World Conqueror**—Win each of the event missions at least once: 4 points
- **Play it Painted**—Play with a fully painted force during the event: 2 points
- **Mission Mastery**—Score 16 or more victory points in a single game: 3 points
- **Devoid of Void**—Have a unit you control cause an enemy gate to collapse: 1 point
- **Switch Up**—Play with a different Faction from a previous game: 1 point
- **Destroyer**—Destroy 5 or more of your opponent's models in one turn: 2 points
- **Seen It All**—Play a game with and/or against each of these three Factions: Marcher Worlds, Aeternus Continuum, and Iron Star Alliance: 2 points
- **A Crushing Blow**—When making an attack roll, roll 7 or more strikes than your opponent does: 2 points
- **Furious Cyphers**—Destroy 3 or more of your opponent's models during turn steps 5 and 8 (Cypher steps) in one turn: 3 points

Demo Games

Demo games are for introducing new players to the game. A demo game should be played using the contents of two battle boxes. It is suggested to use the skirmish mission: Boiling Point. A demo game should run through at least the first Pulse round of the game. Of course, feel free to keep playing if the new player is eager! A demo game should only be played when introducing a player to Warcaster for the first time.

First Contact Missions

The Hyperuranion has thousands of gates connecting the Thousand Worlds; however, since the beginning of human civilization in the Cyriss galaxy, some gates have never opened. Three of those dormant gates have recently opened for the first time in over five thousand years. Each leads to a nameless, long-dead ancient world. This has led to a mad scramble for ancient artifacts and new sources of Arcanessence.



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Mission #1: Ark of Shadows

As the ancient gates around Achlys Secundus open for the first time in human reckoning, rival factions descend upon the unknown world like warring locusts. With the conflagration engulfing the territories closest to the mighty gates, expeditionary forces rush to uncover the secrets of this unexplored planet. Now, two such expeditions meet head-on at the site of timeworn ruins concealing the lost relics of an alien race. With prized artifacts close at hand, neither can afford to retreat empty handed.

Setup

This scenario uses the skirmish mission rules except that each player's force can include only up to 6 units with no additional Hero solos.

Place one permanent objective (main dig site) along with three additional permanent objectives (secondary dig site) 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.

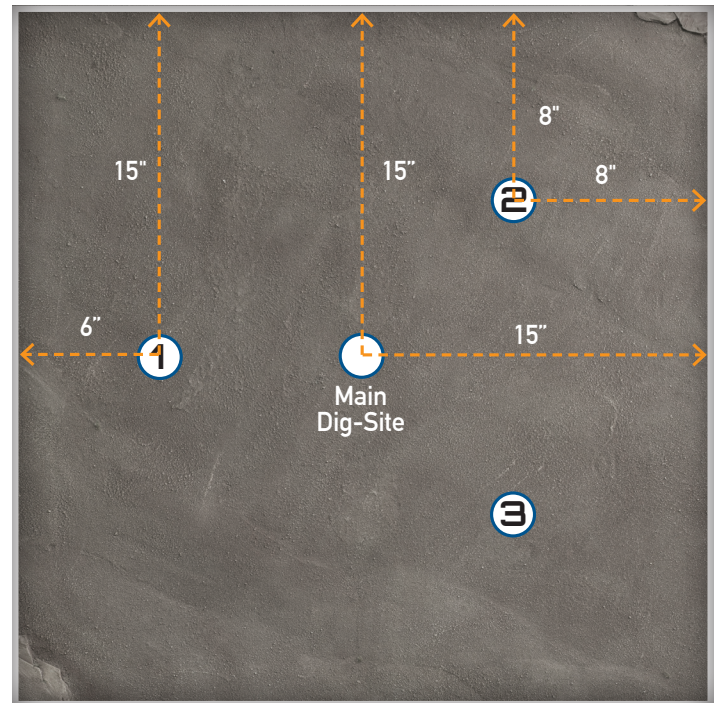
Special Rules

Any unit can hold objectives.

At the end of the first Pulse round, after scoring, roll a d3 and remove the corresponding secondary dig site objective from the table. At the end of the second Pulse round, after scoring, roll a d3 and remove the corresponding secondary dig site objective from the table. If the roll results in a secondary dig site 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. One (1) victory point is scored for each strategic location objective during the first Pulse round, two (2) victory points during the second Pulse round, and three (3) victory points during the third Pulse round.



Mission #2: Dawn Raid

As days turn into weeks, the rival forces battling over the wealth and secrets of Achlys Secundus begin to fortify their holdings. Pre-fabricated defenses and terrifying weapons protect their entrenched positions. Raids between these forces are frequent and bloody, turning the killing grounds between them into a no man's land of death, misery, and twisted wreckage. With each side ever more desperate to dislodge their enemies, these attacks only become more desperate.

Setup

This scenario uses the skirmish mission rules.

Place one permanent objective (defensive weaponry) along with two additional permanent objectives (strategic location) 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

When players roll to determine who goes first, the winning player decides if they are the defending player or the attacking player. The defending player deploys their initial forces within 3" of the defensive weaponry objective. The attacking player may deploy their initial forces within 3" of either or both of the table edges described. The defending player always takes the first turn.

Any unit can hold the strategic location objectives. Only squads and solos can hold the defensive weaponry objective.

During the game, the defending player can place a void gate within 3" of the defensive weaponry objective instead of their table edge.

During the game, the attacking player can place a void gate within 3" of either of the attacking player's table edges.

Models controlled by the attacking player gain stealth during the defending player's first turn. A model with stealth cannot be targeted by attacks made by models more than 8" away.

All warrior models gain the Open Fire! Special Action:

Open Fire! (Special Action)—This model can make a special action to fire the defensive weaponry objective while within 1" of it. A player can only make up to one Open Fire! special action during each of their turns.

Defensive Weaponry



DEFENSIVE WEAPONRY
Energy and Explosion



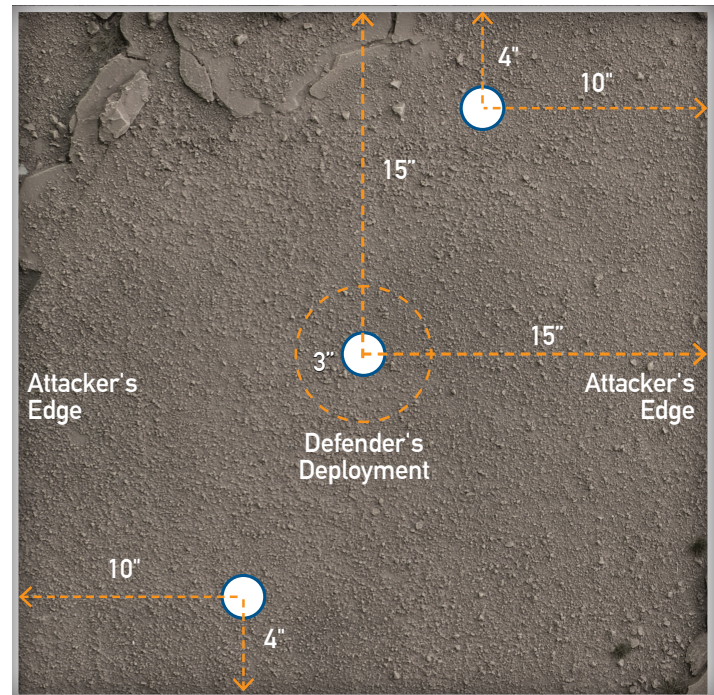
RNG
16

POW
5

Scoring

The defending player scores one (1) victory point at the end of each Pulse round for securing the defensive weaponry objective. The attacking player scores three (3) victory points at the end of each Pulse round for securing the defensive weaponry objective.

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



Mission #3: Bones of Giants

Sky ships passing over the eastern wastes of Achlys Secundus have discovered a fascinating new find. Three massive pillars stand out over the desolate terrain of the strange world. Further arcane analysis has detected lines of Arcanessence flowing from the planet into the pillars. Rival forces now rush to take control of what they imagine are bountiful Arc geysers. The scale of the conflict and the promise of its rewards are certain to be an escalation of the skirmish battles that preceded them.

Setup

This scenario uses the primary mission rules except each player's force can include only up to 11 units and 2 hero solos for each player.

Place two permanent objectives (drop points) and three permanent objectives (Arc well) numbered 1 through 3 onto the battlefield as indicated on the map. Objectives should be centered on the points described. Roll a d3 and place a portable objective (Arcanessence) on the two Arc wells objectives that were not rolled.

Drop point permanent objectives are not considered terrain features. Arc well permanent objectives are considered to be terrain features that provide cover.

Special Rules

Only squads and solos can hold the Arc well permanent objectives. Only warjacks and vehicles can carry Arcanessence portable objectives.

Models' bases cannot overlap the permanent objectives.

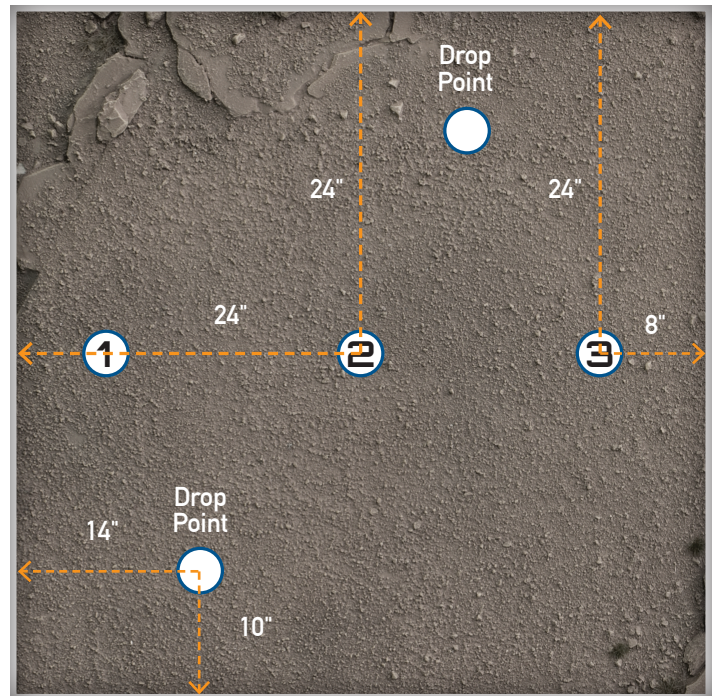
When a warjack or vehicle contacts an Arc well permanent objective with an Arcanessence portable objective on it held by friendly models at any point during its movement, it can pick up the Arcanessence portable objective.

Whenever an Arcanessence portable objective is picked up and removed from its Arc well permanent objective, roll a d3 and place an Arcanessence portable objective on that Arc well objective. If that Arc well objective already has an Arcanessence portable objective on it, do not place another at this time.

Scoring

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

If a model carrying an Arcanessence portable objective ends its activation in contact with a drop point permanent objective secured by friendly models, remove the Arcanessence portable objective from the battlefield and the controlling player scores three (3) victory points.



Mission #4: Trials by Fire

With the battle for Achlys Secundus entering its final stages, the factions battling for control of the world and its secrets have grown increasingly desperate. Attention now turns to a hidden valley sheltering a debris field that gleams with partially exposed alien artifacts. This ancient machinery thrums with potent energies drawn from the depths of this unknown world, promising great power to any force brave enough to plumb its mysteries and harness its unbidden power.

Setup

This scenario uses the primary mission rules.

Place five permanent objectives (ancient artifacts) onto the battlefield as indicated on the map. Objectives should be centered on the points described. Ancient artifact permanent objectives are considered to be terrain features that provide cover. Each player should set aside 5 Tinkered tokens to be used during the mission.

D6	Effect Description	Blank	One strike	Two strikes
1	Tamper Defense —Each model within 2" of this objective suffers a POW X explosion damage roll.	X=5	X=4	X=3
2	Healing Energies —Remove X damage from among friendly models divided as you choose.	X=1	X=2	X=3
3	Acuity Field —Friendly models with 5" of this objective gain +X MAT and RAT. This effect expires at the end of the Pulse round.	X=1	X=2	X=2
4	Dampening Field —Friendly models with 5" of this objective gain +X ARM. This effect expires at the end of the Pulse round.	X=1	X=2	X=2
5	Precious Research —You score X victory points.	X=1	X=1	X=2
6	Activate Security —Each model within 2" of all other objectives suffers a POW X explosion damage roll.	X=3	X=4	X=5

Special Rules

Only squads and solos can hold ancient artifact objectives.

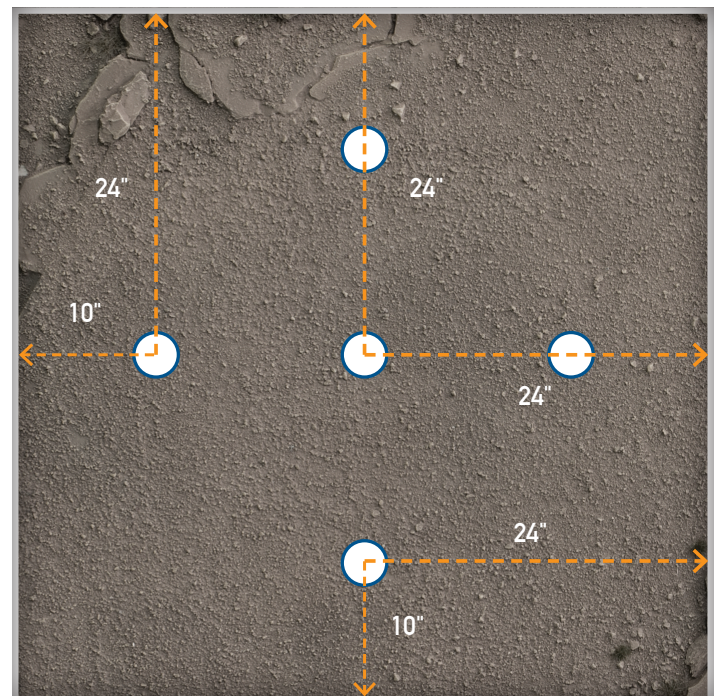
Each player may only have up to one Tinkered token on any ancient artifact objective at any time.

Warrior models gain the Tinker special action.

Tinker (Special Action)—This model can make a Tinker special action while within 1" of an ancient artifact permanent objective secured by friendly models that does not already have one of your Tinkered tokens on it. Place a Tinkered token on the objective and roll a d6 and an Action Die to determine the effect.

Scoring

Remove Tinkered tokens from the table at the end of each Pulse round. Players score victory points for each token of theirs that is removed. One (1) victory point is scored for each Tinkered token during the first Pulse round, two (2) victory points during the second Pulse round, and three (3) victory points during the third Pulse round.



FIRST CONTACT EVENT PLAYER RECORD SHEET

PLAYER NAME: _____

Unlimited A player can earn Gate Points from the following achievements multiple times during the event.		
Spend one full hour creating terrain, putting together models, and/or painting during the event	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 points per
Play a demo game	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 points per
Play any non-demo game	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 point per
Win any non-demo game	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 point per
Limited A player can earn Gate Points from the following achievements only once during the event.		
Ancient Secrets —Play each of the event missions at least once	<input type="checkbox"/>	3 points
World Conqueror —Win each of the event missions at least once	<input type="checkbox"/>	4 points
Play it Painted —Play with a fully painted force during the event	<input type="checkbox"/>	2 points
Mission Mastery —Score 16 or more victory points in a single game	<input type="checkbox"/>	3 points
Devoid of Void —Cause an enemy gate to collapse	<input type="checkbox"/>	1 point
Switch Up —Play with a different Faction from a previous game	<input type="checkbox"/>	1 point
Seen It All —Play a game with and/or against each of these three Factions: Marcher Worlds, Aeternus Continuum, and Iron Star Alliance	<input type="checkbox"/>	2 points
Destroyer —Destroy 5 or more of your opponent's models in one turn	<input type="checkbox"/>	2 points
A Crushing Blow —When making an attack roll, roll 7 or more strikes than your opponent does	<input type="checkbox"/>	2 points
Furious Cyphers —Destroy 3 or more of your opponent's models during turn steps 5 and 8 (Cypher steps) in one turn	<input type="checkbox"/>	3 points