

The logo for Warhammer The Old World, featuring the word "WARHAMMER" in a large, stylized, gold and red font, with "THE OLD WORLD" in a smaller, similar font below it, flanked by two golden keys.

WARHAMMER THE OLD WORLD

A detailed, aged map of the Warhammer Old World, showing various regions, rivers, and landmarks. The map is the background for the text.

Sutherland Shire Gamers SHIRECON 2025

SYDNEY 2-DAY GRAND
TOURNAMENT

What is ShireCon: Warhammer The Old World GT 2025?

ShireCon: Warhammer The Old World GT 2025 is a grand tournament that emphasizes fun and enjoyment. To succeed, players must showcase a solid understanding of the game, make sound tactical decisions, and select their units wisely, rather than depending too heavily on specific characters, units, or combos.

This tournament is designed to offer a format that caters to a wide range of players. This player pack contains all the details you'll need to prepare for this exciting event at Sutherland Shire, Sydney.

You'll compete for victory across five matched play games, using 2,000-point armies, with additional awards for painting and sportsmanship. This semi-casual tournament offers the perfect opportunity to have fun with friends and make new ones along the way!

For more information about ShireCon, as well as the Bring & Buy Stall, please visit the website <https://www.sutherlandshiregamers.org/shirecon/>

SHIRECON: Event Essentials

Date: 3rd & 4th May 2025

Location: Sylvania Heights Youth and Community Club,
288 Box Rd, Sylvania Heights, Sydney, NSW

Ticket Price: Early Bird ticket \$60AUD. Standard ticket \$65AUD after 1st Apr 2025.

Registration : <https://www.sutherlandshiregamers.org/shirecon/shirecon-tournaments/>

Battle Size: 2000 points

Table Size: 48" x 72"

No. of Games: Five

Tools of War: Army, dice, a tape measure, all relevant rules publications, army list.

SHIRECON: Mustering an army & army restrictions

- All factions and mercenaries are allowed, but no allies.
- The army must be no more than 2,000 points.
- The army list must include all details, including the army's general, all weapon and unit upgrades, magic items, and magic lore used.
- You may not spend more than 25% of your army's total value on a single character OR unit.
- 0-1 Level 4 Wizard per 2000 points.
- 0-1 Level 3 Wizard per 1000 points.
- Your army may include any number of level 1 and 2 wizards (within the above restrictions).
- Unit selections are limited to the restrictions in the army list OR 0-6 for core units and 0-3 for all other units, whichever is fewer.
- Special Characters may be used.
- At the end of the game, any units, including characters, that are below 50% of their original unit strength or wounds will award the opponent 50% of their point cost (rounding up) as victory points.

SHIRECON: List Submission

Lists must be submitted by midnight on 20th April, 2025. We will publish the lists to all players, so each player's list must be sent via email with your NAME in a single Word doc or text file to skstudio2012@gmail.com.

*Please ensure the following formatting is strictly followed. Properly formatted lists save event organizers a significant amount of time.

- Create your army list using the free Newrecruit software (www.newrecruit.au). Use the “Export” button, then select “Text,” and copy your list into a Word or text file.

** Lists that do not follow the required format will need to be resubmitted.
BP penalties maybe applied to players that submit their lists after the deadline.*

SHIRECON: Painting & Modelling

- Armies can include models from any source, as long as they are on the appropriate bases and can be easily identified.
- Models must be on the correct base size or appropriately spaced movement trays.
- Unpainted armies may be used, but ONLY armies painted to a *"Battle Ready" standard are eligible for prizes, excluding the Sportsmanship award.
- Players will vote after Round 4 to determine the Best Painted Army.

** Battle Ready = A minimum of three colours on all models, with bases fully based and painted.*

SHIRECON: Schedule & Missions

Day 1 – 3 rd May 2025	Time
Preparation	8:30am to 9am
Round 1 – Open Battle	9am – 11:30am
Lunch	11:30am – 12:15pm
Round 2 – Break Point	12:15pm – 14:45pm
Round 3 – Flank Attack	15:00pm – 17:30pm

Day 2 – 4 th May 2025	Time
Preparation	8:30am to 9am
Round 4 – Meeting Engagement	9am – 11:30am
Lunch	11:30am – 12:00pm
Round 5 – Command & Control	12:00pm – 14:30pm
Awards & Pack up	14:30pm – 15:00pm

SHIRECON: Schedule & Missions (CONT)

The event will consist of 5 rounds over two days. The first round will be random, and each subsequent round will be paired using a Swiss chess system.

If you're unable to compete for two days but would still like to come and roll some dice, please reach out to the Tournament Organizer via email at skstudio2012@gmail.com

Missions	Note
Round 1 – Open Battle	Game length = 6 rounds
Round 2 – Break Point	Game length = 6 rounds. An army that remains unbroken at the end of the game earns an additional 200 VPs.
Round 3 – Flank Attack	Game length = 6 rounds
Round 4 – Meeting Engagement	Game length = 6 rounds
Round 5 – command & Control	Game length = 6 rounds. A single point at the center of the table will represent the special feature.

SHIRECON: Table & Terrain

All boards and terrain are supplied by the tournament organisers. Each Board will feature Forest Areas, Hills, and Impassable, etc.

- All forests are difficult terrain
- All buildings are impassable terrain
- All hills are open terrain
- All linear obstacles are low linear obstacles
- All other terrain is considered dangerous terrain

All terrain will be placed on the table by the TO before the event. Please refrain from moving or adjusting the placement of the terrain.

SHIRECON: Scoring

VP difference	(Winner) Battle Points	(Loser) Battle Points
0-200	10	10
201-400	11	9
401-600	12	8
601-800	13	7
801-1000	14	6
1001-1200	15	5
1201-1400	16	4
1401-1600	17	3
1601-1800	18	2
1801-2000	19	1
2000+	20	0

Individual games will be scored using the classic 20-0 system, where the difference in victory points earned during the game is translated into a score out of 20 for each player, according to the table on the left.

At the end of the game, any units, including characters, that are below 50% of their original unit strength or wounds will award the opponent 50% of their point cost (rounding up) as victory points.

SHIRECON: Sportsmanship

We expect all players to engage in fair play and maintain a positive attitude. If you have any major concerns about your opponent's approach to the game, please reach out to the TO, and we will address it. Players should always feel confident in double-checking with their opponent or a TO when needed.

If you and your opponent encounter a rules question you cannot resolve, ask a TO. They will either point you to the relevant rule in the rulebook, ask you to roll a D6 to resolve the issue, or make the final decision.

** After Round 5, players will vote to determine the Best Sportsmanship player.*

SHIRECON: Prizes

The Major prizes will be awarded for the categories below:

- 1st Place
- 2nd Place
- 3rd Place
- *Determined by battle points earned. In the case of a draw, position will be decided by victory points.*
- Best Painted
- Best Sportsman

** The number of prizes will increase with the number of attendees, including spot prizes.*

SHIRECON: Important Date

Event Date: 3rd & 4th May 2025

Early Bird ticket ends on: 1st Apr 2025

Army List Due Date: 20th Apr 2025 Midnight

