

Welcome to Warmaster at MOAB, 2026

Thanks for taking the time to download this player's pack for the ShireCon 2026 Warmaster Revolution Tournament.

The event is being run on the weekend of Saturday the 3rd and Sunday the 4th of October 2026.

ShireCon is held at the Sylvania Heights Youth and Community Club.

Please read this entire document so you are clear on what is expected to make everything run smoothly.

If you should have any questions or issues, they can be directed to me:

- Via email at wmrtect@gmail.com
- Via phone on 0449 626 194

Dates and Timing

The tournament will take place on the Saturday as a 1-day event. On Sunday, a multiplayer battle will be held, aiming for each turn to take approximately one hour. Timings for the event will be:

Saturday 3 rd October 2026		Sunday 4 th October 2026	
0900 – 0930	Rego & briefing	0930 – 1130	Turn 1
0930 – 1200	Round 1	1130 – 1330	Turn 2
1200 – 1300	Lunch	1230 – 1330	Lunch
1300 – 1530	Round 2	1330 – 1530	Turn 3
1600 – 1830	Round 3	1530 – 1730	Turn 4

On the Saturday night, all players are invited for drinks and dinner at the Kareela Golf Club located approximately 10 minutes by car from the tournament venue.

Prize Categories

Prizes will be given away on the Saturday night after the tournament section of the MOAB event has wrapped up.

- **Exalted Champion:** Best painted unit/character/monster.
- **Army on Parade:** Best painted army.
- **The Everchosen:** Best General.
- **Favoured Enemy:** Best Sportsman.
- **The Slayer Oath:** Wooden Spoon.

Etiquette and Sportsmanship

First and foremost- the goal of this tournament is to link up the sparse pockets of the Australian Warmaster community and promote more events in the future. **We're not playing for sheep stations.**

Players are expected to accurately execute the rules of the game to the best of their ability and fully cooperate with opponents to honestly answer any questions that arise before and during the game.

The TO has the final word on rules questions or debates. Players are expected to maintain their composure and remain polite and respectful to their opponents and the TO. Failure to do so will result in immediate disqualification.

Modelling and Painting

Players are encouraged to field fully painted and based forces on the table, though this is not required. Try to bring along at least one painted character and one painted unit to be eligible for most prize categories and to show off the theme of your army.

- **All models used in the tournament can be from any 10mm range.**
- **Each model must be on the appropriate size base.**

Players will need to talk through their army before the game starts about what is in their army and how it is represented. Be fair, your opponent should be at no disadvantage because they cannot tell what a unit should be. Players can use different models to represent others for thematic or aesthetic purposes, but this needs to be clearly stated prior and during the game.

Army Building Considerations

Each player is expected to submit a single 2,000 point army list using the rules in the [2.25 armies document](#). Your army will remain the same for every battle.

Regiments of Renown may be selected as per p.83-87 of the armies document.

Before submitting your army list, please ensure you have considered the following:

Scouting:

As per page 82 of the rulebook: All armies will deploy as per the scouting rules. When you send your army list in to the TO, declare which units you will be scouting with, and how many committed scouting points this will result in.

- **You cannot change this between rounds.**
- **The winner of the scouting roll is always considered the Attacker in each scenario.**

Tournament Rules

Warmaster Revolution (WMR) is a fan-based 2nd edition of rules for the Warmaster game. This tournament will be run using the free to download rules found on the Warmaster Revolution webpage; current edition is 2.1.0 which will be used for the tournament as will all optional rules detailed in the rulebook along with the armies document 2.26. Both can be found here: <https://www.wm-revolution.com/articles/download.html>

Attacker and Defender

Each mission refers to an attacker and a defender. The player who wins the scouting roll is **always the attacker**. For some battles this will only indicate which player goes first, while for others it will play a vital role on the objectives of the scenario.

Mission Objectives

The scenarios in this tournament will refer to several kinds of objectives, some will be described in the scenario rules, while others are standardized. Here are the two most common forms of objectives you will encounter during the event.

Objective Point
An Objective Point is a 3cm circle of impassable terrain. Objective markers do not block line of sight A unit controls an Objective Point if it fulfils the following criteria: • It is within 5cm of the token. • It is not confused. • It is not a flyer. If two opposing eligible units are within 5cm of an objective, neither player controls it. • A character may join a unit on an objective to break a tie. If two opposing eligible units both have characters in them, neither player controls the objective.

End of the Battles

Each round will be played until:

Withdrawal:

Following the usual rules for slain generals and army casualties with the following addendum.

- **When a player's army withdraws, any points that would be scored at the end of that turn are still earned.**
- A player whose army has withdrawn can never win the game but may still draw.
- In each scenario, breaking the enemy will score an additional 3 points.

An army's break point remains the same regardless of how many of their units have left the field or are yet to enter. ***In battles where reserves are in play, consider only the break point of the entire army list when counting slain enemy units.***

Time:

Each round has a 2½ hour time limit. Players will be given a warning at the 2-hour mark.

Please do not start a new battle round after this warning has been given, because no amount of 'talking it out' will be both sufficiently brief and agreeable.

Scoring

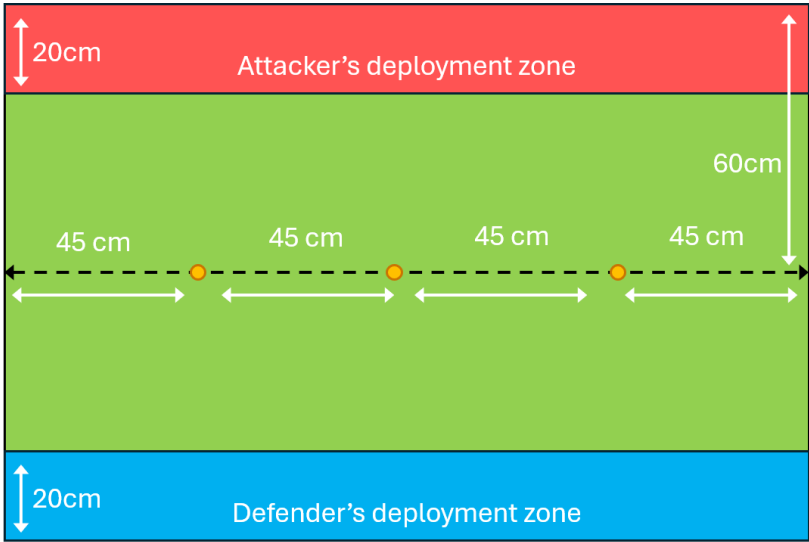
When recording the results of your game, provide the TO with the following information:

- The outcome of the battle (i.e., who won, or if it was a draw)
- The Victory Points (VP) scored by each player.

The tournament will be scored based on the total wins, losses, and draws of each player. Tiebreakers will be determined as per the following points system.:

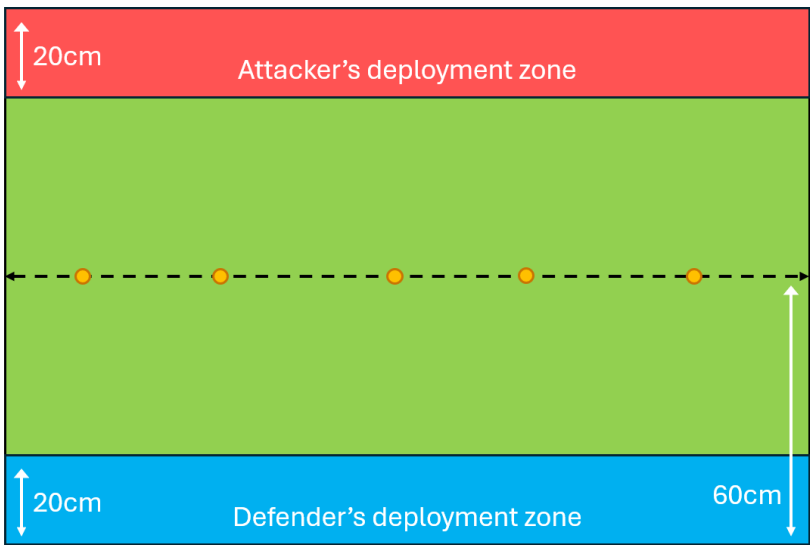
Crushing Victory:	You won and scored at least double the VP of your opponent.	6
Clear Victory:	You won and scored higher than your opponent.	5
Pyrrhic Victory:	The game resulted in a draw, but you had a higher VP total.	4
Valiant Defeat:	The game resulted in a draw, but you had a lower VP total.	3
Close Defeat:	You lost but scored more than half the VP of your opponent.	2
Decisive Defeat:	You lost and scored less than half the VP of your opponent.	1

Scenario 1: Incursion



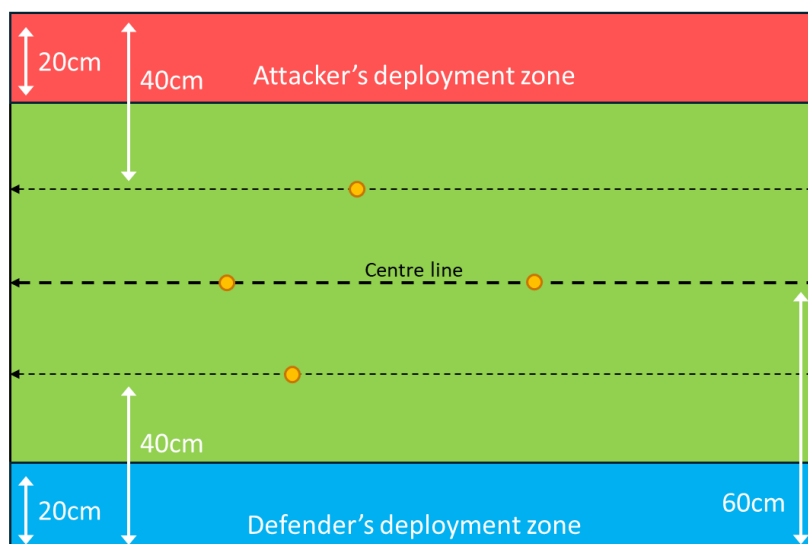
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PREPARING FOR BATTLE Place three objectives as shown above. At least one objective must be in open ground, and any impassable terrain should be move so it is at least 10cm away from each objective. SPECIAL RULES At the end of the second player's first turn, randomly select one objective with the roll of a D3 and remove it from the board.	WINNING THE BATTLE Starting from the third battle round, at the end of each player's turn they earn: • 2 Victory Points for each objective they control. • An additional 1 Victory point if they control both objectives.

Scenario 2: Spoils of War



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PREPARING FOR BATTLE Starting with the attacker, players alternate placing five loot tokens across the centre of the table. These tokens must be placed at least 10cm apart. During the battle, if a unit of infantry, cavalry, or chariots ends a move in contact with a token, that unit picks the token up and may carry it with them. (Including pursuit, fall back, and initiative moves.) Any unit carrying loot that becomes confused, drops it. The opposing player places the loot anywhere within 3cm of the unit that dropped it. If a unit carrying a token, fights in combat, the token may be stolen. A unit that wins a round of combat against an enemy carrying loot automatically takes control of it. Units that only supported that combat cannot steal the loot.	WINNING THE BATTLE At the end of the battle, each player earns: • 2 points for each of their units carrying a loot token. • An additional 3 points for unit holding a token within their deployment zone.

Scenario 3: Take and Hold

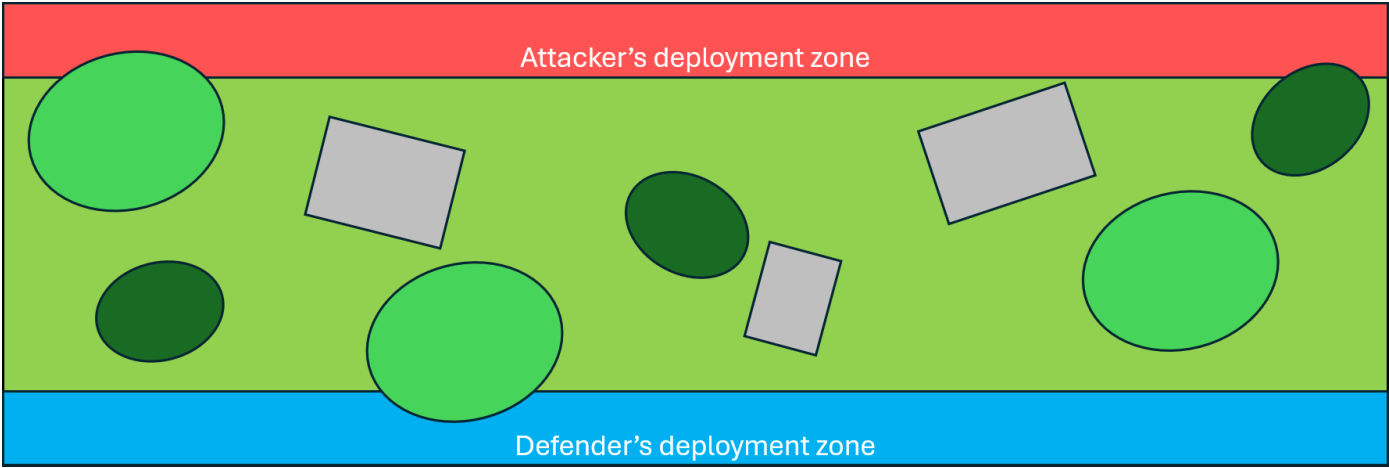


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PREPARING FOR BATTLE	WINNING THE BATTLE
Before making the scouting roll, players take turns placing four Objective Points starting with the player with the highest Scouting Points total. First, each player places an Objective Point on the centre line. Then each player places an Objective Point on the line on their opponent's side of the table.	Starting from the third battle round, at the end of each player's turn they earn: • 1 Victory Point for controlling the Objective Point on their side of the table. • 2 Victory Points for controlling the Objective Point in the centre of the table. • 3 Victory Points for controlling the Objective Point on their opponent's side of the table. • Each player also earns an additional 1 Victory Point if their general is attached to a unit that is holding an objective.

Sunday: Battle for Sylvania

Scenario: Land Grab



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PREPARING FOR BATTLE Each player will bring a 1,000 point army, and will be sorted into the forces of Order, or the forces of Disorder. Each side will have 1 hour to complete their turn. Each piece of area terrain (Forest, Village, and Hill) can be controlled in the same way as an objective point. Controlled with friendly units and contested by enemy units.	WINNING THE BATTLE Starting from the third battle round, at the end of each side's turn, they earn: - 1 Victory point for each piece of terrain they control.

In the leadup to the event, the TO will contact the players who have signed up for the Battle for Sylvania and determine the teams. Players will be able to communicate before the event and strategize.

