Welcome to Warmaster at SHIRECON 2025

Thank you for taking the time to download this player's pack for the SHIRECON: Warmaster Revolution Tournament.

The event is being run on the weekend of Saturday the 3rd and Sunday the 4th of May, 2025.

SHIRECON is held at the 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 jackson2626@mail.com *(Note- that is not 'gmail'.)*
- • Via phone on 0449 626 194

Dates and Timing

CANCON will be played over the weekend of Saturday the 25th – Sunday 26th January 2025.

The tournament will be a 2 day event.

Timings for the tournament will be:

Saturday 3rd May 2025		Sunday 4th May 2025	
Player Rego & briefing	0900 – 0930	Round 4	0930 – 1200
Round 1	0930 – 1200	Lunch	1200 – 1300
Lunch	1200 – 1300	Painting peer voting	1300 - 1330
Round 2	1300 – 1530	Round 5	1330 – 1530
Round 3	1600 – 1830	Awards	1600 –

Prize Categories

- **Regiment of Renown:** Best painted unit
- **Exalted Champion:** Best painted 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 must accurately execute the rules of the game 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. A TO can also disqualify a player for any incident that is deemed unsporting. Disqualified players cannot win any awards and are barred from further events.

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.

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 2.0.1 which will be used for the tournament as will all optional rules detailed in the rulebook.

All players armies will be made up to 2000 points selected from a single faction list in the Warmaster Revolution Armies 2.0.4.

It is asked that all players submit their lists 1 week prior to the event so they can be reviewed and released for all players prior to the event. Please submit your list to jackson2626@mail.com on or before the 26th of April.

Objective Point Control

An **Objective Point** is either a 3cm or 6cm (Organizer will provide based on the round) 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.

- There are no enemies within 5cm that also fulfil the aforementioned criteria.

If two opposing eligible units are within 5 an objective, a character may join a friendly unit to 'break the tie' and control that objective. If both opposing units have characters then we're back to it being contested.

Objective Zone Control

An **Objective Zone** is a circular area with a 20cm radius.

All units wholly within the **Objective Zone** add up their total points cost (including characters and upgrades). The player with the highest total points within a zone is considered to be controlling it.

- Note that even a unit with a single stand offers its full points cost to the total.

- Note that summoned units (i.e skeleton units created with the *Raise Dead* spell) **do not** contribute to the total.

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.

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, count up the **Victory Points** (**VP**) scored by each player.

Record whether a player's army has withdrawn.

Record the total number of units destroyed and reduced to 1 stand (calculated the same way as **break point**).

Deployment

All battles will use the Scouting rules to determine the order of players deployment.

Take and Hold

- Before deployment, but after table-sides have been chosen, players take turns placing four **Objective Points**.

- First, each player places an **Objective Point** on **LINE** B.

- Then each player places an **Objective Point** on the line on their **OPPONENT'S** side of the table.

- Starting from the end of each player's third turn they earn:

- 1 **VP** for controlling the **Objective Point** on their side of the table.

- 2 **VP** for controlling the **Objective Point** in the centre of the table.

- 3 **VP** for controlling the **Objective Point** on their opponent's side of the table.
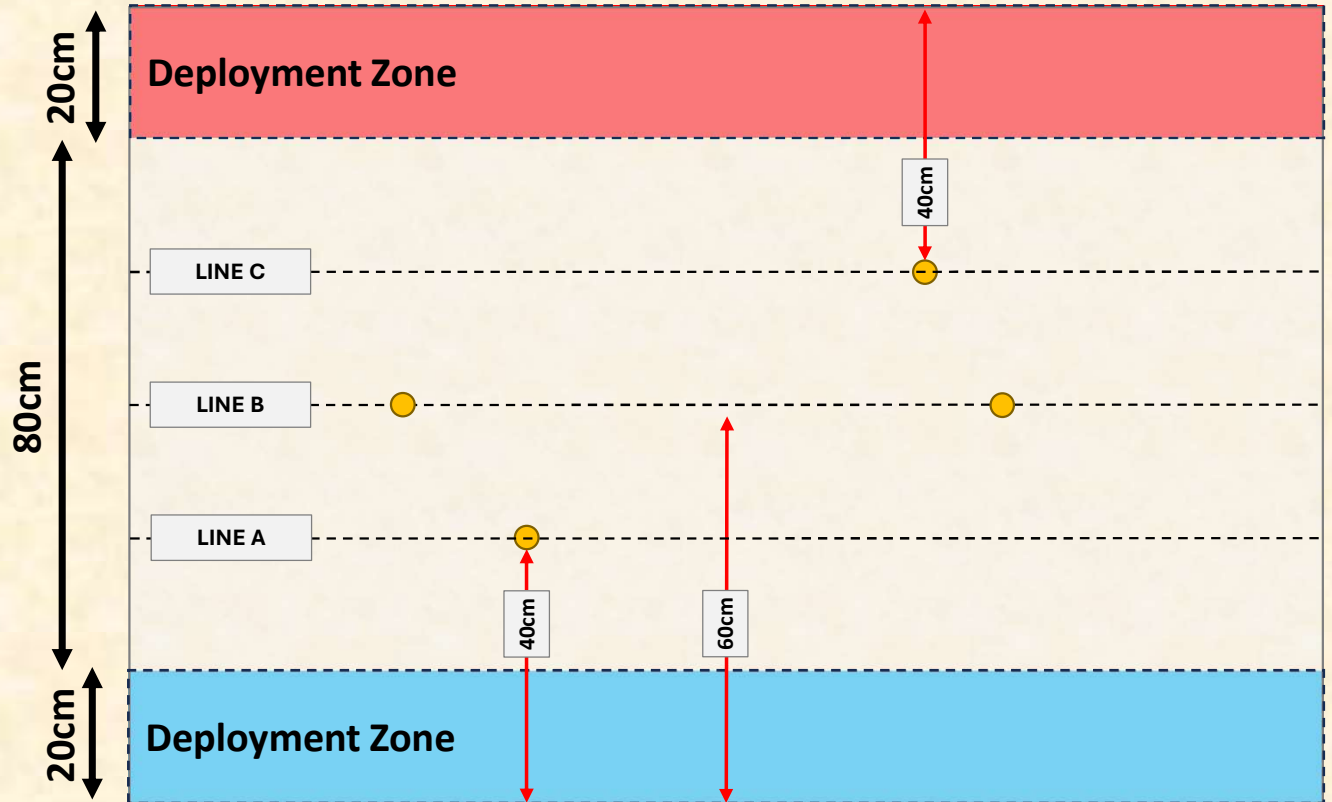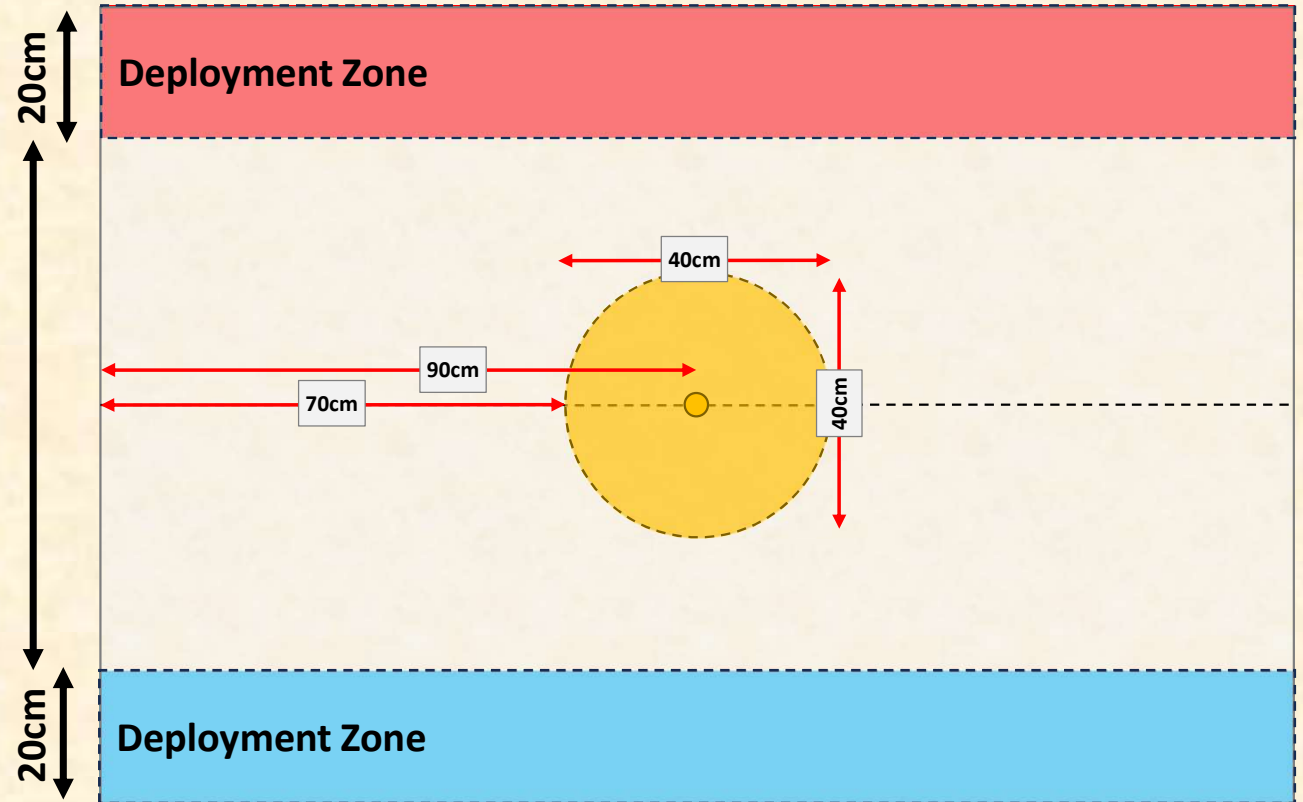
Tempting Target

- Starting from the end of each player's third turn they earn:

- 2 **VP** for controlling the **Objective Zone**.

- 2 **VP** for controlling the **Objective point**.

- 3 additional **VP** if they control both the **Point** and **Zone.**

Dark Allure

- Each player's break point is increased by 2 for this mission.

The Thrown Gauntlet

Starting from the end of each player's third turn they earn:

- 3 **VP** for controlling the **Objective Zone.**

In order to score points from the zone, that player's general must be attached to a unit wholly within the zone.

Dishonourable opportunity.

During deployment, each player will be provided two 'Camp' tokens to place within their deployment zones, and within 20cm of each other.

Each Camp acts as an immobile stand of infantry with 3 attacks, 3 hits, and a 5+ armour save. It does not have 'sides' or a 'rear', and is always considered defended. A camp cannot support or be supported.

If a Camp loses a round of combat or suffers 3 saved hits it is removed from the battlefield. When a Camp is removed, place a marker on a unit that took part in the combat (if any).

At the end of the game, a player scores:

- 2 **VP** for each enemy camp destroyed.

- 3 **VP** for each friendly unit carrying a marker that survives the battle.
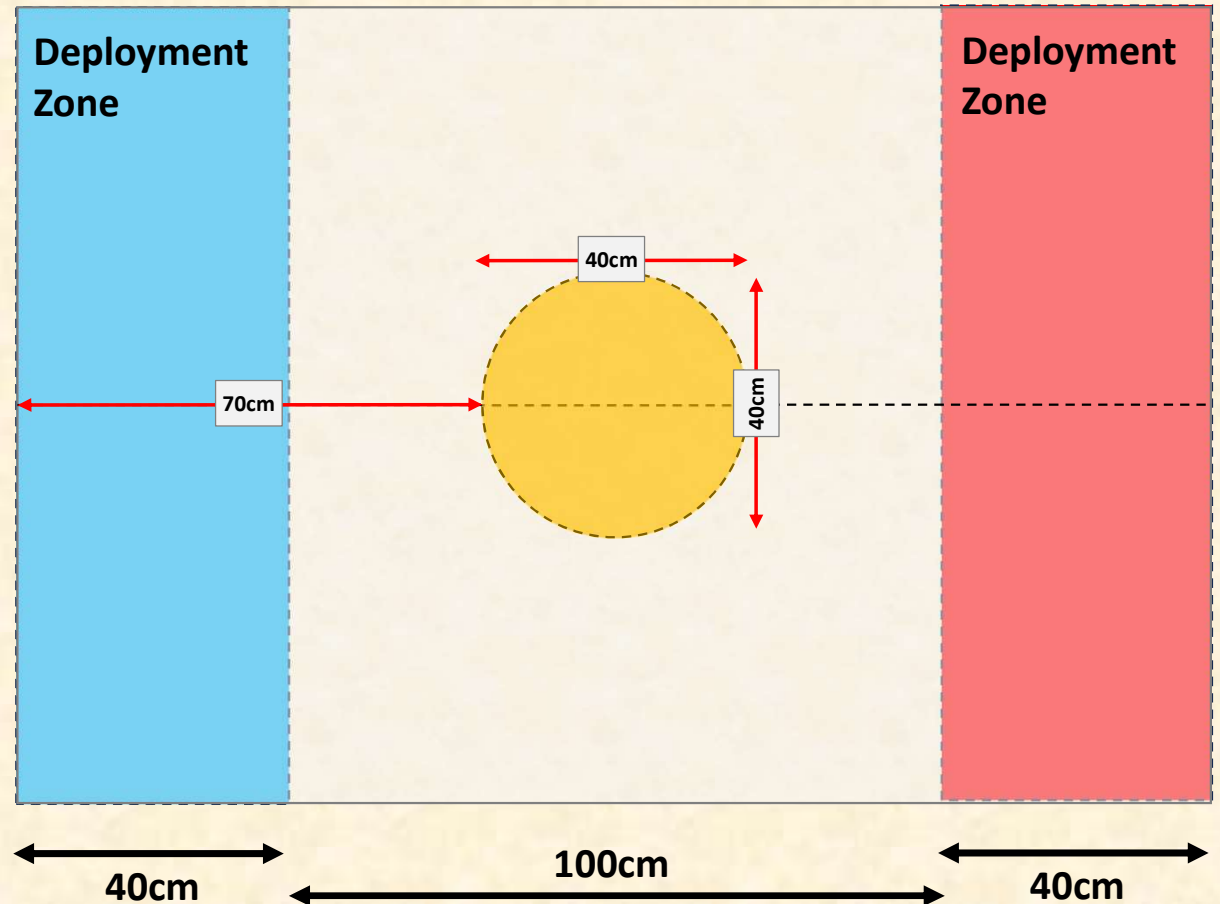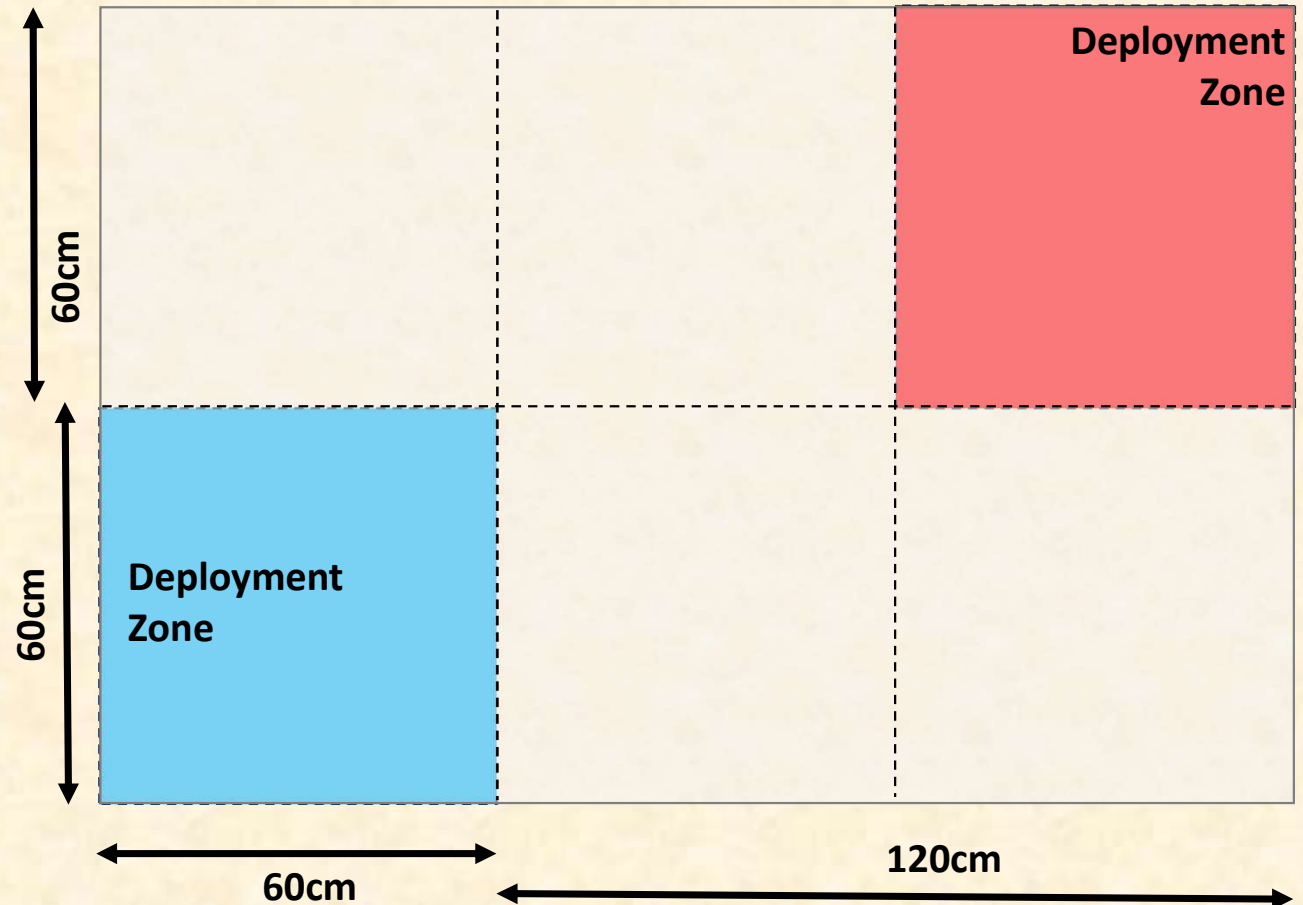
Area Denial

Divide the table into 60x60cm square sections. Starting from the end of each player's third turn they earn:

- 2 points for each square on the table with no enemy units wholly within them.

Blades in the Dark.

Any unit that cannot draw line of sight to a friendly character are always considered to be in irregular formation.

The End Times

- At the end of the battle, players score 1 point for every 100 army points of the opposing side that has been slain, including characters and magic items.

Glory or Death

- Each time an enemy unit is slain by a friendly unit with the general attached to it, that unit is worth twice the usual amount of points.

Deployment Zone

40cm

40cm

40cm

Deployment Zone