

Welcome to Warmaster at ShireCon, 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 16th and Sunday the 17th of May 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 be a 2-day event. Timings for the tournament will be:

Saturday 16 th May 2026		Sunday 17 th May 2026	
0900 – 0930	Rego & briefing	0930 – 1200	Round 4
0930 – 1200	Round 1	1200 – 1330	Lunch
1200 – 1300	Lunch	1330 – 1530	Round 5
1300 – 1530	Round 2	1600 –	Awards
1600 – 1830	Round 3		

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

- **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	Objective Zone
<p>An Objective Point is a 3cm circle of impassable terrain. Objective markers do not block line of sight</p> <p>A unit controls an Objective Point if it fulfils the following criteria:</p> <ul style="list-style-type: none">• It is within 5cm of the token.• It is not confused.• It is not a flyer. <p>If two opposing eligible units are within 5cm of an objective, neither player controls it.</p> <ul style="list-style-type: none">• A character may join a unit on an objective to break a tie. <p>If two opposing eligible units both have characters in them, neither player controls the objective.</p>	<p>An Objective Zone is a circular area, usually with a 10 or 20 cm radius indicated in each scenario.</p> <p>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.</p> <ul style="list-style-type: none">• 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. <p>If both players have an identical total number of points within an objective zone, neither player controls the objective.</p>

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:

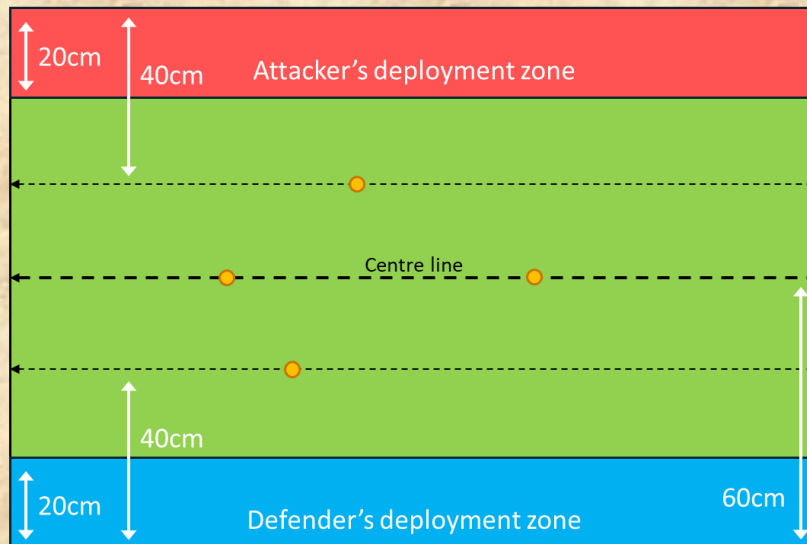
- The outcome of the battle (i.e., who won, or if it was a draw)
- The Victory Points (VP) scored by each player.

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: Take and Hold

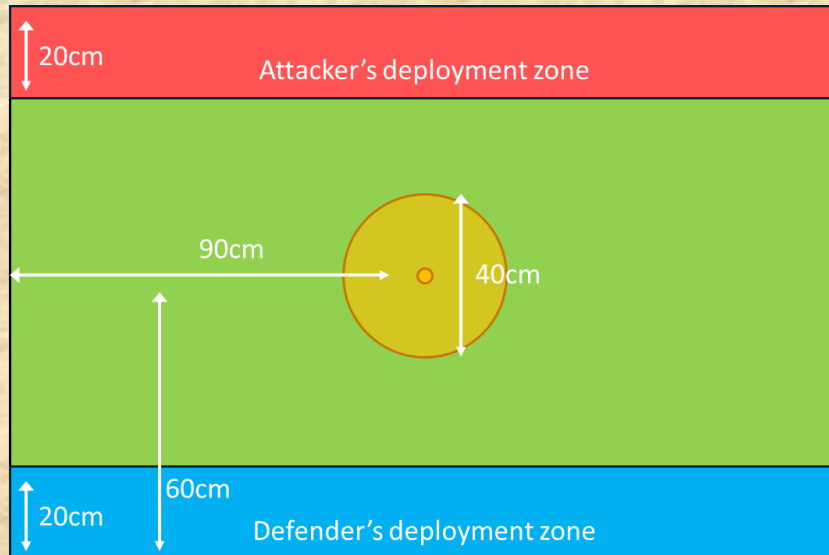
Neither side has yet taken a strong position. Both forces will jockey for resources, defensible positions, and points of strategic interest. The final positions of each force after the dust settles will decide the course of the battles to come.



PREPARING FOR BATTLE	WINNING THE BATTLE
<p>Before making the scouting roll, players take turns placing four Objective Points starting with the player with the highest Scouting Points total.</p> <p>First, each player places an Objective Point on the centre line.</p> <p>Then each player places an Objective Point on the line on their opponent's side of the table.</p>	<p>Starting from the third battle round, at the end of each player's turn they earn:</p> <ul style="list-style-type: none"> • 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. <p>• Each player also earns an additional 1 Victory Point if their general is attached to a unit that is holding an objective.</p>

Scenario 2: Tempting Target

A trove of unimaginable wealth lies scattered across the centre of the battlefield. Generals rejoice as their warriors show an unnatural desire to reach the centre and claim their share of the spoils. This will be a bloody fight, but the victors will come away richly rewarded.



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PREPARING FOR BATTLE

A single Objective Point is placed at the centre of the table. This objective point also marks the centre of a 20cm radius objective zone.

MISSION SPECIAL RULE:

Dark Allure- During the command phase, before orders are rolled, any unit within 60cm of the Objective Point that can draw line-of-sight to any part of it may make a full-pace move directly towards the point as an initiative move. Stopping if it comes into contact with impassable terrain, or a friendly unit, or 1cm away from an enemy unit.

Units that move this way cannot receive further orders in the command phase.

Note that even units that may not normally move on initiative (*i.e Undead*) may still use this rule.

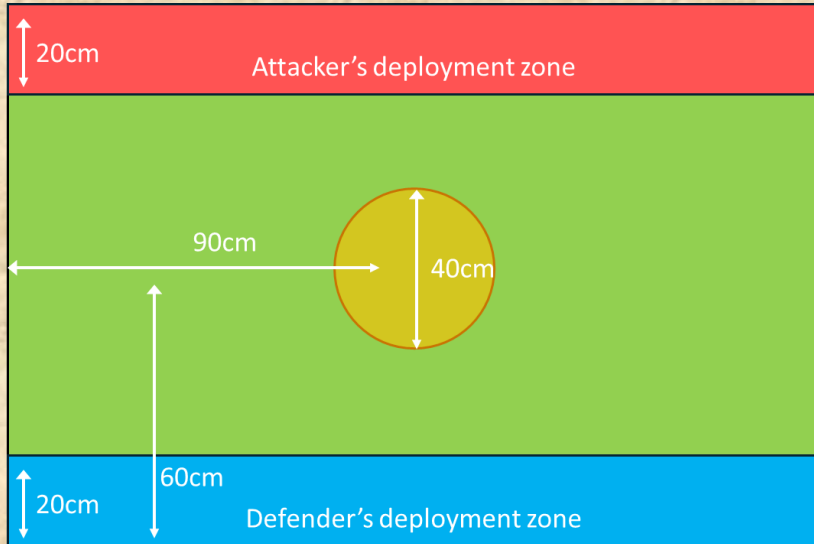
WINNING THE BATTLE

Starting from the third battle round, at the end of each player's turn they earn:

- 2 Victory Points for controlling the Objective Zone.
- 2 Victory Points for controlling the Objective point.
- 3 additional Victory Points if they control both the Point and Zone

Scenario 3: The Thrown Gauntlet

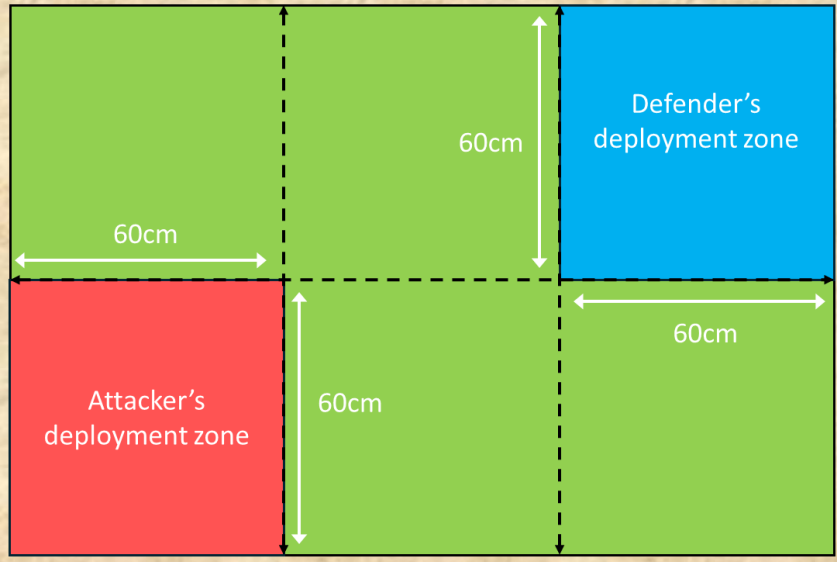
Two warlords recall old grudges in need of settling. A space is cleared for a final bout with honour on the line. Though opportunities for profit reveal themselves in the shadows beyond the duelling grounds.



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<p>PREPARIING FOR BATTLE</p> <p>Players deploy their armies as per the standard deployment and scouting rules. Each player is also given two 'Camp' tokens to be deployed as written below</p> <p>MISSION SPECIAL RULE:</p> <p>An Opportunity for Dishonour- During deployment, each player will be provided two 'Camp' tokens to place within their deployment zones, and within 20cm of each other.</p> <p>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.</p> <p>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). This marker represents the loot burgled from the camp.</p> <p>If the unit carrying a loot marker is destroyed, the marker is lost too.</p>	<p>WINNING THE BATTLE</p> <p>Starting from the third battle round, at end of each player's turn they earn:</p> <ul style="list-style-type: none"> • 3 Victory Points for controlling the Objective Zone. <p>In order to score points from the zone, that player's general must be attached to a unit wholly within the zone.</p> <p>At the end of the game, each player earns:</p> <ul style="list-style-type: none"> • 2 Victory Points for every enemy camp destroyed. • 3 Victory Points for every friendly unit carrying a loot marker that survives the battle.

Scenario 4: Area Denial

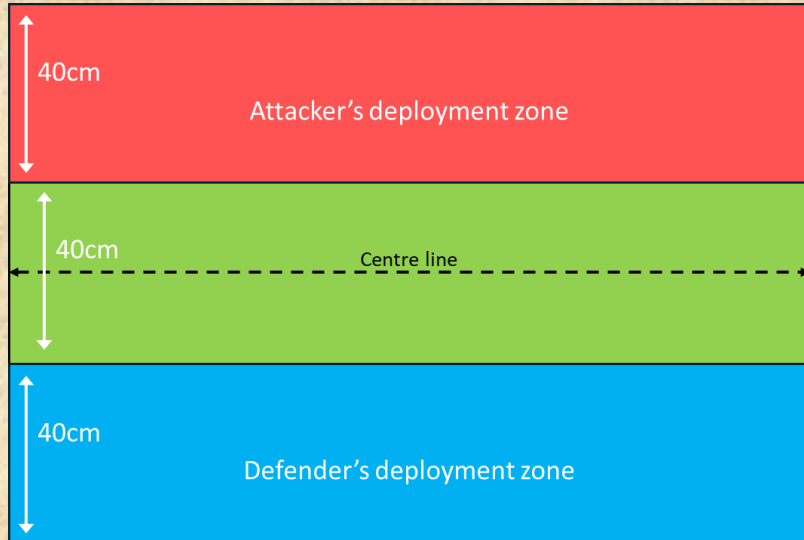
The final battle comes in the morning, two forces skirmish for the ideal space to deploy, each meet in the dark as they vie for control of the field before the sun rises.



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<p>PREPARING FOR BATTLE</p> <p>Divide the table into 60x60cm square sections.</p> <p>MISSION SPECIAL RULES:</p> <p>Night Fighting- Any unit that cannot draw line-of-sight to a friendly character within 60cm is considered to be in irregular formation.</p>	<p>WINNING THE BATTLE</p> <p>Starting from the third battle round, at end of each player's turn they earn:</p> <ul style="list-style-type: none"> • 2 points for each square on the table with no enemy units wholly within them.

Scenario 5: The End Times

It comes down to this, both forces are all but spent, and the generals themselves prepare to spend their lives costly. Their life will be forfeit in defeat, so let it be forfeit with honour. Cut them down.



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<p>PREPARING FOR BATTLE</p> <p>Set up as per usual.</p> <p>MISSION SPECIAL RULES:</p> <p>Honour or Death- Each time an enemy unit is slain by a unit with the general attached to it, that unit is worth twice the usual number of points.</p> <p>(Ensure that you separate your dead stands that have been killed in this way for when points are tallied after the battle.)</p> <p>Note that if your general dies, your army will still withdraw as normal.</p>	<p>WINNING THE BATTLE</p> <p>At the end of the battle:</p> <ul style="list-style-type: none"> • Each player scores 1 victory point for every 100 army points of the opposing side that has been slain, including characters and magic items. • Each player scores a further 2 victory points if their own general was part of the combat that slew the enemy general*. <p><i>*(The General's unit must have made an attack against an enemy to be considered "part of the combat" for all scoring purposes. Not hiding in support)</i></p>
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