

SHIRECON - PLAYERS PACK

SHIRECON 2025

The Return of the Salt

TOURNAMENT ORGANISERS: Adam Bajjada and Geoff Hanson

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EVENT DETAILS

- **Location:**
 - Sylvania Heights Community and Youth Club, Box Road Sylvania Heights.
 - Parking: On-site and street parking is available.
 - Public Transport: The 970 bus line runs every 30 min to the site from both Hurstville and Miranda train stations.
 - Food: There will be a canteen on site selling hot and cold food, snacks and drinks
- **Schedule:**
 - Due to the schedule of the event, all games must begin sharply on time and conclude by the end of the allocated time regardless of what turn or stage of the game you are at.
 - Do not commence a new battle round within the final 15 minutes of the game without the permission of the Tournament Organiser.
 - Victory points will be what they currently are at the end of the last battle round started before the 15 minute cut-off

DAY 1		DAY 2	
8:30 - 9:00	Registration	9:00 - 9:15	Registration
9:00 - 12:00	1. Feral Foray	9:15 - 12:15	4. Shifting Objectives
12:00 - 12:45	Lunch	12:15 - 1:00	Lunch
12:45 - 3:45	2. The Vice	1:00 - 4:00	5. Border War
4:00 - 7:00	3. Scorched Earth	4:00 - 4:30	Packup & Results

- **Pairings:**
 - Players will be randomly drawn against an opponent in Round 1 then players will be matched based on their ladder position
 - If you would like to grudge match a player in Round 1, both players must email ageofsaltserver@gmail.com confirming that they wish to play each other. The cut off for this is Sunday 20th April.

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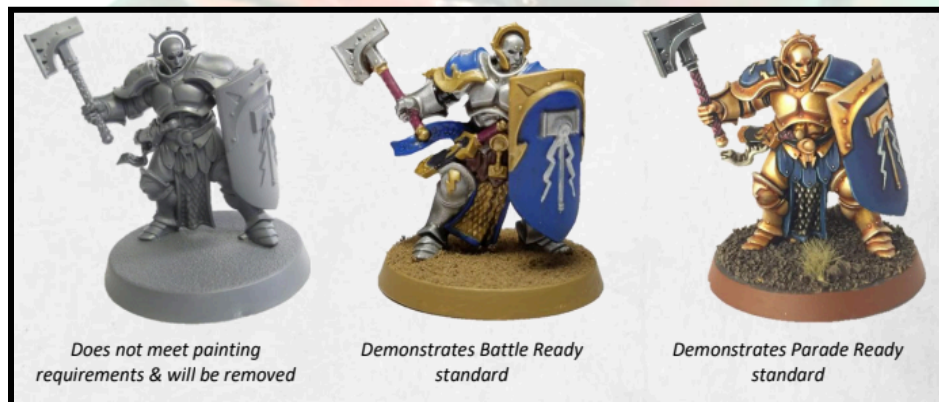
ARMY REQUIREMENTS

- **Army Selection:**

- 2,000 point armies to be selected using the Pitched Battles restrictions of matched play per the current General's Handbook
- Legends will be allowed
- Lists must be submitted to ageofsaltserver@gmail.com no later than 11:59pm on Saturday 19th April . Failure to submit your list by this time will result in you being unable to receive prizes for the event.

- **Modelling and Painting:**

- All miniatures must be painted to Battle Ready Standard. This means all miniatures must be completely painted with a minimum of 3 colours and one technical/shade paint used. Alternatively models must be painted with at least 3 contrast colours.
- Miniatures that do not meet this standard may be removed by the TO.
- Miniatures must also be based with at least two materials used eg. texture paint and a tuft.
- All miniatures must be official Games Workshop miniatures. If a payer wishes to use 3rd party miniatures, it must be cleared with the TO prior to the list submission date.
- Miniatures must be WYSIWYG (what you see is what you get). Conversions are cool! But it must be clear to your opponent what the model actually is and what it actually is equipped with. Check with the TO about your conversions prior to the event.



BEFORE THE DAY

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- **Ticketing:**
 - Ticket Price: \$80
 - Player Capacity: 40
 - Ticket prices cover entry, prizes and all terrain, mats and tables will be provided
- **What You Need To Bring:**
 - Carry tray / case to move your models around the table
 - Measuring tape & combat gauge
 - A fully painted and based army
 - Relevant army battletome/s
 - Generals Handbook
 - Dice

EVENT RULES

- **Scoring**
 - Primary scoring will be based off W/D/L and will be the main determinant of which player wins. In the case of two players being equal on wins we will use the below Tie-break system
 - Tie-breaks will be determined using the below scores in order until a winner is determined
 - Total combined Victory Points
 - Gamesmanship Score
- **Awards**
 - Prizes will be awarded to 1st, 2nd and 3rd place
 - Favourite army will be voted by you and done on Stats & Ladders. Please setup your armies on your current table during lunch on the second day with your name clearly displayed in front if you wish to participate
 - Favourite opponent voting will also be done in Stats & Ladders as a 3,2,1 system. Don't forget this will be used as a final tiebreaker for podium positions so remember to be a good opponent!
 - There will also be a prize for the dreaded wooden spoon as well as a bunch of door prizes so please stay until the end
- **Terrain**
 - Terrain will be provided and will be set up in the correct positions for the first battleplan. After that we will ask players to setup the terrain as per the official GW terrain maps for each battleplan
 - All terrain rules will apply and measurements are to be done from the closest part of the model to the closest part of the terrain (any part of both, not just the base)
 - Terrain is to be played as is, so if a model is able to fit through a gap (base and all) then they can move through it, unless that terrain piece is impassable.

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- **Etiquette & Rule Disputes:**

- Players are expected to always be polite and respectful, always tell the truth and never cheat
- Let's keep this event super friendly and fun! So no homophobic, sexist, racist etc. comments. Even as a joke.
- The TOs will be available throughout the event should you require a judge's ruling. We ask that you attempt to resolve the dispute with your opponent using the appropriate rulebook & FAQ first though (or just roll a D6 for it).
- If a player has concerns at any point, they are always welcome to call the TO. When calling for a judge's assistance, please be prepared to provide any relevant rules to the particular question. Once a ruling has been made it is final.



FAQ

- **New Battletomes/FAQs:**

- The cutoff release for new battletomes/FAQS will be a week before list submission (12th April). Any battletomes/FAQs after this date will not be included
- Battletomes must be individually released (not in a box set) to be included and must have been released in Australia

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- **More to come SOON!**

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