

Welcome to Warmachine at Shirecon 2026! Full tournament details are below, but please join the Warmachine Australia Facebook Group (<https://www.facebook.com/groups/ozwmh>) and the Warmachine Australia Discord (<https://discord.gg/wHH8mut6cb>) to stay up to date with any additional announcements.

Tickets are available here: TBA

DAY 1 - Saturday 16th May 2026

100pt PRIME Steamroller (Masters): 8:30am registration for a 9am start, 3 rounds, Deathclock (60 minutes per player per game), **round timer in place**, 2 lists.

Estimated finish time: 4:30-5pm

R1 9am -11am

LUN: 11 -12am

R2 12pm- 2pm

R3 2pm-4pm

DAY 2 - Sunday 17th May 2026

EVENT TBD: 8:30am registration for a 9am start, 3 rounds, Deathclock (60 minutes per player per game), **round timer in place**, 2 lists.

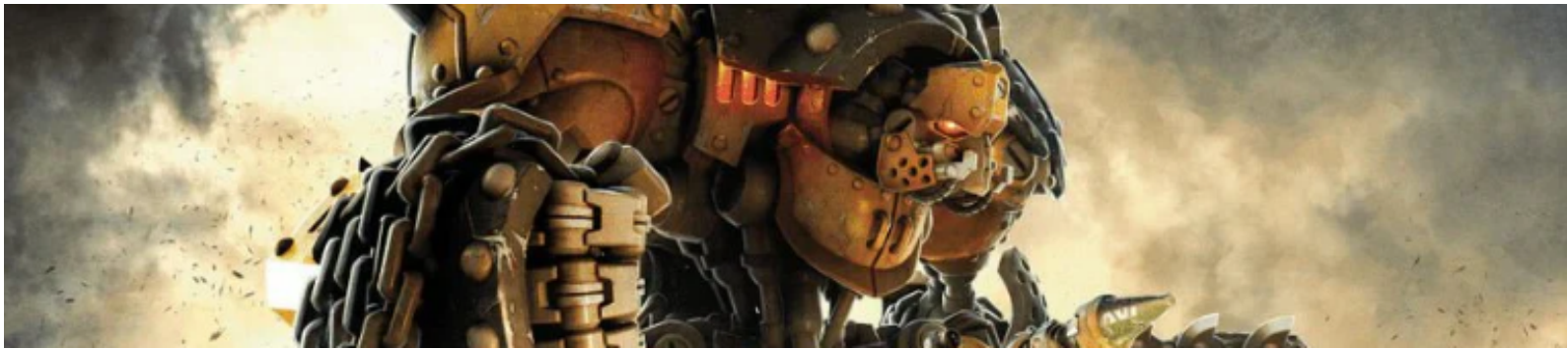
Estimated finish time: 4:30-5pm

R1 9am -11am

LUN: 11 -12am

R2 12pm- 2pm

R3 2pm-4pm



General housekeeping.

All events will use SR2026.

Tournament results will be entered directly into the Longshanks tournament software by one of the players. Both players are required to check the result.

Please ensure you have an account set up well in advance of the event to ensure there are no delays on the day. Please use your real name in your Longshanks username for your events, so players can easily identify each other.

It is recommended you create "Communities" on Longshanks to lower the likelihood of being paired against people from your local meta in R1/R2

Players who are **more than 15 minutes late for the start of an event will be dropped** unless they give a TO prior notice.

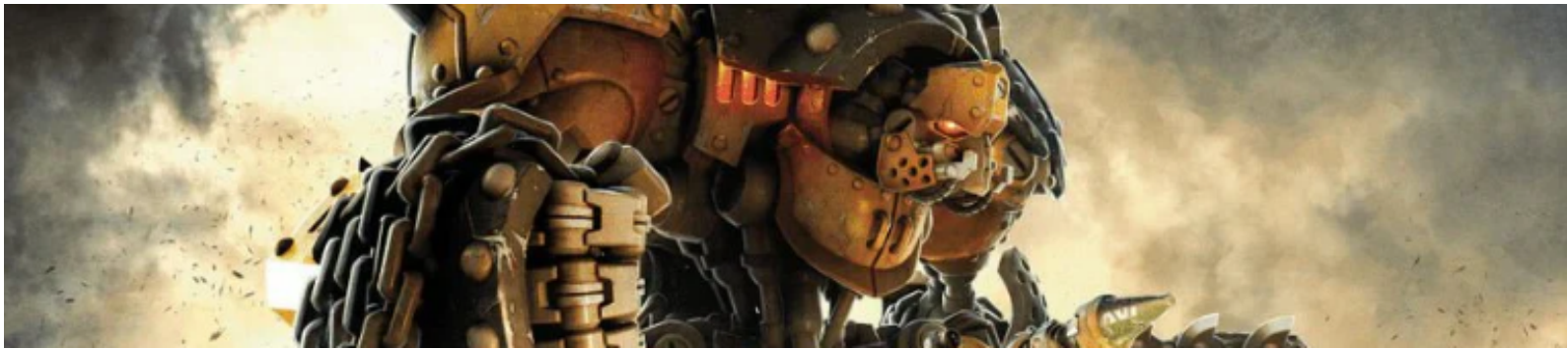
Players who are **more than 15 minutes late for the start of a round will suffer an automatic round loss.**

Ask the TO if you want to know how much time you have to run and be free between rounds.

With the exception of the Masters, if an event has 1 undefeated player at the end of a round, the tournament will end and prizes will be given out.

Painting and Conversions

Painting is not required but it is encouraged. The TO has made an effort to provide painted terrain, all players should make an effort to play with painted models. All models must be fully assembled.



Each day will have an award for best painted army, to be judged by the TO or one or more judges chosen by the TO.

You will be judged according to how sweet your army looks, not on specific techniques used.

Having at least 1 fully painted list in a tournament will make you eligible for this prize.

If you have a converted model that you wish to use, you need to ask the TO for permission to use it, and they may tell you to bring the proper model(s) if necessary.

Terrain

We will be playing with 2D / 3D terrain. This means that most of the 2D terrain templates will have 3D terrain on top of them.

Players are to confirm with their opponent what each piece of terrain on the table is before any other start of game actions have occurred. If you and your opponent cannot agree on what a piece of terrain should be, please ask the TO to decide for you.

If a 3D terrain piece is in the way when moving models or measuring distance, it can be moved to the side at any time. The 2D terrain underneath **must not be moved**.

If while setting up the terrain, the scenario heavily favours one side over the other, please call the TO to assess and adjust the terrain as needed.

Please treat the 3D terrain properly and refrain from damaging it.

Sportsmanship

While you are expected to be on your best behaviour both before, during and after games, there will be prizes awarded for those who go above and beyond. Players can recommend a player for an award at any point during the event, or if the TO happens past someone displaying extraordinary sportsmanship.

Finishing Times

These have been calculated assuming the event runs the maximum time that it can across all rounds.