

# Shirecon 8th 1st PLAYER PACK 2026

**FORMAT:** Warhammer Fantasy 8th Edition

**POINTS:** 2500 Point Armies

**FORMAT:** 3 games

**COST:** 25 \$Entry per Player

**CAP:** any Players

**DATE /VENUE** **288 Box Road, Sylvania Heights, NSW 2224, Australia Sunday 17/05/26**

**T.O john mcduff**

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Painting rewarded but **NOT** required

## **IMPORTANT MESSAGE**

First of all, **thank you**. It means a lot for you to attend this event and whether you are local or traveling, whether you are a new hobbyist or old legend, **YOU** are the reason we are doing this.

This is a Warhammer Fantasy community event. Hopefully, more events will continue to take place if it is a success. It is up to everyone to be cool to each other and to help the day run as smoothly as possible.

Things may get a little 'sweaty' at times, but at the end of the day we are all friends rolling dice. A **FUN** and **SAFE** environment is always our main priority. **ANYONE** who abuses this situation or makes another person feel unwelcome or unsafe will be immediately ejected from the event, banned from future events and **NOT** refunded entry. There are no strikes here, a **ONE** and **DONE** system will be enforced.

There is **NO** room for toxicity, gatekeeping or hostility in our hobby.

**IF YOU ARE UNSURE ON YOUR OPPONENTS RULES AND NOT SATISFIED WITH THEIR EXPLANATION  
PLEASE ASK YOUR T.O**

**THE SCHEDULE**

**Sunday 17/05/26**

<b>8:30AM – 9:00AM</b>	Pairings and set up
<b>9:00AM - 12:00PM</b>	ROUND 1
<b>12:00AM - 12:15PM</b>	ARMY SETUP AND ARMY VOTING
<b>12:15PM - 1:00PM</b>	LUNCH AND ARMY VOTING
<b>1:00PM – 4:00PM</b>	ROUND 2
<b>4:00PM - 7:00PM</b>	ROUND 3

**Army Lists**

At least two **(2)** copies of your army roster that are identical to the one submitted before the event (List may be changed within **two weeks** of the event, but will need **T.O.** approval). Battlescribe print offs may be easier, but handwritten/typed up is fine. As long as they can be read by You, the T.O and your opponent.

**Reference Material**

- ALL relevant reference Materials(e.g. Army Books, FAQs ect).
- Rulebook (Pirate copies also accepted, Yo-ho)

**Other Supplies**

- Sufficient dice, tape or measuring device, pen or pencil, Super Glue/Army Glue for breaks

**-MOVEMENT TRAYS PLEASE**

- Deodorant/Antiperspirant

**GAMES/MATCHES/ROUNDS**

Players will have **3 HOURS** to complete their match.

**Round 1** matches will be based on **Comp** score, followed by Swiss Pairings. You will **NOT** play the same opponent twice.

We will try to avoid a BYE as much as possible, as everyone came down here for a game. In the event

that there is one, that player will receive a **15-5** victory. They may also have the chance to play a match against the **T.O** if they are up to the challenge and he hasn't died of a stress induced heart attack.

Before each match, you should exchange lists with your opponent. Make sure you and your opponent each understand these lists and any special rules they have, with any FAQs/erratas that may apply and to avoid any 'gotcha' moments.

Please play your match in good spirit and **DO NOT** slowly play your opponent/stall for time. Any person deemed guilty of this may be penalized.

Games must be finished within the allotted time limit. Warnings will be given for **30 minutes**, **15 minutes** and **5 minutes** remaining. If necessary and in the interest of fairness, you may have to calculate victory conditions/victory points from the end of an earlier turn, but you **CAN NOT** run over time for any reason.

Please play a decent pace and politely remind your opponent if they are taking too long. This is crucial so that results can be entered and the day does not fall behind in schedule. If your opponent is taking too long and you've asked them to play faster, call your **T.O**

After your match, calculate your points and confirm your results with your opponent. Then fill out your sportsmanship scores. Finally, track down the **T.O** and get your results ASAP for calculation.

Remember, if you finish your match with time remaining, feel free to go and get food or drink, just make sure you are back in time for the next round. Penalties may occur for players that are late.

### **ARMIES AND LISTS**

**VALID LISTS:** Beastman, Bretonnia, Chaos Dwarfs (The Legion of Azgorh/Tamurkhan), Daemons of Chaos, Dark Elves, Dogs of War, Dwarfs, Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs and Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos and Wood Elves.

**Warhammer End Times** rules and armies may **NOT** be used

**ALL** armies are to be **NO MORE THAN 2500 POINTS**. Players **MUST** use the same list throughout the day  
Allies may **NOT** be used.

#### **Your list will include:**

- Your name
- The name of your faction
- Your **Comp** score and how it's calculated
- Your units/characters along with their points, any upgrades they have and the points for those, which lore of magic any wizards are using and who is your army general
- Your armies total points cost

Lists are **OPEN**. You must have **2** copies of your list on the day. One for the **T.O.** and one for each player you have a match with.

Teclis **MUST** declare his spells (either **ALL** spells from High Magic or **1** spell from each of the 8 Lores) before the tournament and it must remain the same throughout it.

Other than **Comp**, Army composition and selection will follow the standard rules from the WHFB

	POINTS LIMIT	DUPLICATE CHOICES
LORDS	Up to 25%	No limit
HEROES	Up to 25%	No limit
CORE	25% or more	No limit
SPECIAL	Up to 10%	Up to 1 (5 of a Grand Army of 3,000 points or more)
RARE	Up to 2%	Up to 2 (4 of a Grand Army of 3,000 points or more)

rulebook:

### ARMIES AND LISTS CONTINUED

This year, we are going to try something a little different. We have previously played straight from the book and **many** broken laughs were had, but no longer.

We're doing **COMP** baby!

Triple Crown Comp | The Eighth Edition For Life (EEFL) Warhammer Forum

<https://share.google/luUjVs6spKZIKoPg2>

In addition to the comp there will also be max six levels of magic meaning you could at most have a level two and level four and on top of that everybody it will be a lawmaster but may not use the number six spells

and just some army book changes to address

Beastman get marks of chaos for free on the units

Britonia will get devastating charge on all of their Knights

TombKings can March within 12 of the general same as a vampire counts

Add or subtract as instructed to get your final score, with the following restrictions:

- You can finish with a minus score
- You can never gain the positive score for **duplicates** of the same thing more than twice (e.g. if you have 3 Lion Chariots you only get +2)
- Your score has a maximum upper limit of +10 but no lower limit, you can be a -50 if you can fit it in.

**Your comp score will be used in two ways:**

1. Your first round opponent will be based off of your **Comp** score  
(Swiss Pairings will be in effect there after)
2. At the end of the tournament, your comp score will be added or subtracted as appropriate from your total score for your final standings  
(This will effect **Battle Points** and **Ultimate Sieger Points** only)

### LIST SUBMISSION

Please submit lists no later than 1 week before the event - this is so everything can be checked thrice.

### IMPORTANT NOTE: MODELS THAT HAVE BEEN RE-BASED

As we are all well aware, we have a fantastical new addition coming. And in this new addition, the requirement of re-basing our beloved armies has begun. If you have started this process, you are more than welcome to play with your models - but you will need movement trays/base converters for your models to keep things fair.

### **POINTS AND SCORING**

Points will be scored based on the **VICTORY POINTS (VP) DIFFERENCE** between the two players.

All normal bonuses from The Warhammer Fantasy Rulebook still apply if applicable.

E.g. (Seized Standards, The King is Dead)

<b>VP DIFFERENCE</b>	<b>POINTS EARNED</b>
0-100	10-10
101-300	11-9
301-500	12-8
501-700	13-7
701-900	14-6
901-1100	15-5
1101-1300	16-4
1301-1600	17-3
1601-1900	18-2
1901-2200	19-1
2201-2400+	20-0

### **WINNING THE TOURNAMENT**

**First** We take your battle points (Max75 )

**Then** We add or subtract your **Comp** score

**Next** we add any **Painting** and **Sportsmanship** scores

### **RULES DISPUTES**

All rules disputes should be resolved in one of three ways:

- Look in the appropriate rule books
- Roll a D6
- Ask the **T.O.**

The **T.O.** will do their best to find the relevant passage in the appropriate rulebook OR if one can not be found, may confer with other players. If an answer still can not be obtained, they will ask you to roll a D6

for it.

Just because there is a disagreement on a rule, does not mean that your opponent is a bad sport. It is in the way they handle/accept this dispute that will determine their merit. Keep in mind that this is just a game and everyone is doing their best to remember all of the rules, whether complex or minuscule. This includes the **T.O.**

The **T.O. 's word** is **FINAL** and arguing or making a scene after a decision has been made may incur penalties in the form of points deductions. Remember, it's just a game!

If there is **ANY** deliberate attempt to cheat or mislead your opponent, the **TO** will take you aside and discuss the matter further. If you can not give a decent enough excuse for your behavior, you will be disqualified from the event. People travel for this event and they will not be cheated out of their efforts.

**IF FOR ANY REASON (AND WE REALLY CAN'T STRESS THIS ENOUGH) YOU ARE UNSURE OF ANYTHING - DO NOT HESITATE TO ASK THE T.O SCENARIOS**

For the sake of simplicity and pure, personal hatred, *The Watchtower* scenario will **NOT** be played. The following scenarios will be played in the following order:

**sunday**

***Battle Line***

As per rulebook

***Battle Line***

As per ruleboo

***Battle Line***

As per rulebook

**TERRAIN**

All hills will be standard hills and considered open ground for the sake of movement/spells.

**Unit is considered to be in hard cover when:**

Majority of unit's footprint is obscured from shooter's Line of Sight by one or more Interfering Unit(s) or LOS blocking terrain(s), as described on page 41 BRB

Majority of the unit's front rank is defending an obstacle, as described on page 122 BRB and ETC FAQ 8.4. If the unit is being shot from the flank or the rear, treat the corresponding file or the last rank, respectively, as the front rank

**Unit is considered to be in soft cover when:**

Majority of unit's footprint is in or behind woods, as described on page 119 BRB

Models shooting from hills or buildings don't get the hard cover penalty for shooting through interfering units, unless the unit is also on hill.

Units with majority of its models on hill do not receive hard cover for being shot at through interfering units, unless that part of the units which interferes is also on hill. Units with majority of its models on hill do not receive hard cover for being partially obscured from the shooter's LoS by the same hill they are on

Large Targets can't claim cover for obstacles, ruins and interfering units, unless the interfering unit is also a Large Target. Large Targets which shoot don't suffer any penalties for interfering units, unless

interfering unit is also a Large Target

The terrain is fixed. If it moves, please return it to its approximate location.

Wood Elves are allowed their forests, however, they must be of the appropriate size (technically no bigger than 6" in diameter) - however, citadel woods will be accepted. These will be considered whatever forests the player chooses and will not have to roll on the Mysterious Forests chart. **ALL** other forests will follow the rules for Mysterious Terrain given on pages 119-121 in the rulebook. **ALL** buildings, ruins and structures will be impassable and block sight.

At the end of the day, a **true line of sight** is the key.

**NO UNITS may garrison inside any structure.**

### **SPORTSMANSHIP**

At the start of the tournament, you will be handed a slip. This is the sportsmanship scoring sheet, as well as your favourite army voting slip. You will hold on to this sheet for the whole weekend (**please don't lose it! If you do, contact the TO ASAP** as you will receive **5 BONUS POINTS** just for voting)

This sheet is to be marked with a numerical value between **1-5** each round after each opponent.

You may fill out your sheet as openly or as anonymously as you like.  
**You do not have to show your opponent their sportsmanship score.**

If you had a great match, with a great person, give them the appropriate score. The same goes for (unfortunately) having a more difficult match with a difficult opponent. Remember, if you ever have issues with your match or your opponent to contact your **TO** right away - **there is no shame in this.**

The total scores for each player will be tallied up and contribute directly to the coveted '**Josef Bugman Greatest Sportsman' Award** as well as the new **1st Place Overall - The Ultimate Sieger** award. In the event of a tie (It's been very close to happening, you amazing, charming bastards) a winner will then be decided by **Painting Score** and then **Battle Score** respectively.

If at the end of all this, it's still a tie, a two man sack race will be held on consecutive Sundays until a winner is crowned (drawn randomly from a hat between the winners).

### **PAINTED ARMIES**

Fully painted armies will **NOT** be required to play. The last thing we want is someone with an army to not be able to participate in the event.

**HOWEVER**, we would like to reward players who have taken the time to paint and model their armies with love and care. **10 POINTS** will be awarded to **ALL** players with a **REASONABLE TABLETOP STANDARD** painted army at the start of the tournament and this **WILL** contribute to overall placings. A **REASONABLE TABLETOP STANDARD** is **3 BASE COLOURS & A WASH**, as well as a **PAINTED BASE**. Players who do this will also be eligible for '**Sigvald's Most Magnificently' Painted Army**, as voted by all players of the event. If you do not paint your models, you **CAN NOT** win this award.

At the end of **ROUND 1** eligible players will set up their armies for voting for the '**Sigvald's Most Magnificently' Painted Army** prize. Each player will write down their **TOP 2** favourite armies and their

players in order of which one they like the most. In the event of a **TIE**, the **T.O.** reserves the right to make the final call.



**1-2:** is **NOT** acceptable for 10 points.

**3-5:** Is acceptable for 10 points

Additionally, **ALL** players will also receive **5 BONUS** points just for voting in '**Sigvald's Most Magnificently' Painted Army**. These points **WILL** contribute to your overall score, so make sure to get your votes in when you have the chance!

Finally, the **TOP 3 PAINTED ARMIES** as decided by the **T.O** will receive an additional **2 POINTS**. This will be added to their final score and assist them toward **The Ultimate Sieger Award**.

#### **MODELS / PROXIES**

Preferably, traditional **Citadel/Games Workshop** models would be our recommendation. However, as our beloved game system does not really exist any more, we are more than happy to make exceptions, as long as:

- **The models are the appropriate size of GW affiliated Fantasy Miniatures (Usually 28mm in scale)**

E.g. At a glance, it looks like those people are playing Warhammer

- **The models clearly represent what they are being used**

E.g. A squad of man-ish looking models with muskets are handgunners

- **There aren't two of the same types of model, representing different units**

E.g. 2 Squads of Silverhelm models, one representing Silverhelms and the other representing Ellysian Reavers

- **The models are intact, mostly complete and not completely broken**

E.g. No manky projects, shame piles or sentient stacks sprues please

- **The bases are SQUARE (circular bases with square movement trays are fine, Sigmarites).**

E.g. Take your Dodecahedron bases elsewhere, punk!

There will be **A LOT** of flexibility on our end in terms of equipment, items and weapons and models.

The goal is that your opponent fully understands what models are in your army and what gear they have.

**IF YOU ARE UNSURE ON ANYTHING, WHETHER YOU CAN USE SOMETHING, PLAY A SWEET CONVERSION OR IF YOU JUST WANT TO RUN SOMETHING COOL, PLEASE DON'T HESITATE TO [CONTACT THE T.O](#)**

### **PRIZE STRUCTURE**

**1st Place** (Battle Score)

PLEASE NOTE: NO PLAYER MAY WIN MORE THAN ONE SPECIAL AWARD OTHER THAN:  
**1st Place Overall - The Ultimate Sieger**

IF A PLAYER QUALIFIES FOR TWO AWARDS, THEY WILL RECEIVE THE ONE WITH THE MOST VALUE

\*PLAYERS DO NOT NEED PAINTED ARMIES TO WIN ARMY AWARDS - THOUGH IT MAY BE HARDER TO DO SO WITHOUT ONE

**QUESTIONS, QUERIES, CONCERNS PLEASE [CONTACT YOUR T.O](#)**

## **FAQs**

Please note, words in **RED** are rule adjustments for the tournament

- True line of sight will be used
- Open ground does count as terrain for the purposes of the Curse of Anraheir spell
- Birona's Timewarp cannot increase a unit's movement value above 10, so max march would be 20 inches
- The wizard who miscast cannot take a Look Out Sir! against damage from a miscast template
  - Cannon balls **MUST** be able to see the spot where they are being placed when firing
- Cannons cannot be fired at a target that cannot be seen (if you can't see it, then you don't know its hiding there!)
  - Cannon balls cannot bounce through impassable terrain or buildings.
- Cannons mounted on chariots, such as the Ironblaster, Skullcannon and steam tank may not pivot in the shooting phase and like all other cannons must shoot in a straight line forward from the barrel
  - A model in a challenge cannot be affected by any enemy breath weapons or impact hits done by models from outside the challenge
    - A Character model may make way at the start of any round of close combat
      - Ironcurse Icon works against all Weapons that fire like a War Machine

- Immunity to Killing Blow also gives immunity to Heroic Killing Blow
- A model with Always Strike First and with equal or higher initiative than an enemy model with Always Strike First and Always Strike Last will get to re-roll to hit rolls in close combat against that model
- If the general character model is killed but his mount survives you still receive the +100vp for killing the general, and the fortitude points for slaying the general, although you do not receive the victory points for the cost of that model
- If 2 characters have incompatible base sizes to the unit they are joining then they are placed on either side of the unit. A 3rd character with an incompatible base size may not join the unit
- If an attack that inflicts multiple wounds hits a unit with multiple wounds, you roll to determine the number of multiple wounds inflicted one dice at a time. Wounds do not spill over. If a model in the unit has already lost wounds; wounds caused must be allocated on to that model first.
- The item The Chalice of Blood and Darkness cannot be used between casting and dispelling a spell
- All mounts, except ridden monsters, are ignored for leadership purposes for the Spell Treason of Tzeentch. In the case of chariots the creatures pulling the chariot and the chariot's leadership are ignored
  - The Tally of Pestilence has no effect while Epidemius is held in reserve
- Hits from the Reign of Chaos are always treated as having hit the front arc of the targeted unit
  - Only 1 character may charge out of a unit per phase
    - Virtual Pivoting is NOT allowed
  - The Battle Standard Bearer may take mundane items available to normal heroes of their type
  - Hits from magic missiles are treated as a shooting attack for the purposes of calculating if a lone character may make a 'Look Out Sir!' roll
- When casting a Magical Vortex the caster must nominate a direction in which the template moves. When doing this the direction in which the template travels must remain inside the casters' front arc
- The Spell Penumbral Pendulum (Lore of Shadow) may target units that are engaged in close combat
  - The spell Drain Magic (Lore of High Magic) ends the cumulative effects of the following spells:
    - Wither (Skaven Spells of Plague) and Plague of Rust (Lore of Metal)
      - The -1S from the Blizzard Aura special rule for Frostheart Phoenixes does not stack
- The High Magic Lore Attribute increases all Ward Saves as well as all conditional Ward Saves a model may have. If a model only has conditional Ward Saves then it also receives a 6+ Ward Save
- The Banner of the World Dragons 2+ ward save may not be taken against Arnzipal's Black Horror as this spell does not cause wounds, it removes the model from play
- The army list does not need to state any Lore(s) for Alarielle. She chooses her Lore(s) at the start of each game as per her special rules
  - Models with the Predatory Fighter rule may benefit from it when fighting from the second or subsequent ranks
  - Piranha Blade only gives Multiple Wounds (D3) Special Rule while being used in close combat
  - **Burning Alignment and Deliverance of Itza may target units engaged in combat and outside of the casters front arc, despite being Direct Damage spells**
    - Tiktaq'to may join units of Terradon Riders
- Daemonic characters with more than 1 magic weapon can only benefit from the effects of 1 weapon at a time. They must declare at the start of the player turn which weapon the character is using; any other magic weapons have no effect whatsoever for the duration of that turn
  - The Cauldron of Blood does not allow re-rolls on ranged attacks or spells
- Ward saves from Magic Resistance may not be taken against Arnzipal's Black Horror as this spell does not cause wounds, it removes the model from play

- The army list does not need to state any Lore for Morathi. She chooses her Lore(s) at the start of each game as per her special rules
  - A model with Hatred (High Elves) has Hatred against all models taken from the High Elf Army book
- A shot from a doom diver war machine may never hit more than a single unit; if two units are struck by a doom diver marker the controlling player decides which one they hit. (This is to avoid issues with the size of the marker etc)
  - If a War Machine is hit as a result of a unit of Squigs 'exploding', hits are distributed against the toughness of the War Machine not the crew
- The Skaven Spell Cracks Call may be cast into combat and through friendly units as it does not have a target
- Other Skaven Spells may not be cast into combat unless they specifically say so or mention it in their description
  - A charging Skaven unit that has moved forward d6 inches as a result of a Screaming Bell allows no charge reactions
- The army list does not need to state any Lore for a Skaven Grey Seer or Vermin Lord as they can freely mix Spells of Plague and Ruin as per their special rules
- A Hell Pit Abomination that has had its strength reduced or increased will use the new strength when working out any of its special attacks
  - Doom Rockets are treated as a shooting weapon for the purposes of firing them
- Ignore Boneripper when determining who your army General is, Boneripper can NEVER be your army General
  - When making their special movement attack, Hexwraith models measure distance moved from starting point, to enemy unit they are attacking and back to a legal position. The distance moved cannot exceed their movement value or double this if they marched. They may reform inside an enemy unit
    - Death Shriek and Ghostly Howl are not considered shooting attacks
  - Characters Summoned using the spell Kandorak the Harbinger from the Lore of Undeath may not select magic items OR vampiric powers; other upgrades can be selected normally
  - Units Summoned using the Lore of Undeath may not select magic items, i.e. a magic sword on a champion or a magic flag; other upgrades can be selected normally
- You must show your opponent your 'pool' of summonable models at the start of each game; you may not share models or borrow from a friend during the game
  - Summoned units are NEVER scoring units
  - Wood Elves armies may duplicate their enchanted arrows across more than one unit
- If you chose to mount the Sisters of Twilight on Gwindalor, then treat them as a ridden monster for the purposes of attacking them or allocating/ randomising hits on them. For any other purpose treat them as monstrous cavalry as per their army book entry
  - Soul Feeder may NOT be used to gain wounds back from both Stomps and Breath weapon attacks
- The Toad Dragons 'Tongue lash attack' must roll to hit (and if applicable) wound as normal and the enemy model must be successfully hit by the attack for it to suffer the -1 to hit rolls penalty
  - In combat the Khemric Titan must roll for and resolve its special attacks before resolving it's Thunderstomp
    - Units may always be attacked through a champion
  - One character per unit may take a Look Out Sir! roll from the following spells:  
**The Dwellers Below, Final Transmutation, Curse of the Horned Rat**