

# Shirecon 2026



May 16-17  
Age of Sigmar



**PANDEM**  
WARGAMING

# Shirecon AoS '26 - Player's Pack

## EVENT DETAILS

- **Pack Version:** v1.2
- **Tournament Organisers:**
  - Michael Sproul and Geoff Hanson
- **Location:**
  - **Sylvania Heights Community and Youth Club, 288 Box Road, Sylvania Heights.**
  - **Parking:** On-site and street parking 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:**
  - All games must begin sharply on time and conclude by the end of the allocated time.
  - With 15 minutes remaining, players should start wrapping up their game by finishing the current battle round or calling a TO to assist with resolving the game's outcome (see Event Scoring).

DAY 1		DAY 2	
8:30 - 9:00	Registration	9:00 - 9:15	Registration
9:00 - 12:00	1. Roiling Roots	9:15 - 12:15	4. Bountiful Equinox
12:00 - 12:45	Lunch	12:15 - 1:00	Lunch
12:45 - 3:45	2. Linked Ley Lines	1:00 - 4:00	5. Surge of Slaughter
4:00 - 7:00	3. Creeping Corruption	4:00 - 4:30	Packup & Results

- **Pairings:**
  - Pairings will be random in Round 1 and then random within bracket from Round 2 onwards.
  - Players can agree to a grudge match by posting on the Facebook event. The cut off for this is 11:59pm Saturday 9th May 2026.
- **Best Coast Pairings:**
  - Lists, pairings and placings will be handled using BCP. Make sure to register below.
  - <https://www.bestcoastpairings.com/event/L6hl3EUxxOov>
- **Facebook Event:**
  - <https://www.facebook.com/events/4520220478209495/>

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## BEFORE THE DAY

- **Ticketing:**
  - Ticket Price: \$80
  - Player Capacity: 40
  - Ticket price covers entry and prizes. All terrain, mats and tables will be provided.
  - <https://www.sutherlandshiregamers.org/shirecon/shirecon-tournaments/>
- **What You Need To Bring:**
  - 6 colour-coded objective markers
  - General's Handbook 2025-26 & your army rules (digital is fine)
  - Carry tray or case to transport your models
  - Measuring tape & combat gauge
  - Fully-painted and based army
  - Dice

## ARMY REQUIREMENTS

- **Army Selection:**
  - 2,000 point armies complying with the current General's Handbook (2025-26).
  - Lists must be submitted on Best Coast Pairings no later than 11:59pm on Saturday 9th May. 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 e.g. texture paint and a tuft.
  - All miniatures should be official Games Workshop miniatures. If a player wishes to use 3rd party miniatures, it must be cleared with the TO prior to list submission.
  - 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.

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## EVENT RULES

### • Game Scoring

- Games are played over 5 rounds with each player scoring 0-80 victory points (VP). The player scoring more VP is the winner, with the number of **battle tactics scored** to break ties. In the case of equal VP and equal battle tactics, the game is a draw.
- **Conceding:** if one player concedes they should declare their intent to concede and then talk out the remaining turns assuming that the winning player achieves all best-case outcomes (can score VP from primary and tactics if they have *any* possible way to do so, no matter how unlikely). A decision to concede is final, so a concession talk-out cannot result in more VP for the conceding player (if it would, contact a TO and they will work out an appropriate score).
- **Unfinished games:**
  - If both players agree, a game may be scored as points stand at the end of the most recently completed battle round.
  - If one player believes the game outcome to be clear despite running out of time, contact a TO and they will assist in resolving the outcome of the game, possibly by talking it out. Please contact a TO during the last 15 minutes if you are running out of time.
  - Do not talk out unconceded games without the assistance of a TO, as this can be error-prone and favours more assertive players.

### • Chess Clocks

- A chess clock can be used if requested by either player, with an expectation that clocks are mostly reserved for top tables. If you are uncomfortable playing on a clock, chat to the TO about it.
- If you are playing on a clock and time-out, then you may only perform mandatory game actions (e.g. rolling saves+wards, using Fight abilities if in combat, contesting objectives).

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- **Event Scoring**
  - Placings will be determined by the following measures in order:
    - Number of wins (win = 1.0, draw = 0.5)
    - Victory points differential
    - Victory points total
    - Wins strength-of-schedule
    - Sport scores
- **Awards**
  - Prizes will be awarded to 1st, 2nd and 3rd place
  - Favourite army will be voted by you! Please set up 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 BCP 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 wooden spoon, and lucky door prizes too!
- **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 set up the terrain following 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's base to the closest part of the terrain's base.
  - Terrain is to be played as is, so if a model is able to fit through a gap (base and all) then it can move through it, unless the terrain piece is impassable.
- **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 relating to the question. Once a ruling has been made it is final.

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## FAQ

- **New Battletomes/FAQs:**
  - The cutoff release for new battletomes/FAQS will be 2 May. 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.
- **Event FAQ:** See the section at the end of this document.

## MAJOR SPONSORS

Shirecon 2026 is proudly brought to you by Pandem Wargaming. Check out their site for a great range of 3d-printed terrain and gaming aids!

- **Pandem Wargaming** <https://pandemwargaming.com.au/>

## RULES FAQ (to be confirmed)

**Q: Can a unit ever use more than one CORE ability in a single phase?**

A: Yes, but only if use of that CORE ability is granted *immediately* or explicitly by another ability. Treat an *immediate* or explicit use as ignoring any previously used CORE abilities in that phase. A unit **cannot** use a CORE ability after using one granted with the *immediate* keyword, unless that use is also granted *immediately*.

Allowed:

- Vanguard-Palladors with Starstrike Javelins **can** use a Charge ability followed by an immediate Shoot ability granted by *Charging Volley*.
- The Shadow Queen **can** immediately use a Normal Move or Retreat ability granted by *The Iron Heart of Khaine* even if she has already used one or more CORE abilities in that phase (e.g. Fight, Charge, Shoot, etc).
- Chaos Chosen can use two Fight abilities in the same combat phase once per battle.

Disallowed:

- The Shadow Queen **cannot** use an ordinary CORE ability (e.g. Fight) in a phase where she has already used a CORE ability granted by *The Iron Heart of Khaine*.
- A hero with *Slippery Skumbag* or *Scurry Away* **cannot** use a Fight ability in a combat phase after it has used a Retreat ability granted by the heroic trait.