STAR WARS™
SHATTERPOINT™
SHOWDOWN EVENT

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SHOWDOWN EVENT

In this packet you will find official rules for running a *Shatterpoint* Showdown event.

Showdown events use Swiss rounds for pairing and are played until a winner is determined. Players are ranked based on their games played and their final standings, as detailed below.

Below we outline the responsibilities of players, Arbiters, and Event Organizers (EOs), how to create player pairings, and how players earn event points in a Showdown event.

PLAYER RESPONSIBILITIES

Players attending an event are responsible for supplying their own miniatures, cards, dice, measuring tools, tokens, strike teams, and other game pieces that are required during play.

MINIATURES

Each player must have the miniature for each character in their strike team. Players are allowed to customize their miniatures as they like but must follow these guidelines:

1. The miniature must be made from a majority of Atomic Mass Games miniature parts from the *Shatterpoint* miniatures line.
2. The miniature must be easily identifiable as the character it represents.
3. Players may not customize a miniature in such a way that any part of the miniature represents the intellectual property of any party except Lucasfilm, including copyrighted logos, symbols, iconic elements, or other iconography.
4. The size or pose of a customized miniature cannot interfere with game play.
5. Miniatures must always be attached to an Atomic Mass Games base or a modeled base that is the appropriate size and shape of the original miniature.

CARDS

A player must have all Mission Cards, Order Cards, Unit Stat Cards, and Stance Cards included in their strike team. Proxies of cards are not allowed.

Cards for *Shatterpoint* are translated in many languages, and any official *Shatterpoint* card is legal for play in Showdown events. In the case of any discrepancy between translations, the English version of the rules text always takes precedence.

DICE

Players must use official *Shatterpoint* dice. This includes the dice found in the Core Box, Dice Expansions, and/or promotional material distributed by Atomic Mass Games. Players may not use replacement dice.

MEASURING TOOLS

Players are required to bring their own set of measuring tools. This includes both range and movement tools. Players are never allowed to modify their measuring tools but may replace them. Players using substitutions should check with the EO before the event begins so the tools can be verified as being the correct size and shape. Players may not use measuring devices that do not have an equivalent tool supplied by Atomic Mass Games.

TOKENS

There are two types of tokens in *Shatterpoint*: essential and nonessential. Essential tokens are tokens placed on the game board to represent objectives or specific effects. These tokens have a specific size and are supplied with the Units or Missions that require them. Nonessential tokens are usually placed on character cards and are used to track damage, Force, conditions and other effects.

Players are never allowed to modify their essential tokens but may replace them. Players using substitutions should check with the EO before the event begins so the tokens can be verified as being the correct size and shape. Players may modify or replace nonessential tokens as long as the tokens used are clear and do not interfere with game play.

STRIKE TEAM

A player must submit a strike team to the EO before the event begins and may not change their strike team once the event begins. A strike team is built as described in the *Shatterpoint* Core Rules book, which can be found at AtomicMassGames.com/shatterpoint.

SPORTSMANSHIP

All players are expected to act in a civil way during the event. Disputes and disagreements will happen during games, but players should remain respectful of other players, EOs, and the space they are playing in. Should a dispute or an argument arise, the players should immediately call for an Arbiter to help resolve the issue.

Shatterpoint is mostly an open information game. Players can always request to see Unit Cards, Stance Cards, and what Order Cards are not currently in their opponent's Order Deck. Players should never attempt to obscure or mislead their opponent about any stats, cards, or abilities they have available.

Missed Opportunities

Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is each player's responsibility to maintain a proper game state and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, they cannot retroactively use it without the consent of their opponent. Players are expected to refrain from intentionally distracting or rushing an opponent with the intent of forcing a missed opportunity.

Margin of Error

Characters are sometimes moved accidentally or placed inexactly during the normal course of the game. This is acceptable within a reasonable margin. Players must not abuse this margin of error, however, and they must use the components included with the game to help them be as accurate as possible. If a player feels their opponent is abusing this margin of error or if they need to make a particularly difficult movement, they should call an Arbiter for assistance before moving any miniatures.

Unsportsmanlike Conduct

Players who do not behave in a civil and respectful way can be ejected from the event or issued a warning, at the discretion of an Arbiter or the EO.

Examples of unsportsmanlike conduct include:

- Treating other players, Arbiters, EOs, or spectators disrespectfully.
- Intentionally attempting to mislead your opponent, an Arbiter, or the EO.
- Intentionally disrupting the placement of miniatures, terrain, or tokens on the table.
- Quickly removing dice from the table before your opponent can verify your roll.

EVENT ORGANIZER RESPONSIBILITIES

The Event Organizer, or EO, is the person, store, or event that is putting on the event. Much like players, the EO has a set of responsibilities for the event.

Event Rules

The EO should make details of the event clear to participants. This includes any information specific to your event, ranging from tournament round lengths to any special rules governing the event that are not listed in this document.

Event Round Times

Each event round of *Shatterpoint* is a predetermined length, giving players a certain amount of time to complete their games. The EO should start the timer for an event round after most players have found their seats and begun to set up. If a game has not concluded when the time for an event round runs out, the players finish the current Turn and calculate their scores. Standard events will use a 120-minute round timer with Mission Critical starting at the 90 minute mark. To create a variable game length, roll 5 Attack Dice. Add one minute to the event round for each critical(⬤) and strike(✳) result.

Mission Critical

Each event round, during the final 30 minutes of the round, the Lead Arbiter will announce the beginning of Mission Critical. During Mission Critical, at the start of the End of Turn Sequence, the Active player gains a Momentum token. Mission Critical lasts until the end of the event round.

Pairings

Each round, players are paired with an opponent for a game of *Shatterpoint*. All Showdown events use Swiss-style pairings (see "Swiss Pairing" below). If there will be a progression cut (see below), the EO should announce how many Swiss Rounds the event will contain before the event begins as well as the details of the progression cut.

When necessary, a player may be assigned a bye during a round instead of being paired against an opponent. That player receives a win with 2 Struggle Cards Claimed and

3 Wounds Inflicted for that round. The rules for when to assign a bye are detailed below.

A player should not be paired against the same opponent more than once during a single stage of an event. In general, a single stage of an event ends when a progression cut is made.

Players can leave an event early in several ways:

- If a player no longer wishes to continue playing, that player must notify the EO of their intent to drop. The EO will avoid pairing that player in future rounds by dropping them from the event. Players should notify the EO of their intent to drop as soon as possible, and the EO may apply penalties to players who fail to do so, such as withholding prizes, if any, at their discretion.
- Players can also be dropped if they do not appear within a reasonable time limit for a round in which they are paired, or if they are no longer able to play for any other reason. Players can request that the EO allow them to rejoin an event from which they were dropped. A player who rejoins in this way is assigned an unpaired loss for each round they did not participate in.
- Ejected players are removed from the event and cannot rejoin.

Swiss Pairing

Showdown events use a Swiss pairing system that awards event points to the winner of each game (see "Event Points" below). Each Swiss round pairs players in head-to-head games, attempting to match players with the same number of event points while preventing players from playing the same opponent more than once. At the end of Swiss rounds, the winner of the event is the player with the most event points.

For the first round of Swiss pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of event points.

To determine pairings, identify the group of players with the highest number of event points and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most event points. Then, pair all remaining players in the second group at random. Continue until all players are paired.

If there is an odd number of players in the event, one player is chosen at random to receive a bye in the first round. In later rounds, if there is an odd number of players remaining in the event, the bye is given to the lowest-ranked player who has not yet received a bye. When a player is given a bye, that player receives a win with 2 Struggle Cards Claimed and 3 Wounds Inflicted for that round of the event.

Progression Cut

Some Showdown events set a predetermined number of rounds, at the end of which all players that meet certain criteria advance to the next stage of the event and all other players are dropped. This is commonly referred to as "making a cut."

If a player who qualified for a standings-based cut drops from the event before any games are played during the next stage of the event, the next highest-ranking player should be added to the cut as the lowest-ranked player in the cut.

Number of Players	Number of Rounds	Progression Cut
4	3	N/A
5–16	4	N/A
17–32	4	Top 4
33–64	4	Top 8
65 or more	5	Top 16

End of Match

Each *Shatterpoint* match ends in one of the following ways:
- **Victory**: One player wins the game.
- **Time**: The game timer runs out. The players finish the current Turn. After the Struggle token has been been moved at the end of the Turn, if no player has won the Struggle, the player who controls the most objectives wins the Struggle. The player with the most claimed Struggle Cards wins the game. If there is a tie, the player who inflicted the most Wounds wins the game. If there is still a tie, the game is a Draw.
- **Concession**: One player voluntarily concedes the match. The conceding player receives a loss and their opponent receives a win. The winning player receives 2 Struggle Cards Claimed and 3 Wounds Inflicted, or their current total of each value – whichever is higher. Collusion between players is not permitted under the sportsmanship rules of this document. If an Arbiter believes players are attempting to manipulate the scoring system, the players should either be given warnings or be ejected from the event.

EVENT POINTS

Players earn event points at the end of each round as follows:
- **Win** – 3 points
- **Loss** – 0 points
- **Draw** – 1 point

At the end of an event, the player with the most event points wins the event.

TIEBREAKERS

If two or more players have the same number of event points, tiebreakers are used to determine each player's standing within that group. Tiebreakers are used in the following order until all players within that group have been given a standing.

- **Struggle Cards Claimed**: The player with the higher number of cumulative Struggle Cards Claimed is ranked above all other players with the same number of event points. The player with the second-highest cumulative Struggle Cards Claimred is ranked second among those players, and so on.
- **Strength of Schedule**: A player's Strength of Schedule is calculated by dividing each opponent's total event points by the number of rounds that opponent has played, adding the results of each opponent played, and then dividing that total by the number of opponents the player has played. The player with the highest Strength of Schedule score is ranked above all other players in the group not yet ranked. The player with the second-highest Strength of Schedule is ranked second among all players in the group not yet ranked, and so on.
- **Wounds Inflicted**: The player with the higher number of Wounds Inflicted on enemy Units is ranked above all other players with the same number of event points.
- **Random**: If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

TERRAIN

EOs are responsible for supplying 3D terrain and game mats for events they run as well as setting up the terrain between each round. EOs should attempt to use consistently sized terrain for all tables if possible. All tables should incorporate terrain features of varying elevations.

During Showdown events, players do not set up the battlefield. Instead, they set up their chosen Mission on the battlefield that is present on their table, and then continue play as normal.

ARBITERS

EOs should have at least one Arbiter on hand at every Showdown event that they run. The Arbiter can be the EO, or it can be someone designated by the EO. At Showdown events, an Arbiter cannot participate in the event as a player. An Arbiter should have a firm understanding of the rules of *Shatterpoint* and be familiar with the most recent errata and rulings. Their job during the event is to keep games moving and resolve players' issues that arise during game play. An Arbiter's ruling is final, even if it is found later to be incorrect.

Arbiters are also responsible for issuing warnings to players and determining if a player should be ejected from the event. Arbiters should issue warnings to players not following one or more of the sportsmanship rules listed above. Arbiters should also warn any player attempting to abuse margin of error or the open information state of the game or for failing to maintain a clean and clear game state.

Arbiters should immediately eject a player from the event if they believe it is necessary. Here are some examples that could result in immediate ejection from the event:
- A player has become upset and threatens or becomes violent toward their opponent, a spectator, or any other person.
- An Arbiter has reason to believe a player is intentionally cheating.
- A player has received three or more warnings during the event.

LEAD ARBITERS

At large events, the EO should specify a Lead Arbiter in addition to one or more regular Arbiters. If a player is unhappy with the ruling of an Arbiter, they may appeal the ruling to the Lead Arbiter. The Lead Arbiter will then make the final ruling and may overrule a regular Arbiter.

CHANGE LOG
As this document is updated, a log of changes will be listed here to help players locate updated rules.

- Updated language under "End of Match" around what happens when time is called during a game.