NOVA Shatterpoint Events Primer

Introduction:

- This primer provides guidance for each of the three Shatterpoint Events to occur during NOVA. Event specific guidance will be on the following pages.

Location:

- Terrace - Columbia

Arbiters

- Lead Arbiter/Event Organizer: Simon “Lorerune” Velez (simonv130@gmail.com)
- Arbiter: Anthony “Whispering Kestrel” Hallford (ahallford@gmail.com)
- Arbiter: Matt “Daimyo Matt” Cerino (cerino18927@gmail.com)

Common Rules for each Event:

- All events will utilize rules and errata as shown on the AMG Website and the rules forum (here).
- Rounds will be two hours in length, with mission critical rules being called 90 minutes after the round begins. Variable time will be utilized.
- Chess clocks will **NOT** be utilized.
- Lists will be uploaded to Longshanks events in SPT format.
- Any units that have a product release date of Wednesday 27 August 2025 or earlier on Asmodee’s online store may be utilized.
- Painted models are preferred and encouraged but not required.
- Tiebreakers will be in accordance with the Premier and Standard Showdown Packet.
- For the “Wounds Inflicted” Tiebreaker, players will count all Wound and Injury tokens present on unit cards as of the end of the game. This means abilities that add or remove wound/injury tokens **will** affect tiebreakers.
- When selecting table edges, players may only select edges on the “Top” or “Bottom” of the table and may not select the “Side” table edges. If clarification is needed, please ask an Arbiter.
- Per the Grand Tournament Packet, players are not allowed to keep digital notes during games. This includes, but is not limited to, timers and other tracking programs.

Additional Player Expectations:

- Being mindful of time
    - Being on time - with 5 rounds on Saturday we are going to have to work on keeping schedule. We will not hold up the entire event because 1 or 2 players took longer at lunch.

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    - Setting up quickly - We have time in our schedule to allow players to get to a table and set up. Once we have started the clock it is assumed that you should be ready or close to ready to start. If one player is taking an excessive amount of time, the arbiters will give a penalty warning.
- Unsportsmanlike Conduct
    - We would like to highlight AMG's Premiere Showdown packet section on Unsportsmanlike Conduct.
    - Communicate with your opponent about any concerns you have about their conduct. If you still have concerns, call for an arbiter. Conduct includes but is not limited to:
        - Treating others disrespectfully
        - Intentionally misleading your opponent
        - Intentional disruption of miniatures or tokens
        - Quickly remove dice before your opponent can verify your roll.
- Arbiters' enforcement
    - Following AMG's Premier Packet, Arbiters may issue warnings, penalties, and ejection of players at their discretion.
    - The Arbiter's primary goal is to provide a safe, fair, and enjoyable play space for all. Any infractions to the rules provided in the Premier Showdown packet or re-stated above may receive a penalty. Those penalties include but are not limited to:
        - Warnings
        - Assessed in game penalty or game loss
        - Ejection from the event and removal from the convention hall

Housekeeping

- If you need to call an arbiter over, please politely but loudly and clearly say "Arbiter." A small flag will be provided for each table to raise to also help catch Arbiter attention
- Objectives, models, and terrain will be jostled and moved around by nature of the game and a long day of play. Please declare intentions and coordinate with your opponent before contesting an objective, and double check measurements after moving models
- Longshanks Links:
    - Friday: NOVA Shatterpoint Trio of Heroes • Longshanks event 26673:
    - Saturday: NOVA Shatterpoint Grand Tournament • Longshanks event 26674
    - Sunday: NOVA Shatterpoint Threemier • Longshanks event 26675

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    - Setting up quickly - We have time in our schedule for players to get to a table and get set up. Once we have started the clock it is assumed that you should

be ready or close to ready to start. If one player is taking an excessive amount of time the arbiters may give a warning against slow play.

- Unsportsmanlike Conduct
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    - Communicate with your opponent about any concerns you have about their conduct. If you still have concerns, call for an arbiter. Conduct includes but is not limited to:
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        - Warnings
        - Game Loss
        - Ejection from the Event

Shatterpoint Open Play Social/Ice Breaker (Thursday)

This event is an open play social with fellow Star Wars nerds.

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Format

- Open Play - all rules are up to the players, whatever you want to play, play it!
- There is no required ticket for this event. Players can drop in and play at any time.
- There is no Longshanks event for organizing matches.
- “Hello, My Name Is…” stickers will be provided for players to identify their Discord Display Names to allow us all to put faces to the names we’ve been seeing!

Note: This is a GREAT opportunity for players competing in Friday’s Team Tournament to join or recruit to finish their teams!

Schedule

Event	Start Time	End Time
Open Play	6:00pm	12:00 am

Shatterpoint Trio of Heroes Team Event (Friday)

This event will be an alternate format, unrated, tournament where players form teams of three members and face off against opponent teams. May the best team win!

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Format

- This will be a three-round event, with extra time allocated for teams to survey their opponents, review the battlefields, and determine individual pairings with their opponents.
- Mission critical will be called 90 minutes after the round start time.
- Each player will create a two-squad Standard Showdown list. Like “Strike Team Selection” for a Premier event, a player may not include a unit that shares the same unique name or unit name with another unit already in another player on their team’s List. For example, if one player has Darth Vader, Jedi Hunter, then another player on the team may not utilize General Anakin Skywalker. Additionally, each player on a team must bring a unique mission pack. For example, if one player selects Sabotage Showdown for their mission pack, the other members of their team may not select Sabotage Showdown.
- All other rules in the Standard Showdown Format will be enforced.
- Each team will elect a team captain to handle any disputes or decisions as needed.
- Team captains will coordinate with Arbiters for the creation of the team in Longshanks. Team Captains are encouraged to form their teams and email their team's name, Longshanks IDs, and proof of ticket purchase to all of the Arbiters listed at the beginning of this document prior to the start of NOVA. Arbiters would rather update previously submitted teams than scramble to form teams on the morning of the event. Please do not wait until the morning to form teams.
- Team captains will be provided with three index cards upon check-in and will record one of their players’ names on each index card.
- This is a family event, please keep team names professional and appropriate. If arbiters believe a submitted team name is not in good taste, Arbiters may choose a new name for that team.
- If players are without teams, and/or teams need players, please notify an Arbiter for assistance before “opening remarks.” If a team does not have three players as of “opening remarks,” they will be disqualified. Refunds are handled through Tabletop events (TTE).
- To maximize the number of players who are able to play, an Arbiter may overrule the restriction on unique names and unique units across the team’s list at their discretion. Additionally, Arbiters may decide to allow a single 2-player team (third opponent gets a Bye) to play.

Tickets

- ∉ Each player is responsible for purchasing their own ticket to this event

Byes

- If a player gets a bye due to an uneven number of players in a team (likely after any potential players drop), that player will receive a Win, 2 Struggles, and 3 Wounds as per normal Showdown rules. If a team gets a bye due to an odd number of teams, each player in that team receives the above

Longshanks/Event Scoring: NOVA Shatterpoint Trio of Heroes • Longshanks event 26673

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- The Team that wins at least two of their three individual games wins the Round and gains three Tournament Points. The losing team gains zero Tournament Points. If the teams draw, both teams gain one Tournament point per Standard Showdown rules.
- Event Winner - (TP) Teams' Round W/L/D Record
- Event First Tiebreaker - (IND) Individual Game W/L/D Record
- Event Second Tiebreaker - (VPS) Total Number of Struggles Claimed by Team
- Event Third Tiebreaker - (SOS) Strength of Schedule - Average opponent's Tournament Points
- Event Fourth Tiebreaker - (APS) Total Number of Wounds Inflicted by the Team

Prize Support

- Podium Awards for 1st, 2nd, and 3rd placed Teams
- ∉ Raffle Prizes at end of Swiss

Team Event Schedule

Event	Start Time	End Time	Mission Critical
Doors Open, Checkin, Finish Forming Teams	09:30am	10:00am	
Opening Remarks and R1 Team Pairings	10:00am	10:15am	
Round 1 Player Pairings	10:15am	10:30pm	
Round 1	10:30am	12:30pm	~12:00pm
Lunch	12:30pm	1:30pm	
Round 2 Team Pairings	1:30pm	1:45pm	
Round 2 Player Pairings	1:45pm	2:00pm	
Round 2	2:00pm	4:00pm	~3:30pm
Round 3 Team Pairings	4:00pm	4:15pm	
Round 3 Player Pairings	4:15pm	4:30pm	
Round 3	4:30pm	6:30pm	~6:00pm
Closing Remarks, Winners Announced	6:30pm	6:45pm	

Pairings

1. **Tables/Battlefields:** Event Organizers will utilize Longshanks to assign teams to a table (such as Table 1, or Table 2). Each Table will have three battlefields (such as 1a, 1b,

1c). Each team will determine which of their players will play on which battlefield. *Longshanks/Arbiters assign Team Empire and Team Rebels to Table 1 during Team Pairings.*

Example
Team Empire:

1.1. *Aiden is playing Commander Iden Versio and Darth Vader, Emperor's Servant, on Shifting priorities.*
1.2. *Amelia plays Grand Admiral Thrawn and Moff Gideon on First Contact.*
1.3. *Ava is playing General Veers and The Grand Inquisitor on Sabotage Showdown.*
1.4. *Aiden is chosen as the Captain for Team Empire*

Team Rebels:

1.5. *Benjamin is playing Kanan Jarrus, Spectre-1 and Hera Syndulla, Spectre-2 on Sabotage Showdown.*
1.6. *Bella is playing Logray, Bright Tree Shaman and Chief Chirpa on Shifting Priorities.*
1.7. *Brooke is playing The Mandalorian and Princess Leia, Charming to the Last on Never Tell me the Odds.*
1.8. *Benjamin is chosen as the Captain for Team Rebels*

2. **Determine Initiative:** Team captains each roll 5 Attack dice. The captain with the most critical results wins the initiative. In the case of a tie, the captain with the most strike results wins the initiative. If there is still a tie, the captain with the most expertise results wins the initiative. If there is still a tie, both team captains re-roll the dice and follow the above rules until the tie is broken. The team that won the initiative will be considered Team A. The team that lost initiative will be considered Team B.

Example

2.1. *Aiden rolls 2 Criticals, 2 Strikes, 1 Expertise and*
2.2. *Benjamin rolls 1 Critical, 4 Strikes, 1 Fail*
2.3. *Aiden wins the Initiative and Team Empire becomes Team A. Team Rebels become Team B*

3. **Determine First Battlefields:** Team A selects one of the three available battlefields and places one of their player cards face down on that battlefield. Team B selects one of the other two available battlefields and places one of their player cards face down on that battlefield. After both cards are placed, captains reveal the selected player's cards.

Example

3.1. *Aiden (Team Empire) selects Battlefield 1a and places a Player Card facedown*
3.2. *Benjamin (Team Rebels) select Battlefield 1b and places a Player Card facedown*

3.3. *Aiden (Team Empire) reveals they placed Amelia on Battlefield 1a*
3.4. *Benjamin (Team Rebels) reveals they placed Bella on Battlefield 1b*

4. **Determine Remaining Battlefields:** Team A's captain places one of their player cards on each of the two remaining battlefields. Team B's captain places one of their player cards on each of the two remaining battlefields. After all cards are placed, reveal the player's cards.

Example

4.1. *Aiden (Team Empire), having already placed a Player Card on Battlefield 1a, places a Player Card face down on 1b and one face down on 1c*
4.2. *Benjamin (Team Rebels), having already placed a Player Card on Battlefield 1b, places a Player Card face down on 1a and one face down on 1c*
4.3. *Aiden (Team Empire) reveals they placed Aiden on Battlefield 1b, and Ava on 1c*
4.4. *Benjamin (Team Rebels) reveals they placed Benjamin on Battlefield 1a, and Brooke on 1c*

5. **Play Games:** Players assigned to their tables roll for first player and play a game as per Standard Showdown rules.

Example

5.1. *Battlefield 1a: Amelia vs Benjamin. They will roll off for First Player, and the winner chooses between Amelia's First Contact, or Benjamin's Sabotage Showdown.*
5.2. *Battlefield 1b: Aiden vs Bella. Players will roll for First Player, but as both players brought Shifting Priorities, that will be the mission played.*
5.3. *Battlefield 1c: Ava vs Brooke. They will roll off for First Player, and the winner chooses between Ava's Sabotage Showdown and Brooke's Never Tell me the Odds.*

Pairing Strategy Tips

- Place your best all-comers list down first, as your opponent will choose their player to face them.
- After seeing who your opponent places first, select your player with the same mission pack against them to guarantee that mission, or select someone with a different mission pack and hope for the priority roll to force a bad matchup.
- Try to predict which of your opponent's players will face your team's revealed player, and which player is last, then select squads that have the best matchups against those players.
- Teams need only win 2 of their 3 individual games to win the round, so maybe "sacrifice" an individual game if it increases the chance of winning the other two games.
- Once a team knows the opponent's revealed player squad and mission pack, they can avoid placing their bad matchup on that battlefield.

Shatterpoint Grand Tournament
(Saturday Swiss, Sunday Progression Cut)

The Star Wars: Shatterpoint Grand Tournament is a competitive, rated, event utilizing all rules in the Premiere Showdown ruleset, and the Grand Tournament Rules Packet.

Format

- Players will play in Swiss Pairings format on Saturday. The top eight ranked players at the end of Saturday will make the Progression Cut. These players will return Sunday to play out the final three rounds in a seeded single elimination bracket to determine the winner of the event.
- Due to needing to stick to the times below, if a player is not fully deployed within 5min of the round start time, they may receive a Warning for slow play. If a player receives a second warning, at the Arbiter's discretion, the player forfeits the game. Their opponent will receive the choice to either accept a Bye or play the game out and receive the better of a Bye or the actual score.
- In the event of a Tie during Top Cut upon Dice Down, each player will play one additional turn, then check for tie breakers again. If it is still a tie, continue this process until the game is won.
- Longshanks link: NOVA Shatterpoint Grand Tournament • Longshanks event 26674

Prize Support

- AMG official GT Prize Support
    - Participation prizes: 5 alternate art cards shatterpoint cards and 6 dice
    - Top 8: 5 foil order deck cards
    - Top 4: Acrylic Objective tokens
    - Top 2: Acrylic Range Tools
    - Winner: Acrylic Trophy, Acrylic Struggle Tracker, and an automatic seat at AdeptiCon's 2026 Open Worlds Tournament.
- Swag Bags for all Players
- Raffle Prizes at end of Swiss
- Podium Prizes for 1st, 2nd, 3rd, 4th, and Last
- Bounty on Scott B! First person to defeat Scott B in a GT game will receive the Purple 3D Printed Mandalorian Trophy
- Best in Faction Trophies! To be eligible, a minimum of 3 of your 4 primaries must fall into a single category. At the end of Swiss, the top placed player of each category will receive a Trophy!

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Separatist Alliance	Galactic Republic	Galactic Empire	Rebel Alliance	Scoundrels
Asajj Ventress, Sith Assassin	Ahsoka Tano, Jedi No More	Commander Iden Versio	Ahsoka Tano, Fulcrum	Cad Bane, Notorius Hunter
Count Dooku, Separatist Leader	RC-1138 "Boss" *	CT-9904, Elite Squad Leader	Captain Cassian Andor	General Solo
General Grievous	Clone Sergeant Hunter	Darth Vader, Jedi Hunter	Chief Chirpa	Hondo, Honest Businessman
Lord Maul	Darth Vader, Jedi Hunter	Darth Vader, The Emperor's Servant	General Solo	Lando Calrissian, Galactic Entrepreneur
Mother Talzin	General Anakin Skywalker	Director Krennic	Hera Syndulla, Spectre-2	Lord Maul
Riff Tamson *	General Obi-Wan Kenobi	General Veers, Tactical Genius	Jedi Knight Luke Skywalker	The Armorer
	Jedi Master Ki-Adi-Mundi	Grand Admiral Thrawn	Jyn Erso, Stardust *	The Mandalorian
	Jedi Master Kit Fisto	Grand Inquisitor, Fallen Jedi	Kanan Jarrus, Spectre-1	Captain Cassian Andor
	Jedi Master Luminara Unduli	Moff Gideon	Leia Organa, Freedom Fighter	Moff Gideon
	Jedi Master Mace Windu		Logray, Bright Tree Shaman	Riff Tamson *
	Jedi Master Plo Koon		Princess Leia, Charming to the Last	
	Queen Padme Amidala			
				* = If released by 27 August

GT Event Schedule

Saturday: Swiss Pairings		
Event	Start Time	End Time
Doors Open, Check-in	8:00am	8:30am
Opening Remarks and R1 Pairings	8:30am	8:45am
Round 1	8:45am	10:45am
Round 2	11:00am	1:00pm
Lunch	1:00pm	2:00pm
Round 3	2:00pm	4:00pm
Round 4	4:15pm	6:15pm
Round 5	6:30pm	8:30pm
Closing Remarks, Progression Cut 8 Announced	8:30pm	8:45pm
Sunday: Progression "Top" Cut Seeded Elimination Bracket		
Doors Open, Check-in	8:00am	8:30am
Opening Remarks and R1 Pairings	8:30am	8:45am
Round 1	8:45am	10:45am
Round 2	11:00am	1:00pm

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Saturday: Swiss Pairings		
Event	Start Time	End Time
Doors Open, Check-in	8:00am	8:30am
Lunch	1:00pm	2:00pm
Round 3	2:00pm	4:00pm
Closing Remarks, Winners Announced	4:00pm	4:15pm

Shatterpoint "Threemier" Event (Sunday)

This event will be an alternate format, Unrated, tournament where players bring a list of three squads from which they will form their strike teams, instead of the Premier's four squad list.

Format

- All rules in the Premier Showdown Format will be enforced with one modification: During "Strike Team Selection," players will submit a list of **THREE** separate squads. As with normal "You Cannot Escape your Destiny" rules, each squad must be played a minimum of once.
- Note, there is **NO** requirement for each combination of squads to be played, as occurs in other variations of "Threemier." Thus, players are allowed to have a single squad they play in each round as an anchor squad, if desired. There is also no requirement to have an anchor squad.

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- Players that are eliminated from the Grand Tournament Progression Cut are **encouraged** to join this tournament as late additions (with proof of ticket purchase) but will not receive any Struggles or Wounds from the rounds they did not participate in, thus are less likely to win. When joining late, players must declare which of their squads will count as being used in the previous rounds
- Longshanks Link:NOVA Shatterpoint Threemier · Longshanks event 26675

Prize Support

- Certificates for 1st, 2nd, and 3rd placed players
- Raffle Prizes at end of Event

"Threemier" Event Schedule

Event	Start Time	End Time
Doors Open, Check-in	8:00am	8:30am
Opening Remarks and R1 Pairings	8:45am	9:00am
Round 1	9:00am	11:00am
Round 2	11:15am	1:15pm
Lunch	1:15pm	2:15pm
Round 3	2:15pm	4:15pm
Closing Remarks, Winners Announced	4:15pm	4:30pm

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HELPFUL LINKS

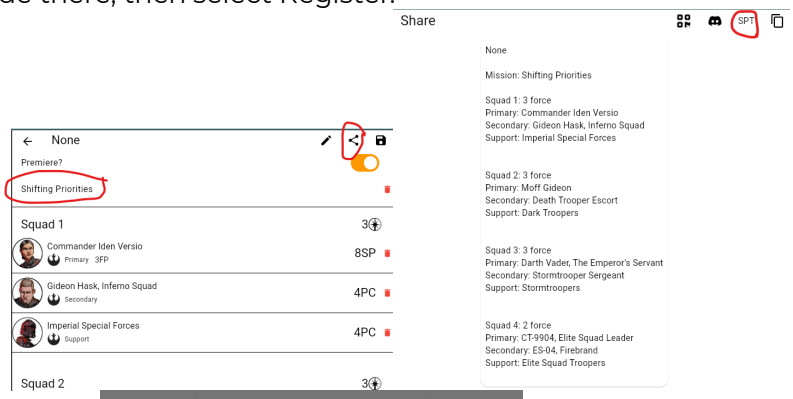
Shatterpoint Core Rules Core Rules	Shatterpoint Premier Rules Premier Rules
Shatterpoint Errata Errata	Shatterpoint Rules Forum Rules Forum
NOVA Website NOVA Open	Pointbreaksw Point Break

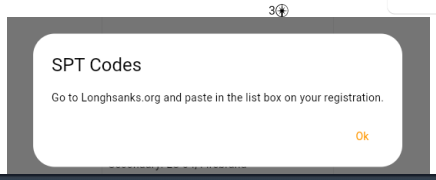
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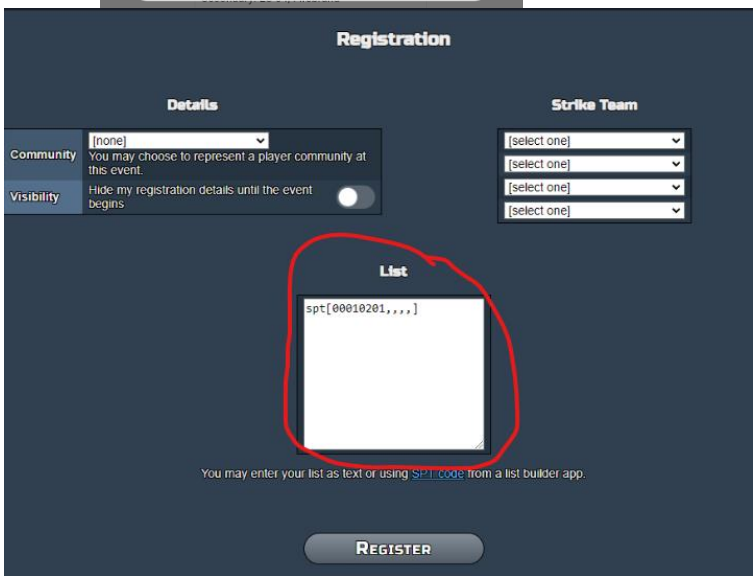
SPT Codes:

- For this example, we will be using Pointbreaksw.com but there are multiple places to generate SPT codes

- Go to Pointbreaksw.com and build your premier list.
- Please make sure you select “Premiere” and that you select your mission.
- Click the “share” icon in the corner and a list of your squads will pop up.
- Select the SPT option in the top right corner. It will give you a popup saying that it has been copied.
- Go to longshanks and when you register you will have a spot to enter a list. Paste your SPT code there, then select Register.







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FAQS

The following is a list of frequently asked questions. These are either definitive answers, or probable rulings if an answer does not exist.

Q: If a ladder passes through multiple levels of terrain, is there an ingress point at each level, and can a model be placed at any legal ingress point?

- A: The official answer is: Discuss this with your opponent prior to rolling for sides. If this conversation does not happen, ask an Arbiter.

Q: If a piece of Blocking Terrain (such as a building) is on a raised elevation (such as stilts), with an open area beneath, can characters on opposite sides of the building, but at the lower elevation (as if on the ground) draw Line of Sight (LOS) to each other?

- A. If the terrain is defined by the players as Blocking and no line can be drawn between the two characters' bases, No. If the players define the terrain as Clear, it will not block LOS. (pg. 37 Core Rules)

Q: Can I premeasure?

- A: Yes, but with caveats. You may only use one type of tool at a time: Movement and ranged. You cannot place proxy bases, or use other tools such as tokens, fingers, or dice to mark ranges or specific points. (p.16 Core Rules)

Q: If two characters have abilities that trigger after an attack, or after a wound, in what order are they executed?

- A: If all effects trigger in the same step of the timing chart, the active players' abilities trigger first and resolve in the order of their choice, followed by the inactive player's abilities, which resolve in the order of the inactive player's choice. (Timing chart, p.38 Core Rules)

Q: An ability says, "Wounded by an attack." What specifically does that mean?

- A: "Wounded by an attack" refers to the damage pool being applied in step 9 of the attack. It does not refer to damage from coordinated fire: Damage, or from placing a duplicate condition from Coordinated Fire: Condition (which is gained in step 3b.) If the defending character has a condition, and they gain that same condition in step 8, then this damage is added to the damage pool and is applied in step 9. Likewise, expertise damage is added to the damage pool. In both scenarios, if the damage is enough to wound, it would be considered "wounded by an attack." Source

Q: Are Dark Troopers immune to Bulldoze from Wrecker and Omega?

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- A: No. The ability grants a shove, and the shove grants the push. This is separate from an ability to grant the option to push. Source

Q: What happens if player A gains momentum on their opponent's (Player B) turn, and the momentum would “cover” the struggle cube?

- A: Player A immediately wins the struggle. The turn continues as normal, and at the end of the turn, player B will draw and choose a struggle layout. Player A will then begin their turn. Source

Q: Can Moff Gideon target himself with his tactic to dash twice?

- A: No. While he can technically choose himself twice, each chosen character can only dash once. Source

Q: Can Kanan Jarrus, Spectre-1 target himself with his tactic to dash twice?

- A: Yes. The characters are chosen one after the other. Source

Q: If a character that breaks ties is contesting an objective on the incorrect elevation, what happens?

- A: They break the tie in their favor, as they are still contesting the point.

Q: What happens if there is a tie on an objective and each player has a contesting, tie breaking character?

- A: Neither player scores, as the active player’s tiebreaker will first flip the point to themselves, then the inactive player’s tiebreaker will flip it back. (Timing chart, p.38 Core Rules)

Q: What happens to a unit that is wounded during its own activation?

- A: It’s activation immediately ends (pg 34 Core Rules)
- A: When a Unit's activation ends pre-emptively on account of that Unit becoming Wounded during their activation, they forfeit any of the remaining actions they have as the activating Unit and cannot use any further Active abilities. Their Innate and Reactive abilities can still be used as normal, unless otherwise stated.Source

Q: What happens if Mission Critical Ends after a player wins a struggle, but before drawing the next struggle?

- A: The active player wins the struggle during step 11. If this does not decide the game, continue. During Steps 11a-11c, the active player will Reset the Struggle Tracker and draw the next Struggle Card. If there are multiple map options, the player who lost the struggle will choose one. Players will flip the objects to active/inactive to match the option selected on the struggle card. During Step 12, the Active Player Turn ends. No objectives will currently be controlled; thus, no one will win the new struggle. (pg 39 Core Rules)

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