



2495 Cedar Street STE 14-B
Holt, MI 48842
517-694-7328

Tournament Format

- **Rounds** - Based on player count ([Page 5 of Premier Showdown Rules](#))
- **Round time** - 120 minutes
- **Format** - Premier Showdown
- **Software** - Longshanks
- **Doors** - 11:30 am
- **Start** - 12:00 pm
- **Entry** - \$10

Standard events will use a 120-minute round timer with **Mission Critical*** starting at the 90-minute mark. To create a variable game length, we will roll 5 Attack Dice, and add one minute to the event round for each critical(B) and strike(A) result.

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.

*Mission Critical rules can be found on page 4 of the [Premier Showdown rules packet](#)

Ticket: <https://shop.afk.games/products/shatterpoint-premier-showdown-tournament>

Longshanks: <https://www.longshanks.org/event/12866/>

Strike Team Selection

- Players submit a Premier List of four separate squads and one Mission Set that they will use to build their strike team at the start of each game.
 - During a premier Showdown event, players must choose each of their squads to be included in their strike team during at least one round of the event.
 - When a player is assigned a bye round, they choose two squads from their premier list and those squads count as having been played during that round.
- Each squad must meet the normal building restrictions detailed in the Shatterpoint Core Rules book.
- Additionally, when building their Premier Lists, players may not include a Unit that shares the same Unique Name or Unit Name with another Unit already in their Premier List. They must apply all special rules applicable to building a strike team across all four of their squads.
- At the start of each event round, before determining the first player, each player builds a strike team by selecting two of the squads they have brought to the event, along with their chosen Mission Set.
 - Players build their Order Decks in secret and then simultaneously reveal their entire Order Deck to their Opponent.

Painting and Basing

- All models must be based on their current base size. [Official Base Size pdf](#)
- Painting is not required.

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 claimed 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 the 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.

Player Responsibilities

We will follow the player responsibilities listed in the Star Wars: Shatterpoint Showdown rules pdf ([Showdown Rules](#)) including the following:

- Miniatures
- Cards
- Dice
- Measuring Tools
- Tokens
- Strike Team
- Sportsmanship

Players are also responsible for conducting themselves in an appropriate, sportsmanlike manner at all times.

Prizes

Store credit to the top players.