

SW: Shatterpoint LVOIS:

Competitive & Casual Events TO & Player Expectations

This is a living document that covers the different formats at LVO and for the LVOIS, how events are run, and our expectations for TOs and players.

(Please Note: this is a living document with the intention of providing a baseline of expectations for play at Shatterpoint events)

TO Expectations

1. Before the Event

- a. TOs must [submit an application](#) to be considered for the LVOIS.
- b. TOs are welcome to use [pre-made LVOIS branding](#) for marketing their event.
 - i. [Facebook Event Template](#)
 - ii. [Flyer Template](#)
 - iii. [Social Media Square Template](#)

2. Event Notes

- a. All LVOIS events may not have pre-qualifiers to get into a qualifying event unless all the events are played on the same weekend.
 - i. Example: Kingdom Con may hold a Standard on Friday and a Battle Realm on Saturday and the top 8 from both events can qualify to play in the Invitational Qualifier on Sunday; this is perfectly fine.
 - ii. Example: Random events held throughout the year cannot be played to "seed" or hold spots for a qualifier later in the year. 15 random local events during the year to "seed" any size event for an Invitational Qualifier event is not allowed.
- b. You may play in an event you are running but you cannot be selected as the recipient of an invite for a Full Qualifier.
- c. You can apply for more than one Invitational Qualifier, but each Invitational Qualifier held at the same location or store must be a minimum of 60 days apart. Please fill out a different form for each event date.
- d. All events must be completed by September 1st, 2026.
- e. Events are not limited to North America.

Tournament Casual Formats

a. Open Play

- i. All Open Play Tables will be available for open Star Wars Shatterpoint play. Show up as soon as you're able and play as long as the space is open. So, bring your Strike Force or Key Operations and get battling.

b. Scrambles

- i. Scrambles are casual 8 players (or fewer) tournament pods. Scrambles are designed for players to get 3 games in without having to track down participants themselves. These are casual events that will run on a round timer to make sure games do not drag on.

LVOIS Qualifier Events

The following section will outline the formats for LVOIS events. We strongly recommend the Premier Showdown events for LVOIS qualifiers, but other options will be listed below. **The LVO Invitational Championship event will use the Premier Showdown ruleset.**

1. Premier Star Wars Shatterpoint Tournament rules:

- a. Tournaments will use the Star Wars Shatterpoint Premier rules by default.
- b. Swiss Pairings Tournament with rounds until only one undefeated remains, or top cut as a qualifier.
- c. Top Tables - the two players on the final undefeated table will be 1st and 2nd place regardless of Strength of Schedule. If there are 3 undefeated going into the last round, they will be 1st, 2nd, and 3rd as long as the pair down wins their game.
- d. All games will be played on vertical deployment.
- e. Each game will have a 10-minute set up period to choose Strike Force and Mission. The round timer (or clock) will start once the set up period is over.
- f. Games will last for 2 hours with Mission Critical with 30 minutes remaining; at the end of that time, the game will use the tiebreakers as indicated in AMG official rules.
- g. Tiebreakers for the Top Cuts will be determined first by your SoS (Strength of Schedule), second by Wounds Inflicted.
- h. There will be a new release cut-off date of the Thursday before in the country that is hosting. If characters are released/pre-released at the event and for sale, you may use them.
- i. You are at this event to have fun. Feel free to drop anytime you want.

2. Pairings

- a. We recommend using [Longshanks](#) for pairings for its ease of use and useful data tracking for Star Wars Shatterpoint.
 - i. By using Longshanks, people can follow along online and pairings can also be pushed to your phone.

- b. Playing a ranked event is not required.
- c. Additionally, we recommend putting your roster in Longshanks using SPT codes. You build the list and copy paste the text out using a website like [this](#) or using any other similar method. Doing this makes it much easier for people to follow along, and this *will* be a requirement at LVO's events.
- d. If you do not have a username, please register for one.
 - i. Make note of your assigned player number. This is the easiest way to add you at the tournament.
- e. If a player chooses not to create an account, the TO can add players manually.
- f. Check-in for an event will be 1 hour before the first dice roll.
- g. Top Tables - the two players on the final undefeated table will be 1st and 2nd place regardless of Strength of Schedule. If there are 3 undefeated going into the last round they will be 1st ,2nd and 3rd as long as the pair down wins their game.

3. Concession

- a. If a player concedes a game, the winning player claims 2 Struggle Cards and 3 Wounds, or their current total of each value—whichever is higher.
- b. 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 events.

4. Round Timer

- a. After pairings are set, a round timer of 2:00 is set, using the variable method as outlined in the Premier Showdown document.
- b. The TO will call out Mission Critical when 30 minutes is remaining in the round.
- c. Tiebreakers are as follows:
 - i. When time ends, the active player finishes the current Turn.
 - ii. After the Struggle token has 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.
 - iii. The player with the most claimed Struggle Cards wins the game.
 - iv. If there is a tie, the player who inflicted the most Wounds wins the game.
 - v. If there is still a tie, the game is recorded as a Draw.

5. Alternate Timing Option - Chess Clocks:

- a. Chess clocks may be used as an alternative to an overall round timer
 - i. Each player's chess clock is set to 1 hour with an overall round timer of 2 hours.
 - ii. Each round will have a 10 minute setup timer. Once this time has expired, the T.O. will come around and start any clock that has not already started.

- iii. At the start of the game, the clocks will remain paused until deployment, at which point the priority player will start their clock and take their first turn.
- iv. Each player is responsible for their own time. A player has the right to pass the time to their opponent whenever the opponent is making an action or spending time thinking about a decision. For example, an opponent deciding on using or resolving reactive abilities such as a revenge trigger would be an instance to flip the clock onto the opponents time. While an opponent simply rolling defense dice would be an instance where you would keep the time running on your own clock.
- v. The chess clock will be paused during the time between activations of Struggles 2 and 3.
- vi. All defense rolls are made on the clock of the attacker.
- vii. A turn can never take less than 1 second.
- viii. When switching the clock to the opponent, you must verbally acknowledge the clock has switched to them.
- ix. When a player's clock runs out, the game ends and that player loses.
- x. Players are responsible for managing their clock. A T.O. is unable to adjust the time if a player forgets to switch the clock back to their opponent.
- xi. [This](#) is an example of recommended chess clocks. We recommend players pick one up to reduce the cost of events for TOs.

6. Alternate Play Format: Threemier

a. Format Rules

- i. 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 of these squads must be played a minimum of once.
- ii. 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. (TOs may use this variant if they so choose.)
- iii. This is a 3 round event with a 2-hour round timer, using the variable method as outlined in the Premier Showdown document.

7. Alternate Play Format: Team Tournament Format

a. Format

- i. 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.

- ii. Mission critical will still be called 90 minutes after the round start time.
- iii. Each player will create a two-squad Standard Showdown list. Similar to the “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.
 - 1. For example, if one player has Darth Vader, Jedi Hunter, another player on the team may *not* utilize General Anakin Skywalker.
- iv. Additionally, each player on a team must bring a unique mission pack.
 - 1. For example, if one player selects Sabotage Showdown for their mission pack, the other members of their team may not select Sabotage Showdown.
- v. All other rules in the Standard Showdown Format document will be utilized for the event.
- vi. Each team will elect a team captain to handle any disputes or decisions as needed.
- vii. Team captains will coordinate with Arbiters for the creation of the team in Longshanks.
 - 1. 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 the event.
 - 2. 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 if possible.
- viii. Team captains will be provided with three index cards upon check-in and will record one of their players’ names on each index card.
- ix. 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 will choose a new name for that team.
- x. If players are without teams, and/or teams need players, please notify an Arbiter for assistance before the start of the players meeting. If a team does not have three players as of the players meeting, they will be disqualified. Refunds will be handled as needed.
- xi. 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.
- xii. Arbiters may decide to allow a single 2-player team (third opponent gets a Bye) to play.

- xiii. 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 the Standard Showdown document.
 - xiv. Event Winner - (TP) Teams' Round W/L/D Record
 - xv. Event First Tiebreaker - (IND) Individual Game W/L/D Record
 - xvi. Event Second Tiebreaker - (VPS) Total Number of Struggles Claimed by Team
 - xvii. Event Third Tiebreaker - (SOS) Strength of Schedule - Average opponent's Tournament Points
 - xviii. Event Fourth Tiebreaker - (APS) Total Number of Wounds Inflicted by the Team
- b. Pairings
- i. 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.
 - ii. Example:
 1. Aiden is playing Commander Iden Versio and Darth Vader, Emperor's Servant, on Shifting priorities.
 2. Amelia plays Grand Admiral Thrawn and Moff Gideon on First Contact.
 3. Ava is playing General Veers and The Grand Inquisitor on Sabotage Showdown.
 4. Aiden is chosen as the Captain for Team Empire Team Rebels:
 5. Benjamin is playing Kanan Jarrus, Spectre-1 and Hera Syndulla, Spectre-2 on Sabotage Showdown.
 6. Bella is playing Logray, Bright Tree Shaman and Chief Chirpa on Shifting Priorities.
 7. Brooke is playing The Mandalorian and Princess Leia, Charming to the Last on Never Tell me the Odds.
 8. Benjamin is chosen as the Captain for Team Rebels
 9. 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.
 - a. Roll Example

- i. Aiden rolls 2 Criticals, 2 Strikes, 1 Expertise and Benjamin rolls 1 Critical, 4 Strikes, 1 Fail
 - ii. Aiden wins the Initiative and Team Empire becomes Team A. Team Rebels become Team B. 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.
10. Aiden (Team Empire) selects Battlefield 1a and places a Player Card facedown
 11. Benjamin (Team Rebels) select Battlefield 1b and places a Player Card facedown
 12. Aiden (Team Empire) reveals they placed Amelia on Battlefield 1a
 13. 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.
 14. 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
 15. 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
 16. 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
 17. Play Games: Players assigned to their tables roll for first player and play a game as per Standard Showdown rules. Example
 18. 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.
 19. Battlefield 1b: Aiden vs Bella. Players will roll for First Player, but as both players brought Shifting Priorities, that will be the mission played.

20. 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.

8. **Supplies to Bring**

- a. Official miniatures and official cards for the list you are playing
- b. Official Atomic Mass Games Dice, or comparable third party dice
- c. Official Atomic Mass Games measuring tools, or comparable 3rd party tools
- d. Tokens
- e. Cards
- f. Rules (have the current pdf downloaded on your phone/tablet)
- g. **Snacks, water, and any required medications**

9. **Miniatures:** Each player must have the miniature for each character on their roster. Players are allowed to customize their miniatures as they like but must follow these guidelines.

- a. The miniature must be made from a majority of Atomic Mass Games miniature parts from the Star Wars Shatterpoint miniatures line.
- b. The miniature must be easily identifiable as the character it represents.
- c. Miniatures must always be attached to a modeled base that is the appropriate size and shape of the original miniature.
- d. A TO may allow an appropriate proxy that otherwise meets the above requirements, but this will have to be done on a case by case basis.

10. **Squad Construction:** Squads are created before the game begins by choosing a combination of Units. Each squad consists of exactly one Primary Unit, one Secondary Unit, and one Supporting Unit.

- a. When players build a squad, they follow these steps:
 - 1. Select a Primary Unit. If it has more than one Era, choose one for the squad at this time.
 - 2. Select a Secondary Unit and a Supporting Unit that share the same Era as the Primary Unit. The combined Point Cost (PC) of the chosen Units cannot exceed the Squad Points (SP) value of a squad's Primary Unit.

11. **Terrain**

- a. TOs should endeavor to have at least the terrain equal to at least one and a half core sets on each table.
- b. Players are responsible for discussing terrain at the beginning of the game. If there is a question regarding terrain during a game, the Judge's ruling will take this discussion (or lack thereof) into account.
- c. Please take note of where your terrain is placed when you come to your table. Once the game is concluded, you are responsible for the terrain placement remaining the same after a match has concluded.

12. **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 TO 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.
13. **Basing:** Models are expected to be on their correct round bases. Sizes for the models can be found [here](#).
14. **Alternate Tools and Dice:**
- Alternate colored dice will be allowed as long as the faces are consistent with AMG dice. If dice faces are hard to read due to color choices, a player may be asked to change dice.
 - Alternate measuring tools like the range rulers and movement tools will be allowed at the TO's discretion. The TO has the authority to check any third-party tools and disqualify them at their discretion. Players are responsible for having an official set of measurement tools.
 - Players found using tools longer than AMG tools will immediately lose their game, will be required to use AMG tools, and, at the TO's discretion, removed from the event.
 - Number wheels may not be used. They are very difficult to read from across the table, are free spinning, and quite often end up between numbers.
 - Other damage trackers may be used, but if a player has any problem reading them from across the table, players may be asked to use a standard card and damage tokens.
15. **Rules Disputes:** All rules disputes will be resolved by looking in the appropriate rulebook & FAQ, using the online rule forum, or asking a TO. The TO will then refer you to the relevant passage in the appropriate rulebook/FAQ or make a ruling for this event
- Once a ruling has been made, it is **final** and gameplay will proceed.
 - Many people have different interpretations or house rules that are not used at tournaments. These will be resolved as stated above.
16. **Calling a Judge/TO:** Please raise your hand and call out JUDGE. We will come over to your table and answer your question. Calling a judge is not a reflection of your trust in your opponent or their view of you.
- Please call a judge when:**

- i. You have a question about transposing a higher elevation to a lower elevation.
- ii. Verifying if something is in range.
- iii. Determining if something has line of sight.
- iv. Any other item you feel needs a judge's attention.
- v. As an observer, if you see something that is a problem at a table, please get a judge and inform them what may be the problem. Do not interject into the game currently underway.

17. Slow Play

- a. The act of Slow Play for a player gaining advantage is something that will not be accepted. After a warning, this will lead to a game loss or event disqualification.
- b. Players can call on a TO to observe their game. At this point, they will make sure all rules of play are followed and are being done in a timely manner.
- c. A player will be issued a warning for needing to speed up their rate of play and, at the TO's discretion, a 2-minute activation clock can be started.
- d. (These rules are not necessary when using chess clocks)

18. Cheating: Cheating or other socially inappropriate behavior will result in an immediate game loss, a warning, and, at the TO's discretion, being asked to leave the tournament with no refund.

19. Game State:

- a. Players must announce their intent when rolling a die/dice and apply the outcome. Their opponent is responsible for listening. Any dice rolled without announced intent may be ruled as void by a present judge and the player must re-roll it.
- b. Tokens:
 - i. Damage and Wounds will be marked on the players card in such a way that it is easily discernible by their opponent. Keep damage and wound tokens separate for clarity.
 - ii. Conditions and Hunker Tokens may either be marked on the table or on the character card.
 - iii. All tokens must be placed in a visible and organized manner.
- c. A player must announce their intent to move a model/unit and for what purpose. Players are accountable for their mistakes, and penalizing or reporting an opponent who doesn't give you a mulligan, or take back, is grounds for a warning.
- d. A player may not manipulate, touch, or otherwise interact with any models currently active in the game unless they announce their intent to interact with the game state (such as moving, taking cover, etc). When a model is placed in a precarious position, a player may adjust a model's position slightly to avoid falling, but this must be declared first and with the opponent's verbal authorization of acceptance. Any player interacting with

models without announcing intent and in a legal manner will receive a warning.

e. Missed Opportunities

- i. Players are expected to follow the game's rules, remembering to perform actions and use abilities when indicated.
- ii. It is each player's responsibility to maintain a proper game state and to ensure that all mandatory abilities and game steps are acknowledged.
- iii. 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.
- iv. Players are expected to refrain from intentionally distracting or rushing an opponent with the intent of forcing a missed opportunity.

f. Dice that do not land on the playing surface, such as dice that land on the floor, do not count for game purposes and must be rolled again. Players must roll dice in view of their opponent. Consistently rolling dice in a manipulative manner or out of sight of an opponent is considered unsportsmanlike behavior and the offending player will be issued a warning.

- i. If too few dice are rolled for an attack/defense/etc, roll additional dice up to the required amount and add them to the existing roll.
- ii. If too many dice are rolled for an attack/defense/etc this is an illegal roll. Re-roll the entire offending attack/defense/etc roll with the correct number of dice.

g. Any measurement must be acknowledged by the opponent as accurate and accepted. Once accepted, this measurement is considered to be the distance measured, regardless of what another measurement might yield.

h. If you pick up a character, you have committed to moving it.

- i. You place your movement tool down and pick up the character, you have now committed to moving that character somewhere along the movement tool.
- ii. You may not place the model down and measure from it to something else.
- iii. You may put the range ruler against something else and pick up your model and move it along your movement tool using the range tool to make sure you end up within range. This satisfies the only one of each ruler type rule and not using your model as a proxy base.

i. Each player must endeavor to complete his/her turn in a timely and efficient manner. Any player found using a disproportionate amount of time, particularly if it provides a tactical advantage, will be issued a warning for slow play as documented above in the Slow Play section.

j. Other than a judge, at no time may any 3rd party physically interact with models or dice during the course of a game or interject into a game. A player who knowingly allows or invites a 3rd party to do such will be issued a warning.

- k. A player may never move models, or in any way advance or change the game state while a judge is present making a ruling, or while their opponent is away from the table. Doing so is unsportsmanlike behavior and the offending player will receive a warning or ejection.

LVOIS Championship Event

1. All of the above information will also apply to this event. The Premier Showdown ruleset will be used to run the tournament.

2. Play Space and Spectators

- a. Spectators may watch the games from a safe distance but should maintain a safe distance to not interfere with the game or accidentally give out information that a player may not be aware of. It is acceptable to be about 6+ feet away. This also allows room for judges and staff when needed.
- b. The only people allowed at the table are Judges, TOs, Event Staff, and the people playing the game. Spouses, significant others, teammates, etc. are NOT allowed at the table. This will give all spectators the best available view, and also give judges, event staff, and TOs ease of access to the table when the need arises.

3. Recording and Streaming

- a. Tables will be recorded/streamed for the event. By entering this event, you agree to be recorded or streamed should your game be scheduled on the streaming table. If you do **not** wish to be on stream, please let a TO/Judge know and they will try their best to accommodate you. The final match **will** be streamed/recorded.
- b. The streaming crew may also conduct interviews.

4. Judges/TO and Event Staff

- a. Judges and TOs are the final authority. If you have an issue, calmly discuss your reasoning with the Judge/TO, and they will consider it. If you feel that their ruling is incorrect you may escalate to the head judge. Once that judge's call has been made, the ruling is final.

5. Sportsmanship and Playing

- a. Any unsportsmanlike conduct can and will disqualify you from the tournament. This applies to any rules within this document and the Premier Showdown event document, if applicable.
- b. Any form of cheating will immediately disqualify you from the Invitational and potentially other future events.
- c. Discuss all terrain features with your opponent before the start of the game die rolls.
- d. During play, be sure you and your opponent are clear on all your intentions and what you are doing during the game. If need be, you may need to speak up as it can be loud in the hall. Communication is key to having a good, clean game!
- e. Swiss pairing will be used for the Invitational.

6. Upholding the community

- a. As a player in the Invitational, you are expected to be an upstanding member of the community and hold the community values and the health of the community as a priority.
- b. It is your responsibility to maintain a demeanor and respect for not only your opponents but for the community as a whole.
- c. Any actions at the convention or elsewhere that are determined by LVOIS or Atomic Mass Games to be harmful to the community or its player base will result in a disqualification and possibly a ban from future LVOIS and Invitational events.
- d. Players are encouraged to bring any egregious acts against the community to the attention of LVOIS for consideration.

For comments or corrections, please contact Tyson Koch, admin@lvois.com, or the Momentous Struggle crew at momentousstruggle@gmail.com. Thank you!