

**STAR
WARS**™

SHATTERPOINT™

**FORCES OF
THE VALE**

**PREMIER FORMAT,
4 ROUNDS,
FIRESTORM GAMES,
CARDIFF**

**SATURDAY 26TH
OCTOBER, 2024**

FORCES OF THE VALE: **A STAR WARS:** **SHATTERPOINT** **TOURNAMENT**

Welcome to 'Forces Of The Vale': a Star Wars: Shatterpoint tournament, using the Premier Showdown rules. If not specified in this pack please refer to the Premier Showdown rules as presented by AMG:

<https://www.atomicmassgames.com/swp-rules/>

DATE AND TIME:

Saturday 26th October, 2024

9:00 - 19:00

VENUE

Firestorm Games (Cardiff)

Sloper Road

Cardiff

CF11 8AB

United Kingdom

02920 227 117

www.firestormgames.co.uk

TICKETS:

Tickets will cost **£20** and are available from thebattlefields.co.uk. Ticket price will include entry to the event, prize support, and a hot lunch.

REGISTRATION:

Once you've purchased a ticket can all players please register on longshanks using the link below:

(www.shatterpoint.longshanks.org/event/15939/)

or by searching for "Forces of the Vale".

PRIZE SUPPORT:

Your ticket price includes prize support for 1st, 2nd, 3rd, and best sport. Additional support tba.



LUNCH:

Hot food is provided with a ticket, and will be served during the lunchtime period shown in the schedule above. The food available will be chosen from a selection of options available on the day.

Other food options are located nearby, but we recommend that you eat at the Firestorm Games Café. Only food and drink purchased from Firestorm Games can be consumed at the venue.

If you have any dietary requirements then please email them to banksy@thenthlevel.com as soon as possible, so that we can try and arrange alternatives with Firestorm Games.



SQUAD 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. Each squad must meet the normal squad building restrictions as detailed in the Shatterpoint Core Rules book, which can be found at www.atomicmassgames.com/shatterpoint.

Additionally, when building their Premier List, players may not include a Unit that shares the same Unique Name or Unit Name with another Unit already in their Premier List and 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 then simultaneously reveal their entire Order Deck to their opponent.

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.

ROUNDS:

Registration: 8:30 - 9:00

Round 1: 9:00 - 11:00

Round 2: 11:15 - 13:15

Lunch 13:45 - 14:15

Round 3: 14:15 - 16:15

Round 4: 16:30 - 18:30

Awards: 18:30 - 19:00

120 minute rounds with **Mission Critical** starting at the 90-minute mark. We will aim to have a 15 minute break in between rounds where possible.

Please note the above times are a guideline and may be altered on the day. We aim to finish no later than 19:00.

In the event of an odd number of participants a spare player will be added to the event to ensure there are no bye rounds.



PAIRINGS:

The Swiss system is used for round pairings, with the first round determined randomly.

If during round 1 you are paired against someone from the same gaming club/group/friends then you may re-draw.

Please inform the TO as soon as possible so we can accommodate this.



SCORING:

Upon finishing a game, players are responsible for inputting all the relevant data into Longshanks. Players earn event points at the end of each round as follows:

- Win - 3
- Loss - 0
- Draw - 1

At the end of the round, if players have not finished their games, the players finish the current Turn. 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. 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.

BOARDS AND TERRAIN:

We will aim to set up each table using the guidelines laid out by Atomic Mass Games, as detailed in the maps below. Some tables may feature alternate terrain layouts due to the availability of suitable terrain features. Where possible we will endeavor to make these tables resemble the below layouts as much as possible.

