

ONE WITH THE FORCE

EVENT RULES

One With the Force is a large-scale organized play event for *Star Wars™: Shatterpoint* played over a predetermined period of time, focused on individual player progression over the course of the event. One With the Force introduces several new concepts and rules for players to add to the core rules of *Shatterpoint* for the duration of the event.

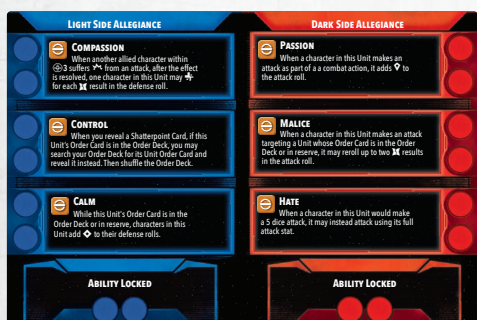
COMPONENTS

Each player receives a Code Deck, Code Tracker, Sticker Sheet and Resonance Tracker at the beginning of the event. A player that chooses to declare an Allegiance can trade their Resonance Tracker for an Allegiance Card once they have met all the requirements.

CODE CARDS AND THE CODE DECK

Each player receives a Code Deck at the start of the event to be used in their games. Each Code Card lists two abilities: one that resonates with the Light Side of the Force and one that resonates with the Dark Side of the Force.

After the first Struggle Card is revealed, each player shuffles their Code Deck, reveals the top card, and places it face up near their Unit Cards. Once per Turn, any allied Unit can use the ability on a player's revealed Code Card by paying the appropriate Force Cost, if any. When a Unit uses an ability from a Code Card, after the effect is resolved, its controlling player places a Force token in the appropriate tracking space on their Code Tracker and discards their revealed Code Card. At the end of each Turn, if a player does not have a revealed Code Card, they reveal a card from their Code Deck. If a player has no cards remaining in their Code Deck when they would reveal the next card, they shuffle all their discarded Code Cards to refresh the deck, then reveal the top card of the Code Deck.



Resonance Tracker (1 Dashboard)



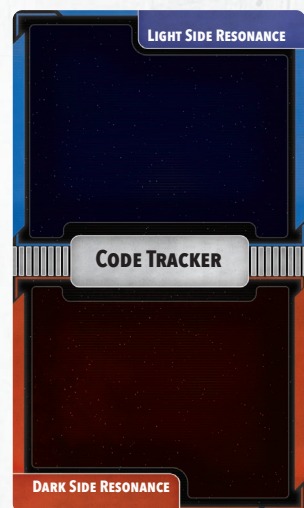
CODE DECK (5 CARDS)



CODE TRACKER (1 CARD)



Code Deck (5 cards)



Code Tracker (1 card)

CODE TRACKER

Each player receives a Code Tracker at the start of the event to track their use of Light Side and Dark Side resonating Code Card abilities during the game. When an allied player uses a Code Card ability, after the effect is resolved, its controlling player places a Force token on the code tracker in the appropriate tracking space. When a Unit uses a Code Card ability that has Light Side resonance, after the effect is resolved, the Force token is placed in the Light Side tracking space. When a Unit uses a Code Card ability that has Dark Side resonance, after the effect is resolved, the Force token is placed in the Dark Side tracking space.



ALLEGIANTE CARDS

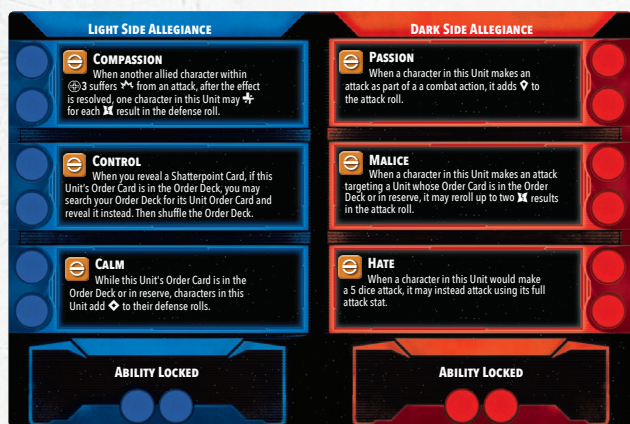


Stickers (1 Sheet)

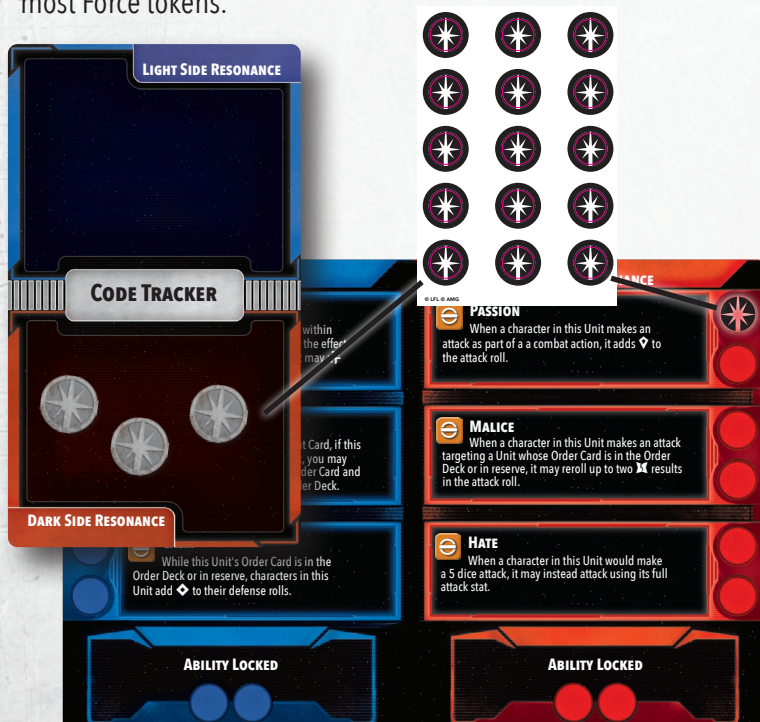
RESONANCE TRACKER, RESONANCE STICKERS, AND RESONANCE ABILITIES

Each player receives a Resonance Tracker at the start of the event to track their own resonance over the course of the event. As a player's resonance with either side of the Force increases, they will unlock special Resonance Abilities that apply to any Primary Units included in that player's strike team.

At the start of Game Setup, each player must declare their primary resonance for the game: Light Side or Dark Side. A player may choose and apply one unlocked Resonance Ability listed on the chosen side of their Resonance Tracker to Primary Units in their strike teams, treating those abilities as if they were printed on their Primary Units' Stat Cards. An ability is unlocked when both spaces next to a given ability have been filled with a Resonance Sticker.



At the end of each game during the event, players compare the number of Force tokens in each space on their Code Tracker, then place one sticker on their Resonance Tracker in the next space on the track corresponding to which side of the Code Tracker had the most Force tokens.



ALLEGIANCE

When a player has filled all available resonance spaces on one side of their Resonance Tracker, at the end of any game, they may choose to unlock an Allegiance Ability by turning in their Resonance Tracker to event staff and trading it for an Allegiance Card. This special Resonance Ability can be applied to all Primary Units in their strike team, in the same way as other abilities from the Resonance Tracker.

Once a player has unlocked an Allegiance Ability, they can no longer choose the opposite side of the force as their primary resonance during games, and they can only use Code Card abilities whose resonance matches their Allegiance. A player may only unlock one Allegiance Ability.

PRIZE DISTRIBUTION

Players will receive prizes over the course of this event, as they progress through games and unlock new abilities. There are a total of five (5) prizes, distributed as so:

Prize 1: A player is eligible for the first event prize once they have unlocked any one Resonance Ability on their tracker.

Prize 2: A player is eligible for the second event prize once they have unlocked any two Resonance Abilities on their tracker.

Prize 3: A player is eligible for the third event prize once they have unlocked any three Resonance Abilities on their tracker.

Prize 4: A player is eligible for the fourth event prize once they have unlocked any four Resonance Abilities on their tracker.

Prize 5: A player is eligible for the final event prize once they have unlocked an Allegiance Ability or any five Resonance Abilities on their tracker.