

Wet Coast GT 2025 (Shatterpoint)

Contents:

- Quick links
- Key Contacts
- Rule set
- Registration
- Schedule
- Professionalism/ Courtesy/ Sportsmanship
- Terrain
- Arbiters and judgement calls
- Materials policy
- Photo booth
- First Aid (miniatures)



Quick links

- [Tickets for Wetcoast Shatterpoint](#)
- [Tickets for the buffet](#)
- [Hotel link](#)
- [Longshanks registration](#)
- [Shatterpoint rule doc](#)
- [Premier event rules](#)
- [FAQ & Erratas](#)

Key Contacts

Event Organizer (EO): Li Yap

Arbiters: Geoff Moore, Tom Nute, Sean Scott

Contact email: wetcoastgtshatterpoint@gmail.com

Rule set

Wetcoast will be using the [Premier event rules](#), in the **Full Swiss Pairing** mode. Player numbers may vary the number of rounds that occur on the days of the event, but we will assume 8 rounds for the purposes of this document.

Registration

All players are required to purchase a ticket for themselves from [WetCoast](#), and sign up their primary squad choices in [Longshanks](#). Players may hide their primary selections until the event begins.

All players are required to check in with the EO (Li Yap) at the registration desk before the event begins to signify their arrival and availability.

If you cannot attend or need to alert Wetcoast that you're running behind, please contact us at wetcoastgtshatterpoint@gmail.com.

All players are expected to register the outcomes of their events on Longshanks. If neither you or your opponent are able to do so, please call for an arbiter at the end of your round so we can get your results recorded appropriately.

Schedule

Day 1's schedule will feature 4 rounds based on the following schedule:

Task	Duration	Time brackets (PST)
Registration	30 minutes	8:30 am - 9:00 am
Orientation & Introductions	20 minutes	9:00 am - 9:20 am
Get to tables	10 minutes	9:20 am - 9:30 am
Round 1	2 hours	9:30 am - 11:30 am
Lunch break	45 minutes	11:30 am - 12:15 pm
Round 2	2 hours	12:15 pm - 2:15 pm
Get to tables	10 minutes	2:15 pm - 2:25pm
Round 3	2 hours	2:25pm - 4:25pm
Get to tables	10 minutes	4:25pm - 4:35pm
Round 4	2 hours	4:35pm - 6:35pm
Closing review	15 minutes	6:35pm - 6:50pm

Day 2's schedule will feature the remaining 4 rounds, followed by a prize ceremony.

Task	Duration	Time brackets (PST)
Orientation & Introductions	20 minutes	9:00 am - 9:20 am
Get to tables	10 minutes	9:20 am - 9:30 am
Round 5	2 hours	9:30 am - 11:30 am
Lunch break	45 minutes	11:30 am - 12:15 pm
Round 6	2 hours	12:15 pm - 2:15 pm
Get to tables	10 minutes	2:15 pm - 2:25pm
Round 7	2 hours	2:25pm - 4:25pm
Get to tables	10 minutes	4:25pm - 4:35pm
Round 8	2 hours	4:35pm - 6:35pm
Prize ceremony!	25 minutes	6:35pm - 7:00pm

Professionalism/ Courtesy/ Sportsmanship

All participants of WetCoast are invited together in the spirit of fun and camaraderie. We remind players that there will be participants of all ages and walks of life and that we are here to create an inclusive, safe space for players to come together. We welcome diversity at our event, and would ask the same of our participants.

We encourage everyone to speak with arbiters or EO's if anyone is found to be disrespectful or toxic so that we can intervene. Participants who do not conduct themselves in a civil and respectful manner may be issued a warning and potentially ejected from the event.

Examples of unsportsmanlike behaviour include (but are not limited to):

- Treating anyone disrespectfully or with hostility.
- Intentionally attempting to mislead your opponent, an Arbiter, or the EO.
- Intentionally disrupting the placement of miniatures, terrain, or tokens on the table.
- Stalling for time.
- Removing dice from the table before your opponent can verify your roll.
- Arguing with an arbiter or EO after a decision has been made.
- Providing guidance, instruction, or advice to a player while they're in the midst of a game.

Terrain

Terrain is set up by Wetcoast EO's to be as fair and accurate to Shatterpoint rules as possible. Nevertheless, we always recommend that players take a few moments upon arriving at a table to outline the nature of the terrain. While arbiters are always available to rule on how terrain is meant to be interpreted; a shared understanding of terrain between yourself and your opponent will always result in a smoother game play experience. Examples of good questions include:

- What are the different elevations available?
- Can a miniature advance through, or be pushed through a piece of terrain?
- Which ingress points are available, and what are their entry and exit points?

Please note that while the EO's and arbiters will do their best to set up tables that can meaningfully accommodate any of the mission sets, you (as a player) may discover that an objective cannot squarely sit on the terrain available. Should this occur, please call over an arbiter to make a judgement call on where the objective can sit.

Players are asked not to change the layout of terrain unless directed to by an arbiter or EO. In the event terrain is accidentally altered, please try to restore it yourself. If you and your opponent cannot come to an agreement about the state of terrain, please notify an arbiter so we can attempt to reassemble the terrain to its original state.

Arbiters and judgement calls

In the event of a dispute about the interpretation of a rule or board state with your opponent, we wholeheartedly recommend calling for the assistance of an arbiter. Arbiters have been chosen by Wetcoast GT to provide unbiased rulings, and their decisions are final and binding.

While we will strive to ensure that any rulings made by an arbiter are accurate to the Shatterpoint rules, we are aware of our own limitations as humans. In the interest of maintaining the flow of gameplay and to ensure the smooth operation of the event, arbiter decisions are final and are to be accepted without contest.

Players who attempt to second guess or contravene the rulings of an arbiter will be issued a warning and may be disqualified if they attempt to disrupt the flow of play.

If an error is found, we will strive to address it after the game concludes with all parties to ensure future games can proceed in accordance with the rules.

Materials policy

As per the premier rules, please adhere to [AMG guidelines](#) regarding your miniatures, and materials. This applies to the entirety of the Wetcoast GT Shatterpoint event and includes:

- Proxies of Mission Cards, Order Cards, Unit Cards, and Stance Cards are **not** allowed.

- Players must use official Shatterpoint dice. Third party dice are **not** allowed.
- Unofficial measuring tools may be used only after review and approval from the EO or other arbiters.
- If using unofficial nonessential tokens (eg. damage, force, conditions, etc), they must be clear and readable by both players from their respective table sides.

During the first round of the event, EO's/ arbiters will review everyone's miniatures and materials. Warnings will be provided to any participant found in breach of these rules, and they will be asked to substitute the offending miniatures/materials for appropriate ones. If a suitable replacement for illegal components cannot be found or provided, players may be asked to share some components with their opponent during a game if able (e.g.: dice, measuring tools).

Players who are given a warning and found to still violate these rules after the first round (or the round after they are warned) will forfeit that round, and potentially be disqualified or ejected from the event as a whole.

If you are unsure if your miniatures or materials violate this policy, please email us (wetcoastgtshatterpoint@gmail.com) with a picture of the item so we can provide a judgement and/or guidance in advance of the event. While some materials can be reviewed with photos for approval, some materials may need to be reviewed in person before determining if they can be used during the event. If you are bringing unapproved unofficial components, please also bring the official components to the day of the event in case your unofficial components are not approved for the event (even if you intend to use unofficial components after they are approved).

Possessions & Damage

We remind players that the nature of in-person events involves potential risks to your possessions. Ultimately, players are responsible for the care and wellbeing of their own property.

WetCoast GT accepts no responsibility for the wellbeing or safekeeping of your belongings.

Photo Booth

As a treat to the Shatterpoint community, a photo booth is being set up for your miniatures! Simply bring your Shatterpoint squads over to the photo booth at some point during the event, and we'll use a lightbox to take photos of your hard work. Photos taken will be sent to your email address.

First Aid station (Generals and miniatures)

The registration desk will act as a first aid station for both miniatures and players. Players who break a miniature and require glue or blue tack are welcome to come to the station for a quick

repair. Repairs can be done by the player on their own miniatures. If acceptable to the miniature's owner, these repairs can be done to the best of the ability of an EO, arbiter, or other volunteer, but at no liability to the repairer in case of accidental damage.