



**STAR  
WARS**

**SHATTERPOINT**

**SHATTERPOINT LEAGUE EVENT**

**3/31/25**





# LEAGUE RULES

**In this packet you will find official rules for running a Star Wars™: Shatterpoint League event.**

*Leagues use Swiss Rounds for pairing and are played over several rounds. Unlike a tournament, Leagues do not require players to play their games on simultaneous days. The Event Organizer determines the intervals at which players are paired. It is up to the players to play their game and report the results to the Event Organizer before the interval of play has expired. At the League's conclusion, players are ranked based on their games played and their final standings.*

*Below we outline the responsibilities of players and Event Organizers (EOs), how to create player pairings, how players earn event points in a League, and how final standings are determined.*

## PLAYER RESPONSIBILITIES

*Players attending an event are responsible for supplying their own miniatures, cards, dice, measuring tools, tokens, Rosters, and other game pieces that are required during play.*

### MINIATURES

Each player must have the miniature for each character in their strike team. Players are allowed to customize their miniatures as they like but must follow these guidelines:

1. The miniature must be made from a majority of Atomic Mass Games miniature parts from the Star Wars™: Shatterpoint miniatures line.
2. The miniature must be easily identifiable as the character it represents.
3. Players may not customize a miniature in such a way that any part of the miniature represents the intellectual property of any party except Star Wars, including copyrighted logos, symbols, iconic elements, or other iconography.
4. The size or pose of a customized miniature cannot interfere with gameplay.
5. Miniatures must always be attached to an Atomic Mass Games base or a modeled base that is the appropriate size and shape of the original miniature..

### ROSTER

A player does not need to submit a Roster to the EO before the event begins and may change their roster between games. A Roster is built as described in the Star Wars™: Shatterpoint Core Rulebook, which can be found at [AtomicMassGames.com/swp-rules](http://AtomicMassGames.com/swp-rules).

## EVENT ORGANIZER RESPONSIBILITIES

*The Event Organizer, or EO, is the person, store, or event that is putting on the event. Much like players, the EO has a set of responsibilities for the event.*

### LEAGUE INTERVALS

A League Interval encapsulates a single round of games and tells players how long they have to play their paired game before that round is complete. The Event Organizer determines the length of each League Interval. It is up to the players to play their game and report the results to the Event Organizer before the interval concludes. It is suggested an EO use an interval of one week or two weeks, allowing players ample time to schedule their games with each other and complete their matches, but any length of time may be chosen.

Should two players not be able to complete their game during the designated Interval, both players receive a loss. If one player can show they reasonably attempt to schedule their game, but their opponent was unresponsive or otherwise unable to complete the game, the scheduling player receives a win (scored as a bye, see below) and their opponent receives a loss.

At an EO's discretion they may give allowances or additional time where possible for players to play their matches should issues arise.

A League is made up of a number of Intervals determined by the EO, and then it ends. Leagues do not always run until there is one single undefeated player.



## PAIRINGS

Each Swiss Round, players are paired with an opponent for a game of *Star Wars™: Shatterpoint*. League Events use Swiss-style pairings (see "Swiss Pairing" below).

When necessary, a player may be assigned a bye during a round instead of being paired against an opponent. That player receives a win with 2 Struggle Cards Claimed and 3 Wounds Inflicted for that round. The rules for when to assign a bye are detailed below.

A player should not be paired against the same opponent more than once during a league, if possible.

## SWISS PAIRING

Leagues use a Swiss Pairing system that awards event points to the winner of each game (see "Event Points" below). Each Swiss Round pairs players in head-to-head games, attempting to match players with the same number of Event Points while preventing players from playing the same opponent more than once. At the end of all Swiss Rounds, the winner of the event is the player with the most Event Points.

For the first round of Swiss Pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of event points.

To determine pairings, identify the group of players with the highest number of Event Points and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most Event Points. Then, pair all remaining players in the second group at random. Continue until all players are paired.

If there is an odd number of players in the event, one player is chosen at random to receive a bye in the first round. In later rounds, if there is an odd number of players remaining in the event, the bye is given to the lowest-ranked player who has not yet received a bye.

## EVENT POINTS

Players earn Event Points at the end of each round as follows:

- **Win** – 3 points
- **Loss** – 0 points
- **Draw** – 1 point

At the end of an event, the player with the most Event Points wins the event.

## SLOW GROW LEAGUE VARIANT

Slow Grow Leagues are a variant that allows players to slowly increase their game size as their collection grows and can help players to incrementally learn the rules of the game and their favorite characters. If an EO would like to run a Slow Grow League, we suggest running it over three Intervals using the special rules below.

## SLOW GROW ROSTERS

Normal strike teams are not used until the end of a Slow Grow League – instead the provided scenarios instruct players on what strike teams they can bring and provide a mission for each Interval.

## INTERVAL 1 - MISSION 1: MINOR CONFLICT

### STRIKE TEAM BUILDING

Players do not use normal strike team building rules when playing this scenario. Instead, players use a single squad. This squad is determined by selecting a single *Star Wars™: Shatterpoint* Squad Pack or Core Set and choosing one **Primary Unit**, one **Secondary Unit**, and one **Supporting Unit** from the Units in the Squad Pack or Core Set to make up this squad. The chosen **Secondary Unit** and chosen **Supporting Unit's** PC cannot exceed the chosen **Primary Unit's** SP.





## SETUP

Put three Objective tokens at the locations marked on the map above. All three Objective tokens are active for the duration of this game. Then mark the center Objective token with the Priority Objective token.

## SCORING

Starting at the end of the second Turn, the Active player moves the Struggle token a number of spaces toward their Momentum tokens equal to the number of Active objectives they control at the end of each of their Turns.

If a player controls an objective marked with the Priority Objective token at the end of their turn, they move the Struggle token one additional space toward their Momentum tokens.

If the Struggle token would move into a space containing a player's Momentum token, that player immediately wins the game!

## MOMENTUM TOKENS

When a player gains a Momentum token, they add it to their side of the Struggle Tracker in the next open space farthest from the center. There are several ways for a player to gain Momentum tokens:

When a Unit is Wounded, the opposing player gains a Momentum token.

At the end of a player's turn, if the Struggle token is on their opponent's side of the Struggle Tracker, they gain a Momentum token.

Excluding the first turn of the game, if the Struggle token is on the center space of the Struggle Tracker at the end of any player's turn, both players gain a Momentum token.

## INTERVAL 2 - MISSION 2: ESCALATING PRIORITY

## STRIKE TEAM BUILDING

Players do not use normal strike team building rules when playing this scenario. Instead, players use two squads. To make a squad select a single *Star Wars™: Shatterpoint* Squad Pack or Core Set and choose one **Primary Unit**, one **Secondary Unit**, and one **Supporting Unit** from the Units in the Squad Pack or Core Set to make up this squad. The chosen **Secondary Unit** and chosen **Supporting Unit's** PC cannot exceed the chosen **Primary Unit's** SP. Then repeat this process for the second squad.



## SETUP

## SPECIAL RULES

Excluding the first turn of the game, at the start of each of their turns, the Active player rolls one defense die, then consults the Mission Map and marks the corresponding Active objective by moving the Priority Objective token. If the Priority Objective token is already on the indicated objective, it does not move.

## SCORING

Starting at the end of the second Turn, the Active player moves the Struggle token a number of spaces toward their Momentum tokens equal to the number of Active objectives they control at the end of each of their Turns. If a player controls an objective marked with the Priority Objective token at the end of their turn, they move the Struggle token one additional space toward their Momentum tokens.

If the Struggle token would move into a space containing a player's Momentum token, that player immediately wins the game!

## **MOMENTUM TOKENS**

When a player gains a Momentum token, they add it to their side of the Struggle Tracker in the next open space farthest from the center. There are several ways for a player to gain Momentum tokens:

When a Unit is Wounded, the opposing player gains a Momentum token.

At the end of a player's turn, if the Struggle token is on their opponent's side of the Struggle Tracker, they gain a Momentum token.

Excluding the first turn of the game, if the Struggle token is on the center space of the Struggle Tracker at the end of any player's turn, both players gain a Momentum token.

## **INTERVAL 3 - MISSION 3: SHATTERPOINT**

### **STRIKE TEAM BUILDING**

Players should play a full game of Shatterpoint, using the "Shifting Priorities" Mission Set. Players can build their own strike team using the rules on page 17 of the Core Rules (available at <https://www.atomicmassgames.com/swp-rules/>).