



STAR WARS™

SHATTERPOINT™

LEGENDARY ENCOUNTERS

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INTRODUCTION AND KEY CONCEPTS

Legendary Encounters is a new three player game mode that challenges two players to combine their forces and take on a Galactic Legend. *Legendary Encounters* play differently than standard games of *Star Wars™: Shatterpoint*, with one player controlling the Galactic Legend and the remaining players each controlling a cadre. This Rulebook outlines changes to the core rules for this game mode and introduces new concepts unique to *Legendary Encounters*.

CADRE

In *Legendary Encounters*, the players who are combating the Galactic Legend are the cadre players.

Whenever the rules require the cadre to make a choice, it means all the allied players. Players should work together to choose the most beneficial option for the team. The members of a cadre are always working together and should help each other during the game!

GALACTIC LEGEND

Galactic Legend are unique Units that are only used in *Legendary Encounters*. These characters are vastly powerful, able to take on entire armies alone! Each Galactic Legend has its own Unit Stat Card and Stance Card, just like any other Unit in *Shatterpoint*.

Galactic Legend Units do not have a single Unit Order Card. Instead, each has a unique deck of Order Cards they use during play. These Order Cards each contain special abilities and global effects that the Galactic Legend player can use to shift the tide of battle in their favor. The Galactic Legend's goal is to complete their objectives and/or to thwart the cadre's plans.

PARTS OF GALACTIC LEGEND ORDER CARD

Each Galactic Legend Order Card is made up of the following parts:

- 1 **Name** - The Order Card's name
- 2 **Force Refresh** - The amount of Force (⊕) that is refreshed when this card is used to activate the Galactic Legend Unit.
- 3 **Effect** - Effects that apply when the card is used to activate the Galactic Legend.
- 4 **Legend Ability** - A special ability granted to the Galactic Legend when the order is discarded with the Shatterpoint Card to activate the Galactic Legend Unit.
- 5 **Identifier** - Identifies which Galactic Legend the card belongs to.

GALACTIC LEGENDS AND WOUNDING UNITS

When a Galactic Legend character Wounds a Unit, remove the cadre's control token from each objective contested by one or more characters in the Wounded Unit if the cadre players have fewer characters contesting those objectives than the Galactic Legend Player does.

LEGENDARY DETERMINATION

Galactic Legend Units do not increase the cost of their ⚡ and ⚙ abilities due to having Wounded and Injured tokens.

1

ON THE OFFENSIVE

FORCE REFRESH: NONE

2

EFFECT

3

This Turn, the Galactic Legend Unit may make up to two combat actions, instead of the normal one.

This Turn, during its activation, The **Galactic Legend** Unit may make one additional action. This action must be a combat action.

LEGEND ABILITY

4

When this card is revealed and discarded with a Shatterpoint Card, The **Galactic Legend** Unit gains three Anger tokens and replaces **You Underestimate My Power** with the following ability during its next activation.

5

⚡

I DO NOT FEAR THE DARK SIDE ⊕⊕

Choose one character in this Unit. The chosen character ⊕ and then may ⚡. Then that character may make a ✕ attack.



MINIONS

Galactic Legends are aided in battle by Minion Units. Minion Units each have their own Unit Stat Cards and Stance Cards. Each Galactic Legend has access to one or more types of Minion Units.

Minion Units do not have their own Unit Order Cards. Instead, they activate during each of the Galactic Legend's Turns.

ENCOUNTER UNITS

Galactic Legends, Minion Units designed for, and some other Units found in *Legendary Encounters* have the Encounter Tag. These Units are collectively referred to as Encounter Units. Units that have the Encounter Tag can only be used in *Legendary Encounters* and are not legal in any other *Star Wars™*: Shatterpoint game mode.

WOUNDING ENCOUNTER UNITS AND UNIQUE MINIONS

Many Encounter Units have a durability stat of "–". When an Encounter Unit that has a durability stat of "–" gains a Wounded token, after the effect is resolved, it becomes Defeated and is removed from the battlefield. Some Minion Units have a durability stat of "U". These Minion Units are unique Minion. While a unique Minion Unit is Wounded, it cannot activate. During the **Strategic Redeployment** step of the Galactic Legend Turn, each Wounded unique Minion Unit removes all Damage , all Wounded tokens, and one condition from themselves.

PLAYING LEGENDARY ENCOUNTERS

To play *Legendary Encounter*, players first work together to choose which Mission they will undertake. This can be chosen randomly or using any method that the players see fit. After choosing a mission, the Galactic Legend player chooses a Galactic Legend Unit, and the cadre players build squads.

SQUAD BUILDING

Players build cadres as outlined in the squad composition section of the selected Mission. No two cadres may include characters with the same unique name or that share a unique name with the Galactic Legend or its Minions Units.

Each cadre consists of two Secondary Units and two Supporting Units.

Cadres are created before the game begins. First, each cadre player chooses an Era. Note that both players do not need to choose the same Era. Then, each cadre player chooses exactly two Secondary Units and two Supporting Units that all share the chosen Era and that have a total Squad Point value no higher than the squad composition designated by the Ultimate Encounter's Mission Briefing. All cadre Units are allied to one another.

During squad building, the Galactic Legend must choose Minion Units to assist them in their Mission. The Galactic Legends squad consists of the Galactic Legend and one set of Minions chosen from the Minion List.

WILL OF THE FORCE

The Galactic Legend player builds a Will of the Force Pool with Force equal to their chosen Galactic Legends Unit's  stat. Each Cadre player builds a Will of the Force Pool with Force dictated by the chosen *Legendary Encounters* Mission.

CADRE ORDER DECKS

Each Cadre player builds their own Order Deck by shuffling together each of their Unit's Order Cards and one Shatterpoint Card. Each turn they draw a card and activate a Unit, as described in the *Star Wars™*: Shatterpoint Core Rules.

GALACTIC LEGEND ORDER DECK

Galactic Legend does not build their Order Deck in the same way as a cadre. Instead, each Galactic Legend Unit has a unique Order Deck consisting of seven Order Cards and their Shatterpoint Card. These Order Cards determine which special rules apply during the Galactic Legend's Turns, the amount of Force () the Galactic Legend refreshes, and what Legend Ability the Galactic Legend resolves when the card is revealed alongside their Shatterpoint Card.

The Galactic Legend's Order Deck functions differently than the Cadre Order Decks. At the start of each Galactic Legend's Turn, the Galactic Legend player reveals two cards from the top of their Order Deck and chooses one to use for the Turn. Then they resolve the chosen card's effects, discard both cards and activate their Units. When the Galactic Legend player reveals their Shatterpoint Card, instead of choosing one card to use for the Turn, the non-Shatterpoint Order Card is chosen automatically and the Galactic Legend resolves the Legend Ability listed on that card in addition to its regular effects. Then, just like a non-Shatterpoint draw, the Galactic Legend player discards both cards and activates their Units.

If a Shatterpoint Card is drawn during the first Galactic Legend turn of the game, set the Shatterpoint Card aside and draw another card from the Order Deck. Then the Galactic Legend player shuffles the Shatterpoint Card back into their Order Deck. Finally, the Galactic Legend player continues their turn as normal.

Additionally, the Galactic Legend player does not refresh Force (⊕) when they refresh their Order Deck. Instead, each card in their Order Deck will instruct the Galactic Legend to refresh a number of Force (⊕) when it is chosen to be used for this turn.

RESERVING AN ORDER CARD

Cadre players can reserve a Unit as normal, however, all cadre players share a single reserve slot, and no player can reserve a Unit while another cadre player's Unit is in Reserve.

The Galactic Legend player cannot reserve Order Cards.

TURN ORDER

In *Legendary Encounters*, players take turns activating Units starting with the cadre players. After both cadre players have taken a Turn, the Galactic Legend player takes their Turn.

Cadre players may take their turns in any order, but each cadre player must take a turn before the next Galactic Legend Turn. The turn order should be as follows:

Cadre Turn -> Cadre Turn -> Galactic Legend Turn

CADRE TURNS

Cadre Turns are resolved in exactly the same way as a Turn in a standard game of Shatterpoint.

GALACTIC LEGEND TURNS

The Galactic Legend turn is broken up into four steps as follows:

- **Reveal Order Cards:** The Galactic Legend player reveals two Order Cards from their Order Deck, choosing one of the revealed cards to use for their turn. Then they resolve the chosen Order Card's effects and discard both Order Cards.
- **Minion activations:** One at a time, the Galactic Legend activates all allied Minion Units.
- **Strategic Redeployment:** The Galactic Legend player resolves Strategic Redeployment as outlined by the chosen Encounter.
- **Galactic Legend Activation:** The Galactic Legend Unit activates.

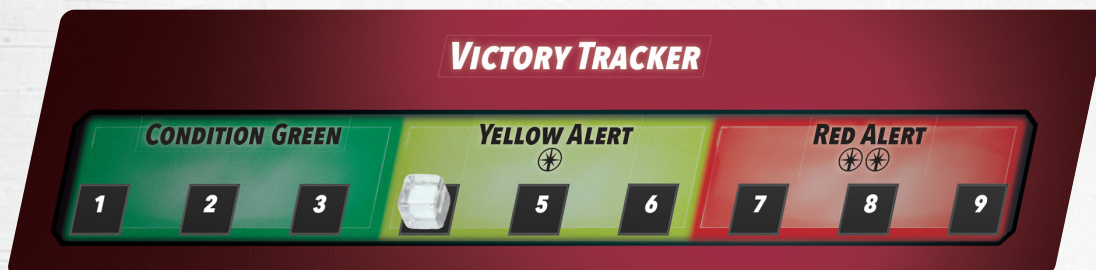
ENCOUNTER DASHBOARD

Each Mission has an Encounter Dashboard that is used to track various victory conditions and other effects during the encounter. Every Encounter Dashboard has a Victory Tracker at its top, a series of numbered squares, which is used to track the Galactic Legend's progress in completing their plot.

The rest of an Encounter Dashboard is entirely unique to that Mission and its various sections and functions will be explained by that *Legendary Encounter's* special rules and victory conditions.

ALERT LEVEL

Each *Legendary Encounter's* Victory Tracker is used in place of the Struggle Tracker. This Victory Tracker is divided into multiple parts or Alert Levels. As the Alert Level increases, the cadre finds new resolve to fight off the Galactic Legend. Once per cadre Turn, before the active player reveals their first Order Card or activates a Unit from Reserve, that player refreshes a number of Force (⊕) as indicated by the Victory Tracker's current Alert Level.



At the start of his turn, Ben checks the Victory Tracker and sees that the Struggle token has reached Yellow Alert. Before revealing his first Order Card, he refreshes one Force (⊕).

ARMORED TARGETS

Some *Legendary Encounter Missions'* special rules will call out an objective or an object that can be attacked as an Armored Target. Armored targets are affected by attacks differently than Units, and each Armored Target has its own stats, Expertise Charts and Damage Tracker. An Armored Target's stats, Expertise Charts, and Damage Tracker are generally found on the Encounter Dashboard. An Armored Target's Damage Tracker is a series of boxes, each showing one or more effect icons. As the Armored Target is damaged, players will cover boxes on the tracker with Damage tokens starting at the leftmost box and following the connection lines along the tracker, until all the spaces have been filled.

When attacking an Armored Target, Personal and Directed effects are not resolved as normal. Instead, each time the attacker chooses a Combat Tree Option, if that Option contains one or more of the same effect icons as the next space on the Armored Target's tracker, the attacker places a Damage token covering that space. If the chosen Combat Tree Option does not contain any icons matching the next space on the tracker, do not place any Damage tokens and proceed to the next Option, provided the attacker still has successes. When all spaces on an Armored Target's Damage Tracker have been covered with Damage tokens, that objective has been destroyed.



A brave 501st Clone Trooper has attacked the Shield Generator, an Armored Target, and has five successes after all dice rolls have been modified. The first Option in their Combat Tree contains a Pin (📌) result (which does not match either of the results in the first space of the Shield Generator tracker) and does not damage the target. There are still successes remaining in the attack roll, so the attacker's controlling player continues to select Options, moving along the bottom track of their Combat Tree.

The second selected Option contains two damage results, which is a match for the result listed in the first space of the Armored Target's tracker, so a Damage token is placed covering that space on the tracker. Each chosen Option can only place a token on a single space of an Armored Target's tracker, so the 501st Clone Trooper's controlling player continues selecting Options from their tree and placing Damage tokens on the tracker, accordingly. The Strain (🔥) result in the third selected Option does not match the results in the second space on the Core Shield's tracker, but the Damage (💥) icon in the fourth Option selected on their path is a match for one of the results listed in that space, so a Damage token is placed covering that space on the tracker. The fifth and final chosen Option includes two Damage (💥) results, which is a match for one of the results in the third space on the Core Shield's tracker. Since only one of the results on the tracker needs to be matched in order to deal damage, a Damage token is placed on that space of the tracker.

Armored Targets cannot gain or have conditions.