STAR WARS™
SHATTERPOINT™
FAQ & ERRATA

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FAQ:

Below you will find a list of frequently asked questions and clarifications to the Star Wars: Shatterpoint miniatures game.

Core Rules:

Q: *If a multiple character Unit is Pinned, are both characters prevented from moving?*

A: No. Although a condition effects the entire Unit, Pinned instructs you to not move the first character in a Unit that performs an advance, dash, climb or jump and then remove the Pinned condition. After the first character does not move, the condition is removed and any subsequent moves are not effected.

Q: *Can a Unit use the Recover action to remove the Strained condition from itself wihout suffering damage?*

A: Yes. Strained causes a Unit to suffer 3 damage "after the effect is resolved" when they perform an action. However, the Recover action allows you to Heal, which allows you to remove a condition. This means that the Strained condition will no longer be present when you reach "after the effect is resolved" for your Recover action.

Q: *Several abilties grant characters the option to "make a 5 dice attack". How is this resolved?*

A: When a character makes a 5 dice attack, it makes an attack with a base attack pool of 5 dice, regardless of the relevant stat. Note that a character can still only make a ranged (🔫) attack if it has a a ranged (🔫) attack Expertise Chart and a listed range (⊕) in its attack stats.

Q: The Coordinated Fire ability shows a Strained icon where the abilitie's Force cost is usually listed. Does this mean the ability applies Strained to my Unit when I use it?

A: No. The Strained icon in that ability is part of the ability's name and serves as a quick reference of what effect it applies. Ability costs in the title line are always Force, any additional effect from using the ability will be included in its text.

Q: *If an ability allows me to make a type of action for free, can I then still choose that action later as one of my two actions?*

A: No. Even when an ability provides you an action for free, that doesn't circumvent the core rule that each action can only be performed once per activation.

Q: *Can I attack a Wounded Unit?*

A: Yes. Wounded Units cannot suffer any further damage, but they can gain conditions and characters in those Units can be moved.

Q: *When a multiple character Unit makes a move action, can each character in the Unit perform a different type of move, or do they all have to perform the same type of move?*

A: When a multiple character Unit makes an action all the characters in the Unit make the same action: in this case "Move". The move action allows characters to advance, dash or climb. In this case, each character is allowed to make a single move – but they do not have to be the same type of move. Character "A" could Advance, and Character "B" could climb.

Q: *Is there any hidden information in the game?*

A: The only hidden information in Shatterpoint is the order of cards in each player's Order Deck.

Q: *Can a Unit have multiple Hunker tokens?*

A: Yes.

Q: *In what order do you resolve a series of effects in an ability?*

A: In the order they are written.

Units:

Q: *Does the Jump provided by Bo-Katan Kryze's Jet Pack ability allow her to trigger Mandalorians are Stronger Together?*

A: No. Mandalorians are Stronger Together must be triggered by a move action. Jet Pack allows each character in the unit to Jump, which is a type of movement, but not specifically a move action.

Q: *The rules say "A Unit's ability or special rule cannot be used if it requires a player to spend more Force than they have Ready in their Force Pool". Does this mean that a Lord Maul with 1 injured Token couldn't use Sustained by Rage to activate There is No Place to Run if he only has two Ready Force tokens?*

A: No. Lord Maul's Sustained by Rage allows him to suffer damage as a replacement of spending Force to use abilities. Since Lord Maul is not required to spend Force when using an abilty in this way, this restriction does not apply.

Q: *Asajj Ventress, Sith Assassin has reached the combat tree option providing her the use of an active ability. She has one wound token on her already though. Do I have to pay one force to use it?*

A: No.

Q: *If I have elected to shuffle a revealed Shatterpoint card instead of playing it and reveal an Order Card that has a special rule that triggers when it is revealed, which resolves first, the Order Card or the shuffling of the Order Deck?*

A: When this happens, the Shatterpoint card is shuffled into the Order Deck before resolving the effects of the revealed Order Card.

Q: *When an ability allows me to Refresh my Order Deck while I have an Order Card in reserve, is that Order Card shuffled into my new Order Deck?*

A: Yes.

Q: *I have just used General Obi-Wan Kenobi's Patience ability to put his Order Card in reserve. Then I reveal Nossor Ri's Unit Order Card and use his Opportunistic Usurper ability, what happens?*

A: You may put Obi-Wan's Unit Order Card on the top or bottom of your Order Deck. Then Nossor Ri activates, since only one Unit Order Card can be put in reserve per Turn.

ERRATA:

From time to time there may be a typo that needs correcting or a rule that requires updating on a printed Card. Where that is the case, we will list any updates below.

Core Set [SWP01] Gar Saxon, Merciless Commander Stance Card: *The bottom row of Options on the "Concentrated Assault" Stance Card should be connected by horizontal white lines.*

Core Set [SWP01] Shifting Priorities Mission Card: *Replace the Mission Special Rules text with the following text:*

"During the second and third Struggles, at the start of each of their Turns, players roll one Defense Die and consult the Mission Map to mark the corresponding Active Objective token with a Priority Objective token. A player that controls the Active objective marked with a Priority Objective token moves the Struggle token one additional space toward their Momentum tokens.

After moving the Struggle token at the end of each Turn, remove all Priority Objective tokens from Active Objectives."

This is The Way Squad Pack [SWP29] Paz Visla Unit Stat Card: *Replace the text of the I'll Cover the Rear ability with the following text:*
" When an enemy character makes an attack targeting an allied character, after the effect is resolved, this Unit may use this ability. If the targeted character is within ⊕2 and if this Unit's Active Stance is Heavy Firepower, one character in this Unit may ⊛ and then may make a 5 dice 🌀 attack targeting the attacking character. "

Stronger Than Fear Squad Pack [SWP29] Kanan Jarrus, Spectre-1 Stance Card: *On the **Pack Leader** side, Replace the DL-18 Blaster Pistol Ranged Attack Expertise with the following:*

🔫	DL-18 Blaster Pistol	
1	⊕, ✳	
2	⊕, ⊕	
3+	⊕, ⊕, ✝	

FOREIGN LANGUAGE ERRATA:

From time to time there may be a typo that needs correcting or a rule that requires updating on a printed Card. Where that is the case, we will list any updates below.

Grundspiel [SWP01] CT-7567, Captain Rex: *Ersetze den Einheitennamen durch CC-7567 Captain Rex und den einzigartigen Namen durch CC-7567.*

Pack de Escuadra «Si doble es el orgullo» [SWP03], carta de Unidad «Conde Dooku, Líder separatista»: *Reemplaza el texto de la capacidad «¡Seguro que lo haces mejor!» por el siguiente texto:*

«Cuando un personaje de esta unidad se defienda, durante el paso de «Modificar los resultados de los dados», esta unidad puede gastar 1-3 ⊛ para usar esta capacidad. Cambia un resultado ✳ por un ⊠ por cada ⊛ gastado.»

PACK DE ESCUADRA «PLANES Y PREPARATIVOS» [SWP04], CARTA DE UNIDAD «MAESTRA JEDI LUMINARA UNDULI»: *Reemplaza la primera frase de la capacidad «El fluir de la Fuerza» por el siguiente texto*

"Una vez por turno, cuando una unidad enemiga sea herida, después de resolver el efecto, un personaje aliado puede ⋯▶."

PACK DE ESCUADRA «CAZADORES DE JEDI» [SWP12], CARTA DE UNIDAD «CUARTA HERMANA»: *Reemplaza el nombre de unidad en el anverso de esta carta por el de «Cuarta Hermana».*

UPDATED CARDS:

The following cards have been replaced by versions presented in the 2024 and 2025 Unit Updates. The updated cards replace any previous iterations with the same name. These Updated cards can be found at https://www.atomicmassgames.com/swp-rules/

- CORE SET [SWP01]
  ASHOKA TANO, JEDI NO MORE.(Unit Card and Stance Card)

- CORE SET [SWP01]
  ASAJJ VENTRESS, SITH ASSASSIN.(Unit Card and Stance Card)

- CORE SET [SWP01]
  GENERAL ANAKIN SKYWALKER. (Unit Card and Stance Card)

- CORE SET [SWP01]
  BO-KATAN KRYZE. (Unit Card)

- CORE SET [SWP01]
  501ST CLONE TROOPERS. (Unit Card and Stance Card)

- CORE SET [SWP01]
  CLAN KRYZE MANDALORIANS. (Unit Card)

- TWICE THE PRIDE SQUAD PACK [SWP03]
  COUNT DOOKU, SEPARATIST LEADER. (Unit Card)

- TWICE THE PRIDE SQUAD PACK [SWP03]
  JANGO FETT.(Unit Card)

- TWICE THE PRIDE SQUAD PACK[SWP03]
  MAGNAGUARD. (Unit Card and Stance Card)

- PLANS AND PREPARATIONS SQUAD PACK [SWP04]
  REPUBLIC CLONE COMMANDOS. (Unit Card and Stance Card)

- HELLO THERE SQUAD PACK [SWP06]
  GENERAL OBI-WAN KENOBI. (Unit Card)

- HELLO THERE SQUAD PACK [SWP06]
  CT-2224 CLONE COMMANDER CODY. (Unit Card and Stance Card)

- HELLO THERE SQUAD PACK [SWP06]
  CT-2224 CLONE COMMANDER CODY. (Unit Card and Stance Card)

- HELLO THERE SQUAD PACK [SWP06] **212TH CLONE TROOPERS**. (Unit Card and Stance Card)

- THIS PARTY'S OVER SQUAD PACK [SWP06]
  JEDI MASTER MACE WINDU. (Unit Card and Stance Card)

- THIS PARTY'S OVER SQUAD PACK [SWP06] **CT-411 COMMANDER PONDS**. (Unit Card)

- THIS PARTY'S OVER SQUAD PACK [SWP06] **ARF TROOPERS**. (Unit Card)

- FIST FULL OF CREDITS SQUAD PACK [SWP09]
  CAD BAME. NOTORIOUS HUNTER. (Unit Card)

- FIST FULL OF CREDITS SQUAD PACK [SWP09]
  AURRA SING. (Unit Card and Stance Card)

- FIST FULL OF CREDITS SQUAD PACK [SWP09]
  BOUNTY HUNTERS. (Unit Card)

- THAT'S GOOD BUSINESS SQUAD PACK [SWP10]
  HONDO ONAKA, HONEST BUSINESS MAN. (Unit Card)

- THAT'S GOOD BUSINESS SQUAD PACK [SWP10]
  GWARM. (Unit Card and Stance Card)

- THAT'S GOOD BUSINESS SQUAD PACK [SWP10]
  WEEQUAY PIRATES. (Unit Card and Stance Card)

- LEAD BY EXAMPLE SQUAD PACK [SWP11]
  104TH WOLF PACK. (Stance Card)

- JEDI HUNTERS SQUAD PACK [SWP12]
  GRAND INQUISITOR, FALLEN JEDI. (Unit Card and Stance Card)

- JEDI HUNTERS SQUAD PACK [SWP12]
  THIRD SISTER. (Unit Card and Stance Card)

- JEDI HUNTERS SQUAD PACK [SWP12]
  FOURTH SISTER. (Unit Card and Stance Card))

- FEARLESS AND INVENTIVE SQUAD PACK [SWP22]
  JEDI KNIGHT LUKE SKYWALKER. (UNIT CARD)

- CERTIFIED GUILD SQUAD PACK [SWP24]
  GREEF KARGA. (UNIT CARD AND STANCE CARD)

- YOU HAVE SOMETHING I WANT SQUAD PACK [SWP26]
  DARK TROOPER. (UNIT CARD AND STANCE CARD)

- EE CHEE MAW WAAA! SQUAD PACK [SWP27]
  CHIEF CHIRPA. (UNIT CARD AND STANCE CARD)

- EE CHEE MAW WAAA! SQUAD PACK [SWP27]
  PAPLOO, CURIOUS CREATURE. (UNIT CARD)

- NOT ACCEPTING SURRENDERS SQUAD PACK [SWP27]
  GRAND ADMIRAL THRAWN. (UNIT CARD)

- YOU CANNOT RUN DUEL PACK [SWP30]
  DARTH VADER, JEDI HUNTER. (UNIT CARD)

- YOU CANNOT RUN DUEL PACK [SWP30]
  OBI-WAN KENOBI, OUT OF HIDING. (UNIT CARD)

- TODAY THE REBELLION DIES SQUAD PACK [SWP34]
  GIDEON HASK, INFERNO SQUAD. (UNIT CARD)

- TODAY THE REBELLION DIES SQUAD PACK [SWP34]
  IMPERIAL SPECIAL FORCES. (STANCE CARD)

- GOOD SOLDIERS FOLLOW ORDERS SQUAD PACK [SWP36]
  CT-9904, ELITE SQUAD LEADER (UNIT CARD)

- GOOD SOLDIERS FOLLOW ORDERS SQUAD PACK [SWP36]
  ELITE SQUAD TROOPER (UNIT CARD)

- CLONE FORCE 99 SQUAD PACK [SWP38]
  CROSSHAIR. (UNIT CARD)

- YUB NUB [SWP39]
  LOGRAY, BRIGHT TREE SHAMAN. (UNIT CARD)

- YUB NUB SQUAD PACK [SWP39]
  C-3PO AND R2-D2. (UNIT CARD AND STANCE CARD)

- YUB NUB SQUAD PACK [SWP39]
  WICKET, INTREPID WARRIOR. (UNIT CARD)

- YUB NUB SQUAD PACK [SWP39]
  EWOK TRAPPER. (UNIT CARD)

- THIS IS SOME RESCUE SQUAD PACK [SWP41]
  LUKE SKYWALKER, DARING HERO. (UNIT CARD)

- I AM NO JEDI DUEL PACK [SWP42/SWP81]
  AHSOKA TANO, FULCRUM. (UNIT CARD)

- I AM NO JEDI DUEL PACK [SWP42/SWP81]
  DARTH VADER, FALLEN MASTER. (STANCE CARD)

- MAXIMUM FIREPOWER SQUAD PACK [SWP46]
  GENERAL VEERS, TACTICAL GENIUS. (UNIT CARD)

- WHAT HAVE WE HERE SQUAD PACK [SWP47]
  LOBOT, COMPUTER LIAISON OFFICER. (UNIT CARD)

CORE RULE BOOK CHANGE LOG

- Updated language for Refreshing an Order Deck.

- Added clarifying language to Appendix C: Cross-Era Units.

- Adjustments to timing chart for Making an Attack, Step 6.

- Clarified language around Enaged Units and Hunker tokens.

- Adjustments to Appendix D: Battle Tactics Cards.

- Added language defining how to spend Momentum.

- Added language defining each player's side of the Struggle Tracker and how the Struggle token moves when a player has no Momentum.

- Added Appendix D: Battle Tactics Cards.

- Changed the naming convention on Wounded and Injured tokens and updated related examples.

- Updated Mission card images in the rulebook to show the errata'd card text.

- Clarified timing of when a new Struggle is drawn after one player wins a Struggle and updated the timing steps of "Taking a Turn" to reflect this change.

- Updated language around applying the Damage Pool to better reflect the timing chart.

- Updated the Timing Chart for Making an Attack to clarify timing inside the Modify Dice step.

- Updated the timing of additional damage gained from duplicated damage while resolving an attack.

- Added Appendix C: Cross-Era Units.

- Updated "Snip'et" under Movement for clarity.

- Updated language for Push & Pull Movements.

- Updated rules language for the Strained condition.

- Updated rules language for Ingress Points.

- Updated rules for Hunker Tokens & Cover.
- Added additional clarifications in rules for Push and Pull.
- Updated language of Reserving an Order Card.
- General typo fixes, as required.