

Star Wars Shatterpoint Player Pack

Event Introduction

The Star Wars Shatterpoint Grand Tournament event at MOAB 2026 will be held on Saturday 3rd of October and Sunday 4th of October 2026.

The event will be held at the Sylvania Heights Community & Youth Club, Box Road, Sylvania. Please refer to this page for general information about MOAB: <https://www.motherofallbattles.org/>

Shatterpoint Grand Tournament

Star Wars Shatterpoint Grand Tournament – Premier Showdown

Sat 3rd Oct & Sun 4th Oct

5 Swiss Rounds

A competitive Shatterpoint Premier Showdown event on Sunday and Monday consisting of 5 swiss rounds of Shatterpoint. 3 rounds will be played on the Saturday, followed by 2 rounds on the Sunday

Please purchase tickets through the link available on the MOAB website.

The event will be using the **Premier Showdown Event** rules. Please refer to the rules for this kind of event here: <https://www.atomicmassgames.com/swp-rules/>

Once a ticket has been purchased, you must also sign up to the event management software here:

[Event Signup](#)

Event Rules

Event Arbiters

The event organiser will be the lead arbiter for the event.

The arbiters are there to assist the players in situations where players are unsure as to a rules interaction. There is nothing wrong with calling an arbiter over to make a ruling. Where there is a dispute, it is encouraged that an arbiter be involved to lessen the chance of a dispute escalating.

The lead arbiters decision is final, even if it is later found to be incorrect.

More information about arbiters is available in the Premier Showdown rules.

Painting

The use of painted models is not required for the event, but it is highly encouraged to have as much of your Premier List painted as possible.

Every player of the Grand Tournament event who has a fully painted* premier list will be entered into the “Play It Painted” prize drawing. At the end of the event, the event organiser will select a random winner for the “Play It Painted” prize.

*Fully painted armies are defined as those with no primer showing, fully modelled and painted bases and minimum colours applied to denote each area of the miniature. Final discretion on entry lies with the organiser for the event.

Tournament Software & List Submission

We will be using Longshanks to run the event pairing and record results. Players will be required to submit their list to Longshanks as linked in the overview at least 24 hours prior to the start time.

Please remember to select the mission that you intend to use for the event.

It would be ideal to enter SPT codes for your Premier List. Point Break provides the option to copy the SPT codes when sharing the list. The SPT code can be pasted into Longshanks.

Lists will be published as soon as possible after vetting. **Players must also bring at least 1 printed copy of their list.** This is in case there are any unforeseen circumstances that may come up with the internet/data services. Players are encouraged to bring additional printed copies of their lists if they wish to do so for their opponents.

When building your lists please ensure all choices are clearly noted. We recommend the use of [Point Break](#) as it supports Premier Lists and provides SPT codes. Other list builders may also support Premier Lists

Allowed Products and Rules

This event will allow the use of all Star Wars Shatterpoint products available and fully released as of 3rd of October 2026. The rules for conversions etc are available in the Premier Showdown event rules. As this is an official AMG Grand Tournament, proxies will not generally be allowed.

It will use the Star Wars Shatterpoint documents and “Rules Forum Rulings” that were effective on 1st October 2026, even if an update was released after that date, including:

- The Core Rulebook, Base Sizes, Icon Reference, and FAQ & Errata.
- The Premier Showdown event rules.

Shatterpoint documents are available here:

- <https://www.atomicmassgames.com/swp-rules/>

“Rules Forum Rulings” including additional official rulings and FAQ’s are found here:

<https://forums.atomicmassgames.com/forum/180-star-wars-shatterpoint-rules-questions/>

Terrain Layout

Terrain for each table will be laid out by the Event Organiser prior to the start of the event. Players are not to alter the terrain layout for any table except in the circumstances laid out in this section.

After players have rolled off to determine first player and table side. If an objective is partially overlapping a terrain piece, both players may agree on a minor adjustment to the terrain to allow the objective to be placed wholly on a terrain piece. If players cannot agree on a minor adjustment to the terrain to allow the objective to be placed, please call an arbiter.

Round Times

- All game rounds will be 120 minutes (2 hours) + variable extra time as set out in the Premier Showdown event rules.
- Mission Critical will be in effect after 90 minutes for all rounds.
- Rounds will start a minimum of 10 minutes after the draw is made.
- You will have a maximum of **10 minutes** after time is up to complete the current turn, and submit your scores. If the turn has not been finished 10 minutes after the round time is reached, a judge or the TO may instruct you on calculating scores.
- Please consider your opponent when playing your turns. Try to make decisions within a reasonable timeframe as time is shared. If your opponent is taking too long on a turn, please call an arbiter.

Additional Shatterpoint Rule Clarifications

If you have any additional questions before the event, please reach out!

This document may be updated with additional rulings prior to the event.

Shatterpoint Grand Tournament Event Schedule

Star Wars Shatterpoint – Premier Showdown Day 1 Saturday 3rd October

Time	Swiss Rounds
8:00 am	MOAB Opens to Players
8:40 am	Announcements & Round 1 Draw
9:00 am	Round 1
11:15 am	Round 2 Draw
11:30 am	Round 2
1:30 pm	Lunch
2:00 pm	Round 3 Draw
2:10 pm	Round 3

Star Wars Shatterpoint – Premier Showdown Day 2 Sunday 4th October

Time	Rounds
8:00 am	MOAB Opens to Players
8:40 am	Announcements & Round 4 Draw
9:00 am	Round 4
11:15 am	Round 5 Draw
11:30 am	Round 5
1:40 pm	Prizes

Failure to show up on schedule may result in a forfeit of your game.