STAR WARS
SHATTERPOINT
ICON REFERENCE

Ability Icons

Active – Active (⊕) abilities can be used at any time during a Unit's activation. If their text begins with "Action:", the Unit must spend an action to use the ability. Active (⊕) abilities always have a Force (✴) cost. When this icon appears in a chosen Combat Tree Option, if it is the attacking Unit's activation, it may use one of its Active (⊕) abilities without paying its Force (✴) cost

Reactive – Reactive (↻) abilities can only be used in response to a specific triggering event. Reactive (↻) abilities state when they can be used in their rules text and always have a Force (✴) cost. Each player may only use one Reactive (↻) ability in response to a single triggering event.

Innate – Innate (⊖) abilities are always in effect and never have a Force (✴) cost. In addition to normal Innate (⊖) abilities, some Units have special Innate (⊖) abilities known as Tactic (⊕) and Identity (⊛) Innate (⊖) abilities.

Tactic – Tactic (⊕) abilities are special Innate (⊖) abilities that allow Units to work together. The effects of Tactic (⊕) abilities are resolved at the start of a Unit's activation.

Identity – Identity (⊛) abilities are special Innate (⊖) abilities unique to Primary Units. Each Identity (⊛) ability explains how it is triggered and used. Note that while Identities are often resolved in response to a triggering event, they are Innate (⊖) abilities and do not preclude a player from using a single Reactive (↻) ability in response to the same event.

Effect Icons

Damage – The affected Unit suffers 1 damage (⋈). When this icon appears in a Combat Tree Option or Attack Expertise Chart, 1 Damage token is added to the attack's Damage Pool before the attacking player chooses their next Option.

Shove – The affected character may be Pushed away from the shoving character Range (✴) 1, then the shoving character may immediately Pull itself toward the affected character Range (✴) 1.

Heal – The affected character may remove one condition or one damage (⋈) from its Unit or another allied Unit within Range (✴) 2.

Hunker

Hunker – Each Hunker (⌒) token a Unit has grants characters in that Unit Cover [1]. A Unit loses all its Hunker (⌒) tokens at the start of its activation or when a character in that Unit becomes Engaged. A Unit that is Engaged cannot gain or have Hunker (⌒) tokens.

Condition Icons

Strained – When a character in this Unit advances (→), climbs (⬆), dashes (⋯▶), jumps (↗), or when this Unit makes an action, makes an attack, or uses an Active (⊕) or Reactive (↻) ability, after the effect is resolved, this Unit suffers 3 damage (⋈). Then, this Unit loses the Strained (💧) condition.

Disarmed – While attacking, characters in this Unit cannot use attack expertise (♥) results. The next time a character in this Unit makes an attack roll, remove any Attack Dice with attack expertise (♥) results from the roll before modifying the dice rolls. After determining results, the Unit loses the Disarmed (⬤) condition.

Exposed – While defending, characters in this Unit cannot use defense expertise (◆) results. The next time a character in this Unit makes a defense roll, remove any Defense Dice with defense expertise (◆) results from the roll before modifying the dice rolls. After determining results, the Unit loses the Exposed (❗) condition.

Pinned – The next time a character in this Unit would advance (→), dash (⋯▶), climb (⬆), or jump (↗), it does not move. Then, this Unit loses the Pinned (↪) condition.

Movement Icons

Advance – When a character advances (→), it moves using the Advance tool. The character must end this movement at the same Elevation or lower than it began this move. If a character is Engaged by a character in a Unit that is not Wounded and would advance (→), it dashes (⋯▶) instead.

Climb – When a character climbs (⬆), it moves using the Dash tool. During this movement, the Dash tool may overlap Impassable terrain parts at any Elevation, and the character may end its movement at any Elevation. If a character is Engaged by a character in a Unit that is not Wounded, it may not climb (⬆).

Dash – When a character dashes (⋯▶), it moves using the Dash tool. The character must end this movement on the same Elevation or lower than it began this move.

Jump – When a character jumps (↗), it moves using the Dash tool. During this movement, the Dash tool may overlap Impassable terrain parts at any Elevation, and the character may end its movement at any Elevation.

Reposition – The affected character may advance (→), even if it is Engaged with a character from a Unit that is not Wounded.