STAR WARS™
SHATTERPOINT™
FAQ & ERRATA

04/05/24

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 of 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.

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."

TWICE THE PRIDE SQUAD PACK [SWP03] COUNT DOOKU, SEPARATIST LEADER UNIT CARD: *Replace the text of the Surely You Can Do Better ability with the following text:*

"When a character in this Unit defends, during the Modify Dice Rolls step, this Unit may spend 1-3 ⊕ to use this ability. Change one ✷ result to a ⚔ for each ⊕ spent."

TWICE THE PRIDE SQUAD PACK [SWP03] MAGNAGUARD UNIT CARD: *Replace the text of the Bodyguard ability with the following text:*

"Allied **Primary** characters within ⊕**2** and allied **Secondary** characters within ⊕**2** of a character in this Unit have **COVER[1]**."

YOU CANNOT RUN DUEL PACK [SWP03] DARTH VADER, JEDI HUNTER UNIT CARD: *There is a misspelling in this Unit's Tags. Replace "Inquisitorious" with the following:*

"*INQUISITORIUS*"

YOU HAVE SOMETHING I WANT [SWP25] DARK TROOPER UNIT CARD: *The Coordinated Fire: ♠ ability is incorrectly labeled as an Innate(⊖) ability. Replace the Innate(⊖) icon to the left of Coordinated Fire: ♠ ability with the Reactive(↻) icon.*

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 «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».*

CORE RULE BOOK CHANGE LOG

- 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.
- General typo fixes, as required.