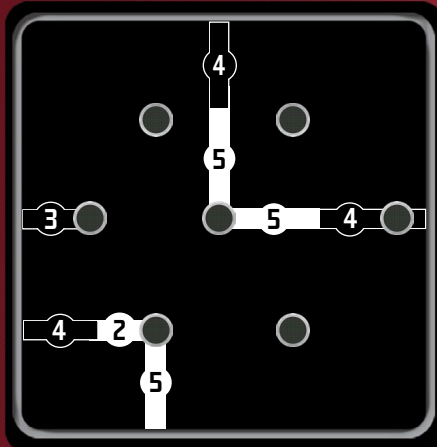


TRIGGER A CHAIN REACTION MISSION CARDS

KEY OPERATION: TRIGGER A CHAIN REACTION



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KEY OPERATION BRIEFING

The Aggressor has infiltrated a key enemy stronghold and must access the power core to start a chain reaction that will destroy it. The Sentinel must prevent this from happening and take the opportunity to eliminate high value targets within the attacking strike team.

KEY OPERATION SPECIAL RULES

Strength of Purpose

When a player chooses a Unit to activate with their Shatterpoint Card, before that Unit activates, choose one of the following effects:




- Remove one Momentum from either side of the Struggle Tracker.
- Choose an allied Unit. The chosen Unit receives a Morale Boost.

Target the Leaders

When a Supporting Unit becomes Wounded, the opposing player does not add a Momentum token to or remove a Momentum token from the Struggle Tracker.

Morale Boost

When a Unit is chosen to receive a Morale Boost, choose and resolve one of the following effects:

- If the chosen Unit has one or more Wounded or Injured tokens, remove up to one Wounded or Injured token,  and one condition from that Unit.
- If the chosen Unit has no Wounded or Injured tokens, remove all  and conditions from that Unit. Then, one character in the Unit may .

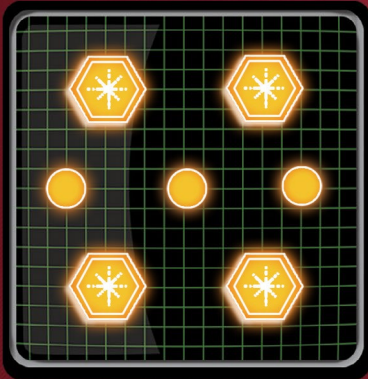


STAR WARS SHATTERPOINT

KEY OPERATIONS

TRIGGER A CHAIN REACTION MISSION CARDS

STAGE I - EXPOSE THE CORE



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STAGE I - EXPOSE THE CORE



SETUP

Place the Core Shield Card next to the Struggle Tracker.

Overview

The Aggressor must destroy the shielding currently protecting the core. Unfortunately for them, the alarm has been raised and the Sentinel has moved to stop them.

SPECIAL RULES




Shield Generators








Objectives that are not marked with Priority Objective tokens are Shield Generators. Shield Generators can be attacked, but only as described in the **Destroy the Core Shield** special rule.

Console

Objectives marked with Priority Objective tokens are Consoles.






Destroy the Core Shield

At the end of each of the Aggressor's Turns, after determining control of objectives, one character in the Unit that just activated may make an attack targeting a Shield Generator. A character may make a  attack targeting a Shield Generator it is contesting and that is controlled by the Aggressor. A character may make a  attack targeting a Shield Generator if that character is not Engaged and if there is a Shield Generator that is controlled by the Aggressor in range of its  attack:

- When a Shield Generator defends against an attack, the Sentinel makes the defense roll, using the Core Shield's  or  Defense stat and  Expertise Chart. All  and effects from the attack are applied to the Core Shield.
- The Core Shield is an Armored Target and suffers damage as described in the Key Operations base rules.
- After the attack is resolved, if the attack roll contained one or more  results, the attacker triggers a jolt of feedback from the core. The Unit that attacked must choose to suffer  or gain .



Sound the Alarm

At the end of each of the Sentinel's Turns, after determining control of objectives, the Defender rolls one Attack Die for each Console they control plus one additional die if they control one or more Shield Generators. If there are one or more  results in the roll, the Sentinel may choose an allied Unit and remove one condition from it. If there are one or more  results, one allied character may  Toward a Shield Generator. If there are one or more  results in the roll, the Sentinel may remove a Damage token from the last covered space on the Core Shield's Damage Tracker. If there are one or more  results in the roll, the Sentinel removes a Momentum from their side of the Struggle Tracker.

End of Stage

- At the end of any Turn, if the Aggressor has destroyed the Core Shield, they have successfully completed this Stage of the Operation. Each player chooses an allied Unit. Each chosen Unit receives a Morale Boost, then remove one Momentum from each side of the Struggle Tracker. After determining if the Unit just activated has become Defeated, proceed to Stage II—Trigger the Reaction.
- At the end of the Aggressor's Turn, if all eligible spaces of the Struggle Tracker are filled with Momentum, the game ends and the Sentinel wins by Countdown. The Aggressor has been successfully repelled!



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KEY OPERATIONS

TRIGGER A CHAIN REACTION MISSION CARDS

STAGE II - TRIGGER THE REACTION



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SETUP

Remove the Core Shield Card and replace it with the Chain Reaction Tracker.

Overview

The Aggressors have breached the shields and must find a way to trigger a chain reaction and destroy the facility. On the back foot, the Sentinels must protect the reactor core at all costs.

SPECIAL RULES

Data Ports

Active objectives are Dataports.

Power Surge

At the start of each player's Turn, roll a Defense Die. Mark the corresponding Dataports with a Priority Objective token and remove any Control tokens from them. Dataports marked with a Priority Objective token are suffering a Power Surge and cannot be controlled.

Slicing Spikes

At the end of each of the Aggressor's Turns, if one or more allied characters are contesting one or more Dataports you control, roll 2 Attack Dice plus 1 additional die if you control as many or more objectives than the Sentinel. For each result that matches an empty space on the Chain Reaction Tracker, place a Damage token in that space. Then if there were one or more **X** results in the roll, each Unit that has one or more characters contesting a Dataport that is suffering a Power Surge gains **!**.

Damage Control

At the end of each of the Sentinel's Turns, if one or more allied characters are contesting one or more Dataports you control, roll 1 Attack Die plus 1 additional die if you control as many or more objectives than the Aggressor. If one or more results in this roll match a filled space on the Chain Reaction tracker, choose one of those spaces and remove its Damage token. Then, if there were one or more **X** results in the roll, each Unit that has one or more characters contesting a Dataport that is suffering a Power Surge gains **!**.



STAGE II - TRIGGER THE REACTION



End of Stage

- At the end of any Turn, if the Aggressor has filled all spaces on the Chain Reaction Tracker with Damage tokens, the Key Operation is successful! The Aggressor has successfully triggered a chain reaction!
- At the end of the Aggressor's Turn, if all eligible spaces of the Struggle Tracker are filled with Momentum, the game ends and the Sentinel wins by Countdown. The Aggressor has been successfully repelled!

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KEY OPERATIONS

TRIGGER A CHAIN REACTION TRACKERS



KEY OPERATIONS