



# STAR WARS

## SHATTERPOINT

### FAQ & ERRATA

10/04/24





## 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 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 without 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 abilities 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 ranged (↔) attack Expertise Chart and a listed range (⊕) in its attack stats.

**Q:** The Coordinated Fire ability shows a Strained icon where the ability'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 ability 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.

## 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]**."

### HELLO THERE SQUAD PACK[SWP06] GENERAL OBI-WAN

**KENOBI UNIT CARD:** Replace the text of the *Knowledge and Defense* ability with the following text:

"Allied Units do not lose their ♠ when characters in them become Engaged and can gain and have ♠ while they have Engaged characters. While an allied **Galactic Republic** Unit has one or more ♠, it adds 1 die to its defense rolls against ✖ attacks. After an attack targeting a character in an allied **Galactic Republic** Unit is resolved, that character's Unit may remove all of its ♠. If it does, one character in that unit may ♣ for each ♠ removed. Then each character that ♣ may →."



### FISTFUL OF CREDITS SQUAD PACK[SWP09] CAD BANE,






**NOTORIOUS HUNTER UNIT CARD:** Replace the text of the *No One Gets Between Me and My Job* ability with the following text:

"After another allied Unit makes a combat action, this Unit may use this ability if no characters in this Unit are Engaged. Choose one of the targeted characters within ⊕4. One character in this Unit deals ✖✖ to the chosen character. If none of the targeted characters are within ⊕4, each character in this Unit may ↻ Toward one of the targeted characters."



**FISTFUL OF CREDITS SQUAD PACK [SWP09] AURRA SING UNIT CARD:** Replace the text of the Expendable Distraction ability with the following text:

"When a character in this Unit makes a  attack as part of a combat action, if the defender is Engaged with one or more allied characters in Units that are not Wounded, it may add 3 dice to its attack roll. If it does, choose one of those Engaged allied characters. The chosen character suffers .





**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.

**CERTIFIED GUILD SQUAD PACK [SWP24] GREEF KARGA UNIT CARD:** Replace the text of the There is One Job... ability with the following text.

"Before revealing the first card of the Mission Deck, choose an opposing player to reveal cards from the top of their Order Deck until a Unit Order Card is revealed. Then the chosen player marks the corresponding Unit with a Priority Objective token and shuffles their Order Deck.

The first time an allied **Bounty Hunter** character Wounds the marked Unit, move the Struggle token one space toward your Momentum tokens. Then remove the Wounded Unit's Priority Objective token."

**EE CHEE WA MAA! SQUAD PACK [SWP27] PAPLOO, CURIOUS CREATURE UNIT CARD:** Replace the text of the What Does This Do? ability with the following text.

"When a character in this Unit makes a  attack targeting an enemy character that has  or , the attacking character may choose to use the defender's  Expertise Chart, instead of its own, during the Apply Expertise Charts step of that attack."

**NOT ACCEPTING SURRENDERS SQUAD PACK [SWP28] GRAND ADMIRAL THRAWN UNIT CARD:** Replace the text of the Battle Tactics: Architects of Their Own Destruction ability with the following text.

"When you create your starting Order Deck, you may include up to two Grand Strategy Battle Tactics Cards. When you reveal a Battle Tactics Card, resolve the effects of that card then reveal another Order Card and continue your Turn as normal."


**STRONGER THAN FEAR SQUAD PACK [SWP29] KANAN JARUS, SPECTRE-1 STANCE CARD:** On the Pack Leader side, Replace the DL-19 Blaster Pistol Ranged Attack Expertise with the following:

	DL-19 BLASTER PISTOL
1	 , 
2	 , 
3+	 ,  , 



**YOU CANNOT RUN DUEL PACK [SWP30] DARTH VADER, JEDI HUNTER UNIT CARD:** There is a misspelling in this Unit's Tags. Replace "Inquisitorious" with the following:

**"INQUISITORIOUS"**

**YOU CANNOT RUN DUEL PACK [SWP30] OBI-WAN KENOBI, OUT OF HIDING UNIT CARD:** Replace the text of the Mind Trick ability with the following text:

"When an allied character within 3 is targeted by an attack, this Unit may use this ability. Cancel the attack. If it is the attacker's activation, it may make another attack targeting a different character. If it does, remove 2 dice from the attack roll."



**GOOD SOLDIERS FOLLOW ORDERS SQUAD PACK [SWP36] CT-9904, ELITE SQUAD LEADER UNIT CARD:** Replace the text of the Expendable Distraction ability with the following text:

"When a character in this Unit makes a  attack as part of a combat action, if the defender is Engaged with one or more allied characters in Units that are not Wounded, it may add 3 dice to its attack roll. If it does, choose one of those Engaged allied characters. The chosen character suffers .










**CLONE FORCE 99 SQUAD PACK [SWP38] CROSSHAIR UNIT CARD:** Replace the text of the Relax, I'll Handle This ability with the following text:

"When a character in this Unit makes  attack as part of a combat action, before dice are rolled, this Unit may use this ability. During this attack, each time the attacker would resolve , it may instead choose to remove one condition from an allied character that is Engaged with the defender."



**YUB NUB SQUAD PACK [SWP39] WICKET, INTREPID WARRIOR UNIT CARD:** Replace the text of the Hunting Horn ability with the following text.

"**Action:** Each enemy Unit within 3 that has no Engaged characters within 3 of a character in this Unit gains . Each enemy Unit that has one or more Engaged characters within 3 of a character in this Unit gains .

**YUB NUB SQUAD PACK [SWP39] EWOK TRAPPERS UNIT CARD:** Replace the text of the Battle Tactics: Primitive Artifice ability with the following text.

"When you create your starting Order Deck, you may include up to one Primitive Artifice Battle Tactics Card. When you reveal a Battle Tactics Card, resolve the effects of that card then reveal another Order Card and continue your Turn as normal."

**THIS IS SOME RESCUE! SQUAD PACK [SWP41] LUKE SKYWALKER DARING HERO UNIT CARD:** Replace the text of the Oh, the Uniform with the following text.





"This Unit does not lose its  when a character in it becomes Engaged and can gain and have  while it has Engaged characters"

## 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 Einheitenamen 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».

## CORE RULE BOOK CHANGE LOG

- Adjustments to timing chart for Making an Attack, Step 6.
- Clarified language around Engaged 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.
  - General typo fixes, as required.