



STAR WARS™

SHATTERPOINT™

KEY OPERATIONS



KEY OPERATIONS

INTRODUCTION

Key Operations is a new game mode, offering asymmetric missions with a focus on adding more narrative elements to the game experience. Key Operations plays differently than standard games of *Star Wars™: Shatterpoint*, with an emphasis on the swift completion of mission objectives instead of the back and forth tension of a tug of war. This Rulebook introduces new concepts and outlines changes to the core rules for this game mode.

KEY CONCEPTS

This section describes the fundamental concepts around the miniatures and basic gameplay.

STRIKE TEAM

Each player builds their strike teams as detailed in the *Star Wars™: Shatterpoint* Core Rulebook. The only exception to these rules is that players do not choose a Mission Set for their strike team in Key Operations.

SETUP

Before the first Turn begins, players create their Order Deck and Will of the Force Pool as normal.

When setting up the Struggle Tracker for Key Operations, do not put any Momentum on either side of the tracker, unless otherwise stated. The Struggle token is not put on the Struggle Tracker during Setup.

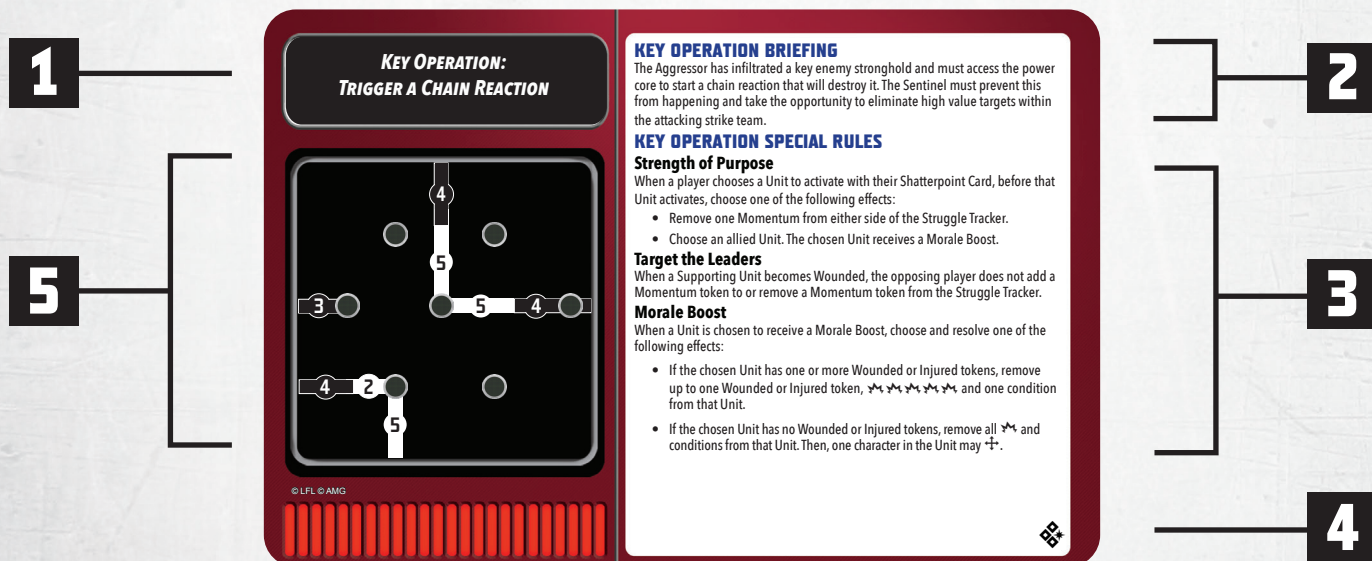
OPERATION CARDS AND STAGE CARDS

Each Key Operation is made up of an Operation Card, listing special rules that apply to the entire game and showing where Objective tokens are placed during Setup, and a number of Stage Cards, each detailing its own objectives and special rules.

PARTS OF OPERATION CARD

- 1 Operation Name** - The title of the Key Operation.
- 2 Key Operation Briefing** - A narrative briefing for the Key Operation.
- 3 Operation Special Rules** - Special rules that apply to the entire Key Operation.
- 4 Set Symbol** - What Key Operation the card is from.
- 5 Objective Setup** - Indicates where Objective tokens are placed on the battlefield.

OPERATION CARD



PARTS OF STAGE CARD

- 1 **Stage Name** - The title of the Stage.
- 2 **Active Objectives** - Indicates which Objective tokens are Active during this Stage. Some Stage Cards may denote other information about objectives that pertains to Stage special rules.
- 3 **Overview** - A narrative description of the game's events thus far.
- 4 **Stage Special Rules** - Special Rules that apply to a specific Stage of a Key Operation.
- 5 **End of Stage** - Rules that dictate how and when the Stage ends.
- 6 **Set Symbol** - What Key Operation the card is from.

1 — Stage Name

2 — Active Objectives

3 — Overview

4 — Stage Special Rules

6 — Set Symbol

STAGE CARD (BACK)

1 — Stage Name

5 — End of Stage

6 — Set Symbol

STAGES

Key Operations have Stages instead of Struggles, and the outcome of one Stage will determine which Stage, if any, is played next. At the start of a new Stage, remove all Control tokens and set all Objectives to the side indicated by the new Operation map.

AGGRESSOR AND SENTINEL

In Key Operations, one player takes the role of Aggressor and the other player takes the role of Sentinel. Players can either choose their roles, or they can be randomly assigned. Special rules will apply to each player based on their role in the mission. The Aggressor is always the first player in Key Operations, unless stated otherwise.

DEPLOYMENT

After the players have determined their roles, players take turns deploying their squads, as normal, starting with the Aggressor. Deployment ranges are unchanged from the *Star Wars: Shatterpoint* Core Rulebook.

PLAYING KEY OPERATIONS

Gameplay in Key Operations is made up of a series of alternating Turns. Turns work slightly differently in Key Operations than they do in standard games of *Star Wars: Shatterpoint*. Below are the modified rules for game Turns to be used in this game mode. During a player's Turn, they are the active player and follow these steps in order:

1. Resolve effects that happen at the start of the Turn.
 - A. Resolve player effects starting with the active player.
 - B. Resolve non-player effects in the order chosen by the active player.
2. The active player reveals the top card of their Order Deck or chooses their Unit Order Card in reserve.
 - A. If there are no cards in the player's Order Deck, but the player has an Order Card in reserve they must choose the reserved Order Card.
 - B. If a player reveals a Unit Order Card that corresponds to a Defeated Unit, remove the Defeated Unit's Unit Order Card from the game and reveal a new Order Card.
3. The active player activates the Unit that corresponds to the revealed or chosen Unit Order Card.
 4. Resolve effects that happen at the start of the activation.
 - A. Resolve player effects starting with the active player.
 - B. Resolve non-player effects in the order chosen by the active player.
 5. The Unit resolves its activation, making up to two actions and using any of its abilities and special rules.
 6. Resolve effects that happen at the end of the activation.
 - A. Resolve player effects starting with the active player.
 - B. Resolve non-player effects in the order chosen by the active player.
 7. The Unit's activation ends.
 8. Resolve effects that happen at the end of the Turn.
 - A. Resolve player effects starting with the active player.
 - B. Resolve non-player effects in the order chosen by the active player, including End of Stage.
 9. If the Unit that just activated has a number of Injury tokens equal to its Durability (☺), they are Defeated.
 10. If the End of Stage requirements have not been met, proceed to Step 11. Otherwise, perform the following steps.
 - A. If neither player has won the game, set all Objective tokens to their Inactive side, and remove all Control tokens from the battlefield.
 - B. Check the next Stage Card, as indicated, and flip the corresponding Objective tokens to their Active side. Then follow any Setup instructions.
 11. The active player's Turn is now over; their opponent becomes the active player and begins their Turn as described in Step 1.
 - A. If the player who just finished their Turn does not have any cards remaining in their Order Deck or in reserve, they Refresh their Order Deck.

DETERMINING VICTORY AND THE STRUGGLE TRACKER

Each Key Operation is a race against the clock, represented by the Struggle Tracker. The End of Stage section of each Stage Card will tell players how to determine who has won the Stage and what Stage, if any, to play next.

MOMENTUM

In games of Key Operations, players add and remove Momentum to the Struggle Tracker over the course of the game, different from standard games of *Star Wars: Shatterpoint*. Instead of the rules for gaining Momentum found in the Core Rulebook, players add and remove Momentum to the Struggle Tracker over the course of the game, as indicated below:

- When a Unit becomes Wounded, the opposing player may add a Momentum token to or remove a Momentum token from either side of the Struggle Tracker.
- At the start of each Turn, before revealing an Order Card, the active player adds a Momentum to their side of the Struggle Tracker. If that player's side of the Struggle Tracker is full, they instead add a Momentum to their opponent's side of the Struggle Tracker. If there are no eligible spaces to add Momentum to the Struggle Tracker, no Momentum is added.
- Momentum tokens are never placed in the center space of the Struggle Tracker, marked with a "0."
- When the Aggressor would remove one or more Momentum from the Struggle Tracker, if the Struggle token is in the center space of the Struggle Tracker, that Momentum is not removed.

Some Key Operations' special rules may adjust these rules or dictate other ways that players add and remove Momentum from the Struggle Tracker.

ABILITIES THAT SPEND OR GRANT MOMENTUM

Some abilities require players to spend Momentum, while others tell a player to gain Momentum. Because Momentum functions differently in Key Operations, these abilities are resolved differently in this game format:

- When an ability instructs the Aggressor to spend one or more Momentum, they instead add one Momentum to either side of the Struggle Tracker.
- When an ability instructs the Sentinel to spend one or more Momentum, they instead remove one Momentum from either side of the Struggle Tracker.
- When an ability instructs the Aggressor to gain Momentum, they instead remove one Momentum from either side of the Struggle Tracker.
- When an ability instructs the Sentinel to gain Momentum, they instead add one Momentum to either side of the Struggle Tracker.

THE STRUGGLE TOKEN

At the end of the Sentinel's Turn, if all spaces on both sides of the Struggle Tracker have been filled with Momentum, put the Struggle token in the center space of the Struggle Tracker. While the Struggle token is in the center space of the Struggle Tracker, the Aggressor cannot remove Momentum from the Struggle Tracker for any reason.

ABILITIES THAT MOVE THE STRUGGLE TOKEN

Some Unit abilities move the Struggle token. The Struggle token functions differently in Key Operations than in standard games, so these abilities are resolved differently in this game mode:

- When an ability instructs the Aggressor to move the Struggle token toward their Momentum, they instead remove one Momentum from either side of the Struggle Tracker.
- When an ability instructs the Sentinel to move the Struggle token toward their Momentum, they instead add one Momentum to either side of the Struggle Tracker.

COUNTDOWN

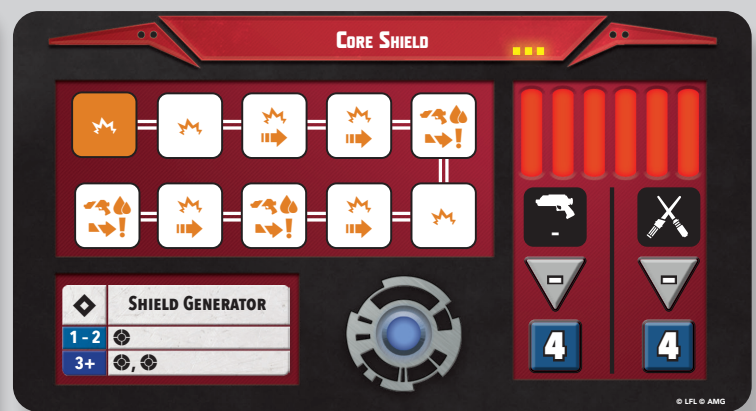
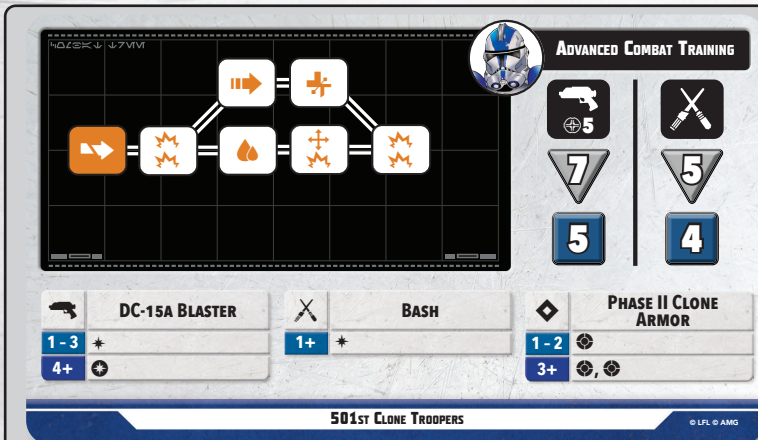
At the end of any of the Aggressor's Turns, if all spaces on both sides of the Struggle Tracker have been filled with Momentum and if the Aggressor has not won the game, the Sentinel wins and the Key Operation ends. This is a victory by Countdown.

ARMORED TARGETS

Some Key Operations special rules will call out an objective or an object that can be attacked as an Armored Target. Armored Targets are affected by attacks differently than Units, and each Armored Target has a Tracking Card used during the game.

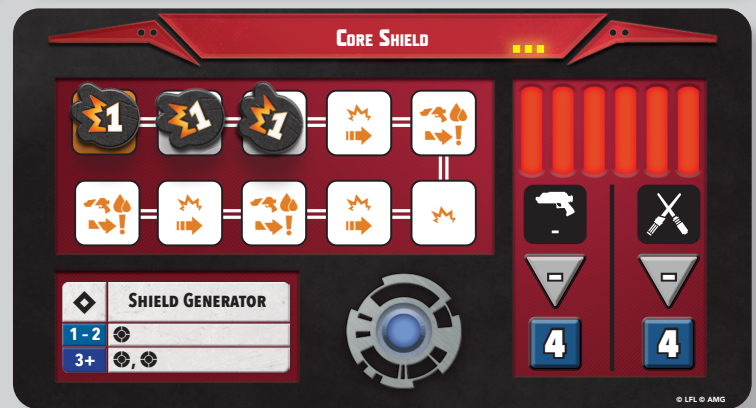
An Armored Target's Tracking Card includes its Attack and Defense Stats, as well as a Damage Tracker. An Armored Target's Damage Tracker is a series of boxes, each showing one or more effect icons. As the Armored Target is damaged, players will cover boxes on the tracker with Damage tokens starting at the orange box and following the connection lines along the tracker, until all the spaces have been filled.

When attacking an Armored Target, Personal and Directed effects are not resolved as normal. Instead, each time the attacker chooses a Combat Tree Option, if that Option contains one or more of the same effect icons as the next space on the Armored Target's tracker, the attacker places a Damage token covering that space. If the chosen Combat Tree Option does not contain any icons matching the next space on the tracker, do not place any Damage tokens and proceed to the next Option, provided the attacker still has successes. When all spaces on an Armored Target's Damage Tracker have been covered with Damage tokens, that objective has been destroyed. Armored Targets cannot gain or have conditions.



A brave 501st Clone Trooper has attacked the Core Shield, an Armored Target, and has five successes after all dice rolls have been modified. The first Option in their Combat Tree contains a Pin (↔) result (which does not match either of the results in the first space of the Core Shield's tracker) and does not damage the target. There are still successes remaining in the attack roll, so the attacker's controlling player continues to select Options, moving along the bottom track of their Combat Tree.

The second selected Option contains two damage results, which is a match for the result listed in the first space of the Armored Target's tracker, so a Damage token is placed covering that space on the tracker. Each chosen Option can only place a token on a single space of an Armored Target's tracker, so the 501st Clone Trooper's controlling player continues selecting Options from their tree and placing Damage tokens on the tracker accordingly. The Strain (♣) result in the third-selected Option does not match the results in the second space on the Core Shield's tracker, but the Damage (♣) icon in the fourth Option selected on their path is a match for one of the results listed in that space, so a Damage token is placed covering that space on the tracker. The fifth and final chosen Option includes two Damage (♣) results, which is a match for one of the results in the third space on the Core Shield's tracker. Since only one of the results on the tracker needs to be matched in order to deal damage, a Damage token is placed on that space of the tracker.



APPENDIX A: OPERATION TOKENS

Operation tokens are double-sided tokens with an icon (✱, ⚙, ♠, 🗡, or 🎯) on one side and a generic back on the other. An Operation token is face up when its printed icon is showing. When the back is showing, it is facedown. When an Operation token is revealed, it is turned faceup. If the revealed token is on a card or on the battlefield, it is not moved from its current position except to turn it face up. Operation tokens are used in different ways and each mission or scenario's special rules will detail when they are used and what they do.

OPERATION TOKEN



FRONT

BACK

Some special rules will instruct players to create an Operation Pool with a list of specific Operation tokens. Players do this by placing the indicated tokens next to the battlefield and randomizing them face down. Each time one or more Operation tokens are added or returned to the Operation Pool, those tokens are put into the Operation Pool face down and the Operation Pool is randomized.

KEY OPERATIONS

Operation Tokens

Operation Tokens Back



Operation Token Front



KEY OPERATIONS

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