

# STAR WARS™

## SHATTERPOINT™

### AGGRESSOR CARDS

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#### COVERT OPERATIONS

*Veteran Operative - TIER 1*



##### COVERT OPERATIONS

When deploying non-**Primary** characters in this squad, characters may be placed within ⊕3 of the first put character from that squad's **Primary Unit**, instead of the normal ⊕1.

#### RESET THE CLOCK

*Veteran Operative - TIER 1*



##### RESET THE CLOCK

At the end of the Aggressor's first Turn, remove a Momentum from the Struggle Tracker.

#### RECKLESS

*Veteran Operative - TIER 1*



##### RECKLESS

When this Unit would spend one or more ⊕ to use an ability, it may add one Momentum to the Struggle Tracker instead.



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#### STALWART

*Veteran Operative - TIER 2*



##### STALWART

When an allied Unit within  $\oplus 5$  would gain a condition, this Unit may suffer  $\blacktriangledown$ . If it does, the allied Unit does not gain that condition.

#### ESCAPE LINES

*Veteran Operative - TIER 2*



##### ESCAPE LINES

After Deployment, put an Advantage token on the battlefield not within  $\oplus 2$  of any objective. Then put a matching Advantage token within  $\oplus 5$  of the first one and not within  $\oplus 2$  of any objective. The two matching Advantage tokens are Escape Lines. Matching Escape Lines are paired Ingress Points. After an enemy character uses an allied Escape Line, it gains  $\blacktriangleright$ .

#### VENDETTA

*Veteran Operative - TIER 2*



##### VENDETTA

When a character in this Unit attacks a character in an enemy **VETERAN** Unit, add 3 dice to the attack roll. While one or more enemy **VETERAN** Units are not Wounded, when a character in this Unit attacks a character in a Unit that is non-**VETERAN** Unit, change one  $\heartsuit$  result in the attack roll to a  $\blacktriangledown$  result.



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#### STRONG WITH THE FORCE

*Veteran Operative - TIER 3*



#### STRONG WITH THE FORCE

Increase this Unit's  $\oplus$  Stat by 1.

#### BULWARK

*Veteran Operative - TIER 3*



#### BULWARK

When a character in this Unit attacks or defends while contesting an Active objective, add 1 die to the roll.

At the start of each Stage after the first, each character in this Unit may →.

#### DEFT

*Veteran Operative - TIER 3*



#### DEFT

While one or more characters in this Unit are contesting an Active objective, when the Mission Card instructs you to roll dice, you may choose to add 1 die to or remove 1 die from that roll to a minimum of 1.



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#### SPECIAL SURPRISE

*Savvy Guard - TIER 1*



##### SPECIAL SURPRISE

After resolving End of Stage, if the End of Stage requirements have been met, choose an Active objective. Roll 5 Attack Dice. For each \* or ⚡ result in the roll, each enemy unit contesting that objective suffers ⚡.

#### STALWART

*Savvy Guard - TIER 1*



##### STALWART

When an allied Unit within ⊕5 would gain a condition, this Unit may suffer ⚡. If it does, the allied Unit does not gain that condition.

#### IMPOSING

*Savvy Guard - TIER 1*



##### IMPOSING

When determining control of an Active objective that a character in this Unit is contesting, if there is a tie, this Unit's controlling player takes control of the objective.

Additionally, when a character in this Unit makes a ⚡ attack, add 1 die to the roll.



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#### FORTIFIED POSITION

*Savvy Guard - TIER 2*



##### FORTIFIED POSITION

After Deployment, put an Advantage token on the battlefield not within ⊕5 of an allied character. That Advantage token is the allied Fortified Position. Once per Turn, when an allied character within ⊕1 and at the same elevation of the allied Fortified Position would make an attack as part of a combat action, it may instead choose to make a 7 dice attack with ⊕5 using the Expertise Chart below.

	EMPLACED WEAPON
1-2	*, *
3	*, *
4+	*, *



#### VENDETTA

*Savvy Guard - TIER 2*



##### VENDETTA

When a character in this Unit attacks a character in an enemy **VETERAN** Unit, add 3 dice to the attack roll. While one or more enemy **VETERAN** Units are not Wounded, when a character in this Unit attacks a character in a Unit that is not a **VETERAN** Unit, change one ♠ result in the attack roll to a ♣ result.



#### DRIVEN

*Savvy Guard - TIER 2*



##### DRIVEN

When a character in this Unit targets an enemy character that is contesting an Active objective, add 1 die to the attack roll. When a character in this Unit defends, if the attacker is contesting an Active objective, add 1 die to the defense roll.

At the start of each Stage after the first, each character in this Unit may →.



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#### FIGHT TO THE LAST

*Savvy Guard - TIER 3*



#### FIGHT TO THE LAST

If this Unit is not Wounded, when another allied Unit within Ⓜ5 becomes Wounded, that Unit may gain an Injured token after the effect is resolved. If it does, it removes one Wounded token, all ♣, and one condition from itself and this Unit suffers ♣♣♣.

#### RUN OUT THE CLOCK

*Savvy Guard - TIER 3*



#### RUN OUT THE CLOCK

The first time an allied Unit Wounds an enemy Unit add one additional Momentum to the Struggle Tracker.

#### STRONG WITH THE FORCE

*Savvy Guard - TIER 3*



#### STRONG WITH THE FORCE

Increase this Unit's Ⓜ Stat by 1.



ADVANTAGE TOKENS



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