STAR WARS™

SHATTER✴POINT™

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.
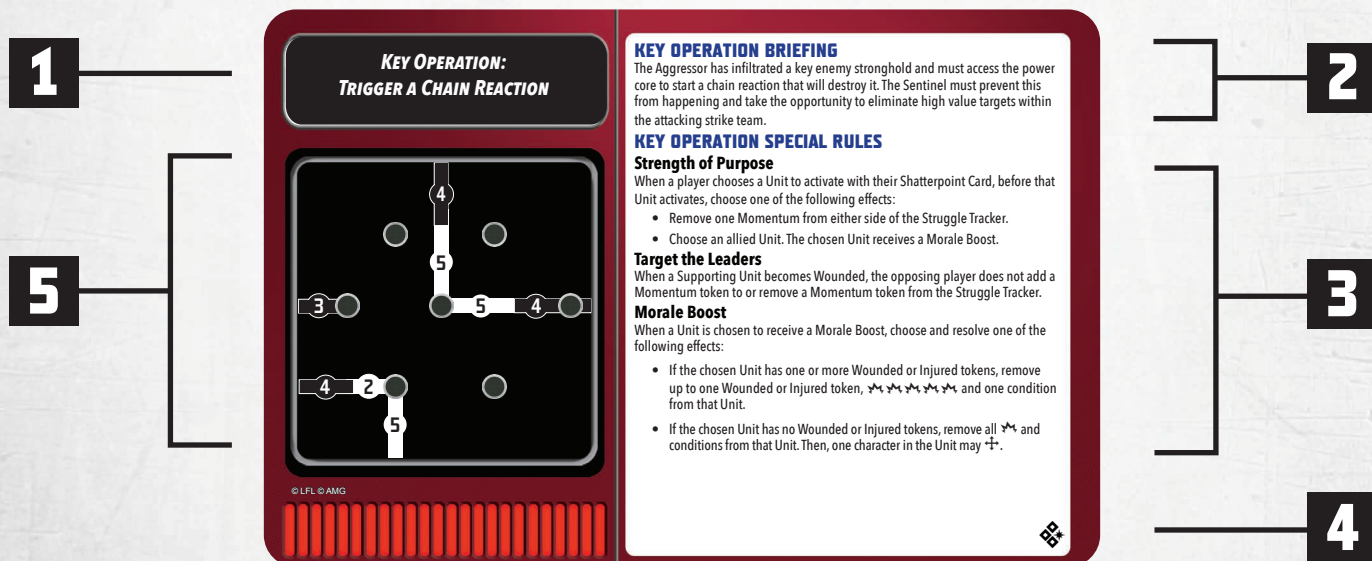
OPERATION CARDS AND STAGE CARDS

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 Key Operation Name – The title of the Key Operation.

2 Key Operation Briefing – A narrative briefing for the Key Operation.

3 Key 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

KEY OPERATION: TRIGGER A CHAIN REACTION

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 ✛.

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.

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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 🎯.

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STAGE CARD (BACK)

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STAGE I – EXPOSE THE CORE

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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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.
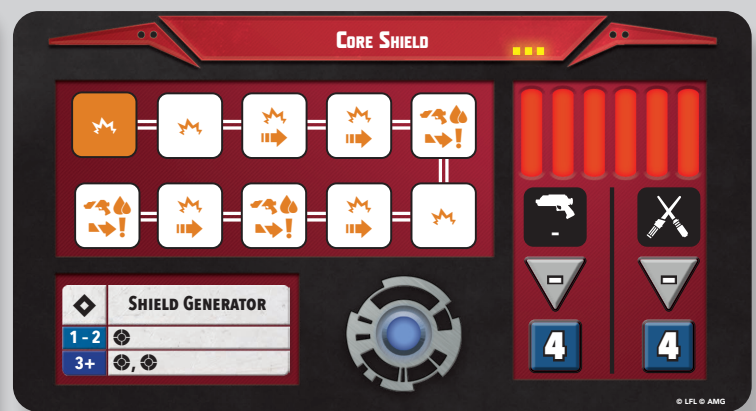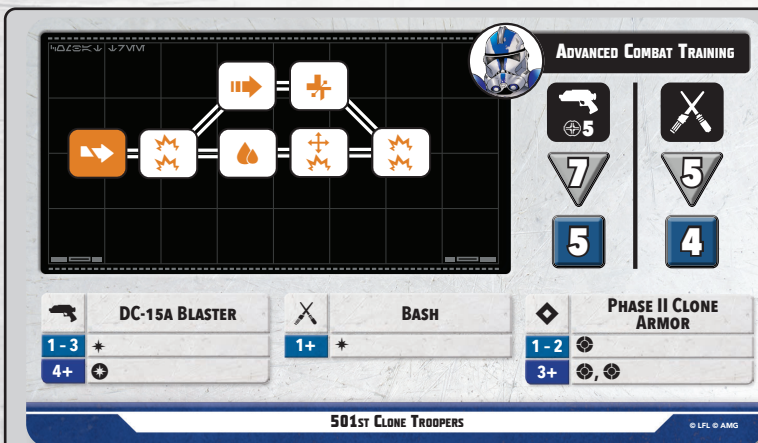

A brave 501st Clone Trooper has attacked the Core Shield, an Armored Target, and has five successes after all dice rolls have been modified. The first Option in their Combat Tree contains a Pin (⭢) result (which does not match either of the results in the first space of the Core Shield's tracker) and 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
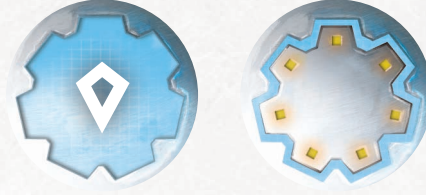
FRONT	BACK

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.

APPENDIX B: CAMPAIGNS

OVERVIEW

Campaigns allow players to form a narrative chain of Key Operations with progression that carries over from Key Operation to Key Operation. Players can progress through these Key Operations to unfold the story of their Veterans!

SETTING UP A CAMPAIGN

The players setting up the Campaign pick a series of 3 Key Operations to create the narrative of their Campaign. These are the Campaign Operations. One additional Key Operation is picked to be the Last Chance Operation. Finally, the players choose **VETERAN** Units, assign player roles (Aggressor and Sentinel), and select which Advantage Packs they will use during the Campaign.

VETERAN UNITS AND ADVANTAGE PACKS

While setting up the Campaign, each player selects a single Primary Unit or Secondary Unit to be their **VETERAN** Unit. Each player's **VETERAN** Unit must be included in their strike team during every Key Operation in the Campaign. Additionally, each player selects a single Advantage Pack for their **VETERAN** Unit, based on their assigned role of Aggressor or Sentinel. A full list of available Advantage Packs can be found in the Campaign Assets section at the end of this Rulebook.

VETERAN Units gain experience throughout the Campaign and will be able to unlock a new ability at the start of each Key Operation in the Campaign, after the first.

STRIKE TEAMS

Before each Key Operation, players build strike teams as described in the Key Operations Rulebook, with the exception that one of their squads must include their **VETERAN** Unit.

GAINING EXPERIENCE, AND UNLOCKING ADVANTAGES

Over the course of a Campaign, **VETERAN** Units earn Experience. This Experience is used to unlock Advantages during the Campaign. Players earn 1 Experience for their **VETERAN** Unit for winning a Key Operation and 2 Experience for losing (Defeat is a better teacher than Victory!).

Before Setup of each Key Operation in a Campaign, except for the first one, players may unlock an Advantage for their *Star Wars™*: Shatterpoint Unit by choosing an Advantage Tier with an Experience value equal to or less than the amount of Experience that Unit has gained. Players cannot choose an Advantage Tier that has two unlocked Advantages in this way. After selecting an Advantage Tier, that player rolls 2 Defense Dice and selects a locked Advantage that corresponds with one of the results in the roll. If both dice show the same result, the player may choose any locked Advantage from the chosen Advantage Tier instead. Finally, players mark down the unlocked Advantage on the Campaign Record Sheet.

> *(Note that experience is retained after unlocking an Advantage, not spent.)*

ACTIVE ADVANTAGE

Once players have unlocked Advantages, each player may choose one of their **VETERAN** Unit's unlocked Advantages as their Active Advantage for this game. The Veteran Unit gains all abilities associated with their Active Advantage.

ADVANTAGE TOKENS

Some Advantages will instruct players to put Advantage tokens on the battlefield to represent various battlefield assets or mark areas of the board. Any Advantage that uses Advantage tokens will instruct the players how to use them and what they do.

ADVANTAGE TOKENS

LAST CHANCE OPERATION

The first time the Aggressor is defeated in a Key Operation, instead of progressing to the next Campaign Operation, the Campaign continues with the Last Chance Operation. If the Aggressor is defeated in the Last Chance Operation, the campaign is concluded. Otherwise, the Campaign continues with the next Campaign Operation. The Last Chance Operation is only ever played one time during a Campaign.

Operation 1 (Aggressor Wins)	Operation 2 (Sentinel Wins)	Last Chance Operation (Aggressor Wins)	Operation 3
Operation 1 (Sentinel Wins)	Last Chance Operation (Aggressor Wins)	Operation 2 (Aggressor Wins)	Operation 3
Operation 1 (Aggressor Wins)	Operation 2 (Aggressor Wins)	Operation 3 (Aggressor Wins)	N/A
Operation 1 (Sentinel Wins)	Last Chance Operation (Sentinel Wins)	N/A	

DETERMINING CAMPAIGN VICTORY

A Campaign concludes when the Aggressor has lost two Key Operations or when all selected Campaign Operations have been completed.

Consult the following chart to determine the Campaign Victor and their degree of victory.

If the Aggressor is undefeated when the Campaign concludes, the Aggressor wins a Heroic Victory!
If the Aggressor has suffered one defeat when the Campaign concludes, the Aggressor wins a Desperate Victory.
If the Aggressor is defeated twice when the Campaign concludes, the Sentinel wins a Lockdown Victory!

Operation Tokens Back

Operation Token Front

KEY OPERATIONS

CAMPAIGN ASSETS

Advantage Packs
Veteran Operative Advantage Pack (Aggressor)

Tier 1 (1 Experience)	⊚ - Covert Operations ◈ - Reckless ✹ - Reset the Clock
Tier 2 (2 Experience)	⊚ - Escape Lines ◈ - Vendetta ✹ - Stalwart
Tier 3 (3 Experience)	⊚ - Deft ◈ - Strong with The Force ✹ - Bulwark
Tier 4 (4 Experience)	⊚ - Select and Unlock an Advantage from Advantage Tier 1 ◈ - Select and Unlock an Advantage from Advantage Tier 2 ✹ - Select and Unlock an Advantage from Advantage Tier 3 This unlocked Advantage is active for the next Operation played, in addition to the chosen one.

Savvy Guard Advantage Pack (Sentinel)

Tier 1 (1 Experience)	⊚ - Special Surprise ◈ - Imposing ✹ - Stalwart
Tier 2 (2 Experience)	⊚ - Vendetta ◈ - Driven ✹ - Fortified Position
Tier 3 (3 Experience)	⊚ - Strong with the Force ◈ - Fight to the Last ✹ - Run Out the Clock
Tier 4 (4 Experience)	⊚ - Select and Unlock an Advantage from Advantage Tier 1 ◈ - Select and Unlock an Advantage from Advantage Tier 2 ✹ - Select and Unlock an Advantage from Advantage Tier 3 This unlocked Advantage is active for the next Operation played, in addition to the chosen one.
Tier 5 (5 Experience)	Instead of rolling as normal, choose and unlock an Advantage from any Advantage Tier. This unlocked Advantage is active for the next Operation in this Campaign in addition to the chosen one.

Aggressor		Sentinel	
Veteran Unit		Veteran Unit	

Campaign Operation List	Last Chance Operation
1	
2	
3	

Setting up a Campaign

Operation 1

Winner?			
Experience Gained (Aggressor)	Total	Experience Gained (Sentinel)	Total

Operation 2

Winner?			
Experience Gained (Aggressor)	Total	Experience Gained (Sentinel)	Total

Advantage Unlocked	Advantage Unlocked

Operation 3

Winner?			
Experience Gained (Aggressor)	Total	Experience Gained (Sentinel)	Total

Last Chance Operation

Winner?			
Experience Gained (Aggressor)	Total	Experience Gained (Sentinel)	Total

Advantage Unlocked	Advantage Unlocked