

The background features a dark grey grid pattern. On the left, there are vertical red light bars and a small vertical stack of three white rectangular lights. On the right, there are horizontal white light bars. The central text is yellow and bold.

STAR
WARSTM

SHATTERPOINTTM

KEY OPERATION: CRASH LANDING

KEY OPERATION BRIEFING

In the aftermath of a less than successful emergency landing, the Aggressor's forces scramble to regroup amidst the wreckage and chaos. The Sentinel's strike team has tracked their quarry to the site of the crash and intends to put a swift end to the Aggressor's escape.

KEY OPERATION SPECIAL RULES

Hurt

Before Setup, the Aggressor chooses one of their squads. Each Unit in the chosen squad is **Hurt**. Set aside four Operation tokens - ★, ☀, ♦, and ✖. Turn them face down and randomize them, putting one token face down on each **Hurt** Unit's Stat Card. Then the Aggressor chooses one of their Hurt Units and puts the remaining Operation token face down on its Unit Stat Card. Neither player may look at these tokens until instructed to during setup. **Hurt** Units are not deployed as normal, but are instead deployed as indicated by the Setup rules for **Stage I: Brace for Impact**.



STAGE I: BRACE FOR IMPACT

Overview

The Aggressor's ship is in pieces and not all their forces have been accounted for after the impact. While they regroup and tend to their wounded, the Sentinel's strike team does everything in their power to hinder the operation.

SETUP

The Aggressor chooses one **Hurt** Unit, not on the battlefield, and an Inactive objective. The Aggressor puts all characters from the chosen Unit within ⊕1 of the chosen objective. The Aggressor repeats this process, choosing a different Inactive objective each time, until all the Aggressor's Units are put on the battlefield. Finally, the Aggressor reveals all of the Operation tokens on their Unit Cards.

Medical Caches

Active objectives are Medical Caches.

Worse for Wear

When a Hurt Unit is chosen to activate, it gains ♠.

Direct

Units controlled by the Aggressor that are not **Hurt** have the following ability:



DIRECT

Choose another allied **Hurt** Unit within ⊕4. Each character in the chosen Unit may →.



STAGE I: BRACE FOR IMPACT



Treatment

At the end of each of the Aggressor's Turns, after control of objectives has been determined, they may choose a Medical Cache and an allied **Hurt** Unit within $\oplus 2$ of it. If they do, they choose and resolve one of the following effects:

- **PROPER TREATMENT:** If the symbol on one or more of the chosen Unit's Operation tokens matches the symbol of the chosen Medical Cache and if the Aggressor controls that Medical Cache, remove the matching Operation token. Then, if the Unit has no Operation tokens, it is no longer **Hurt**.
- **TREATMENT UNDER FIRE:** If the symbol on one or more of the chosen Unit's Operation tokens matches the symbol of the chosen Medical Cache, roll 5 Attack Dice. If there are one or more $\diamond$ results in the roll, remove the matching Operation token. Then, if the Unit has no Operation tokens, it is no longer **Hurt**.
- **SAFE APPLICATION:** If the Aggressor controls the chosen Medical Cache, roll 3 Attack Dice. If there are one or more $\diamond$ results in the roll, remove one of the chosen Unit's Operation tokens. Then, if the Unit has no Operation tokens, it is no longer **Hurt**.
- **DESPERATE MEASURES:** Roll 1 Attack Die. If there are one or more $\diamond$ results in the roll, remove one of the chosen Unit's Operation tokens. Then, if the Unit has no Operation tokens, it is no longer **Hurt**.

After any of these effects are resolved, if the chosen Unit is no longer **Hurt**, the Aggressor may remove a Momentum from the Sentinel's side of the Struggle Tracker.

Sabotage the Supplies

At the end of each of the Sentinel's Turns, the Sentinel may choose a Medical Cache the Unit that just activated is contesting. If that Unit is a **Primary Unit** and if the Sentinel controls the chosen Medical Cache, put 3 Damage tokens on the chosen Medical Cache. Otherwise, roll 4 Attack Dice. For each $\star$ or $\odot$ result in the roll, put a Damage token on the chosen Medical Cache. Then, if the Medical Cache has 3 or more Damage tokens on it, remove those Damage tokens and set the chosen Medical Cache to its Inactive side.



STAGE II: SECURE THE SUPPLIES

Overview

Having recovered from their initial shock and injuries, the Aggressor's strike team turns their attention to long-term survival and escape. Without swift action, the Sentinel will destroy too many crucial supplies, and escape will be impossible.

SETUP

Put the Crashed Landing Dashboard next to the Struggle Tracker. Then put one Damage token on each of the starting spaces on Survival Gear.

Wreckage Piles

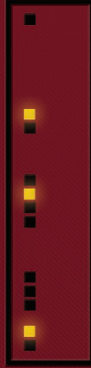
Active objectives are Wreckage Piles.

Scavenge the Survival Gear

At the end of each of the Aggressor's turns, they choose one Wreckage Pile they control, if able. Then, they roll a number of Attack Dice equal to the number of Wreckage Piles they control. If the selected Wreckage Pile is marked with a symbol on the **STAGE II Map**, the Aggressor may change one of the Attack Dice to the results to match the chosen objective's corresponding symbol. After any results have been changed, for each result in the roll move the Damage token one space down on that symbol's respective track in Survival Gear, if able.

Take Your Share

At the end of each of the Sentinel's turns, they roll one Attack Die for each Wreckage Pile they control. For each  or  in the roll, place one Damage token on Stolen Equipment. Then, if there are 5 or more tokens on Stolen Equipment, the Sentinel may add one Momentum to the Struggle Tracker. Then remove all tokens from Stolen Equipment.



CRASHED LANDING DASHBOARD

SURVIVAL GEAR



STARTING



STARTING



STARTING



STARTING



STOLEN EQUIPMENT

