

STAR WARS™

SHATTERPOINT™

501ST CLONE TROOPERS



DEFENSIVE MANEUVER ☒

Each character in this Unit may ☐☐☐. If any characters ☐☐☐, this Unit gains ☒.



COORDINATED FIRE: ♠

When a character in another allied **GALACTIC REPUBLIC** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within ☒5 of a character in this Unit, the target Unit gains ♠.



BROTHERS IN ARMS

While this Unit has one or more ☒, characters in this Unit have **STEADFAST**.



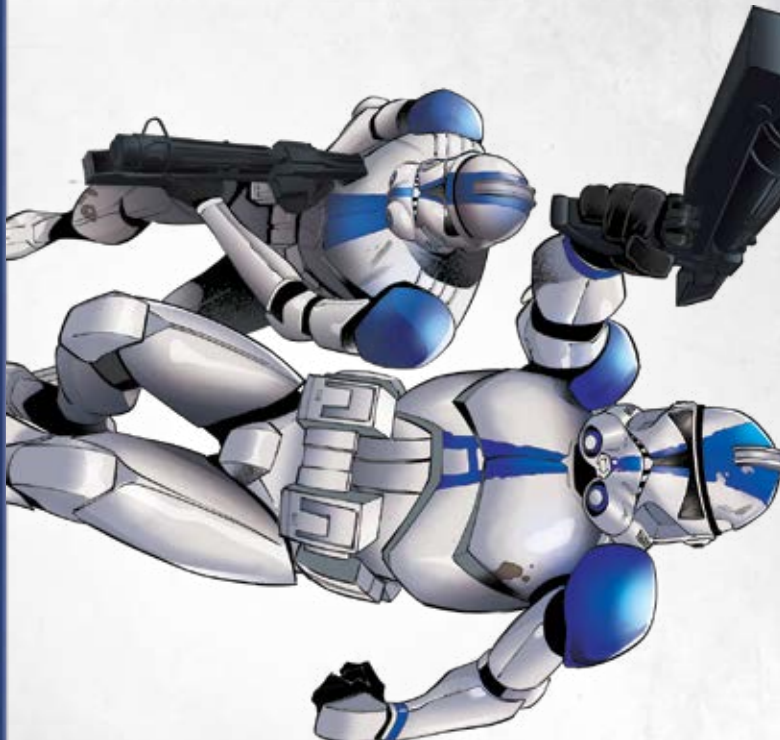
501ST • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER

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Supporting Unit (22)

Simone Buonfantino / Tomato Farm

501ST CLONE TROOPERS



3PC



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UNIT UPDATES

Version 1.2 (05/09/2025)

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ADVANCED COMBAT TRAINING

501ST CLONE TROOPERS

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STANCE UPDATES






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


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SHATTERPOINT™








AHSOKA TANO, JEDI NO MORE

FORCE SPEED  Each character in this Unit may .

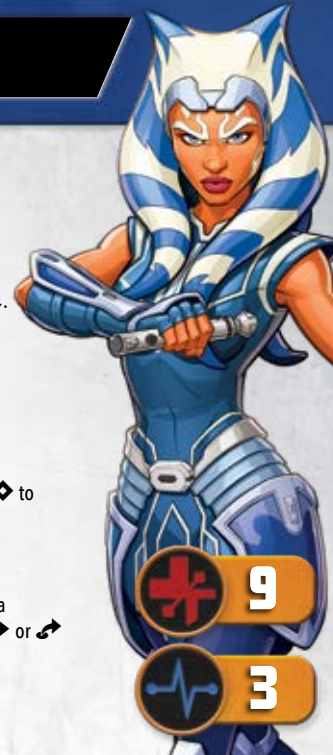
WHAT'S THE MATTER, TOO FAST FOR YOU?   When a character in this Unit would suffer  from a  attack, this Unit may use this ability. This Unit suffers half the  in the Damage Pool. The attacking Unit suffers the remaining .

DEFLECT  After a  attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more  results, the attacking Unit suffers  .

YOU'LL FIND I HAVE MANY QUALITIES FOR YOU TO DISLIKE  While this Unit is not Wounded, characters in this Unit and allied characters within  2 add  to their defense rolls.

FIERCE PROTECTOR  When another allied Unit is Wounded by an enemy attack, after the effect is resolved, choose a character in this Unit. The chosen character may   . Then the chosen character may  or  and then may make a  attack targeting the enemy character that caused the effect.

FORCE USER • GALACTIC REPUBLIC



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Ahsoka Tano • Primary Unit (2)

Patrick Brown

AHSOKA TANO, JEDI NO MORE



8SP



3

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**STAR
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SHATTERPOINT

[illegible]

STANCE UPDATES

Version 1.2 (05/09/2025)



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SHATTERPOINT™

ASAJJ VENTRESS, SITH ASSASSIN



DATHOMIRIAN DEXTERITY ☉

Each character in this Unit may ☞. This Unit may use this ability two times during its activation instead of the normal one.



FORCE PUSH ☉☉

Choose a character in this Unit and an enemy character within ☉3 of that character. Push the chosen enemy character ☉3 Away from the chosen allied character.



RIPOSTE

After a ✕ attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more ✕ results, the attacking Unit suffers ✕✕.



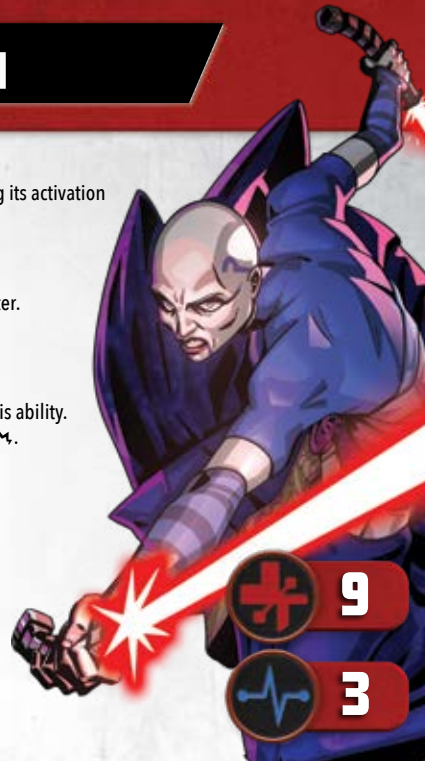
SWIFT RETREAT

When a character in this Unit would ➡, it may instead ☞.



SITH ASSASSIN

When a character in this Unit Wounds an enemy Unit, after the effect is resolved, refresh ☉. Then, if it Wounded a **Primary Unit** or **Secondary Unit**, it may ☞ or ☞. Finally, if it Wounded a **Primary Unit**, refresh ☉.



DATHOMIRIAN • FORCE USER • NIGHTSISTER • SEPARATIST ALLIANCE

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ASAJJ VENTRESS, SITH ASSASSIN
Asajj Ventress • Primary Unit (2)

Chris Bjors



8SP




3

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FORM II MAKASHI



TWIN LIGHTSABERS		DUELIST TRAINING	
1-2	⚡, ⚡	1	🎯
3	⚡, ⚡, *	2-3	🎯, 🎯, !
4+	⚡, ⚡, ⚡	4+	🎯, 🎯, ↻, !


WEAPONS

- Blaster Pistol
- Sabers

STATS

- Health: -
- Agility: 7
- Strength: 5
- Stamina: 6

JAR'KAI



TWIN LIGHTSABERS		AGGRESSIVE DEFENSE	
1	⚡, *	1	🎯, ⚡, *
2	⚡, ⚡, *	2-3	🎯, 🎯, ⚡, *
3+	⚡, ⚡, *, *	4+	🎯, 🎯, ⚡, *, * ✖️

WEAPONS

- Blaster Pistol
- Sabers

STATS

- Health: -
- Agility: 8
- Strength: 5
- Stamina: 6

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GENERAL ANAKIN SKYWALKER



FORCE JUMP ⚡⊕

Each character in this Unit may ⚡.



I'M GOING TO END THIS ⚡⊕

After this Unit makes a combat action, it may use this ability. This Unit may change its Active Stance. Then one character in this Unit may make a ⚡ attack.



DEFLECT

After a ⚡ attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more ⚡ results, the attacking Unit suffers ⚡⚡.

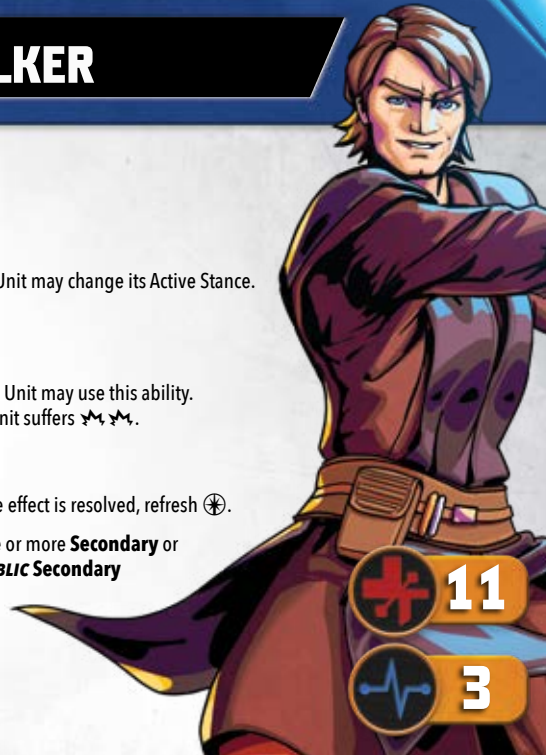


THIS IS WHERE THE FUN BEGINS

Each time a character in this Unit Wounds an enemy Unit, after the effect is resolved, refresh ⚡.

Additionally, at the end of this Unit's activation, if it Wounded one or more **Secondary** or **Primary Units** during that activation, each allied **GALACTIC REPUBLIC Secondary** and each allied **GALACTIC REPUBLIC Supporting** character may ⚡. Then, if this Unit Wounded one or more **Primary Units** during its activation, move the Struggle token one space toward your Momentum tokens.

501ST • FORCE USER • GALACTIC REPUBLIC • JEDI



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Sequence diagram for Form V Djem So:

```

    graph LR
      A[Blade 1: Orange, 3 flames] --> B[Blade 2: White, 3 flames]
      B --> C[Blade 3: White, 3 flames]
      C --> D[Blade 4: White, 3 flames]
      C --> E[Blade 5: White, 3 flames]
      D --> F[Blade 6: White, 3 flames]
      E --> F
      F --> G[Blade 7: White, 3 flames]
  
```

FORM V DJEM SO

4

6

5

4

8

5

FORCE CRUSH

1-2	✱
3	✱, ➡
4+	✱, ✱, ➡

LIGHTSABER

1	✱
2-3	✱, ✱
4+	✱, ✱, ✱

DEFENSIVE FORM

1-2	⬢, ➡, ✱
3+	⬢, ⬢, ➡, ✱

GENERAL ANAKIN SKYWALKER

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Sequence diagram for Form V Shien:

```

    graph LR
      A[Blade 1: Orange, 3 flames] --> B[Blade 2: White, 3 flames]
      A --> C[Blade 3: White, 3 flames]
      B --> D[Blade 4: White, 3 flames]
      C --> D
      D --> E[Blade 5: White, 3 flames]
      E --> F[Blade 6: White, 3 flames]
      F --> G[Blade 7: White, 3 flames]
  
```

FORM V SHIEN

-

-

6

-

7

6

LIGHTSABER

1	✱
2-3	✱, ✱
4+	✱, ✱, ✱

DEFENSIVE FORM

1	⬢, ➡, ✱
2-3	⬢, ⬢, ➡, ✱
4+	⬢, ⬢, ⬢, ➡, ✱

GENERAL ANAKIN SKYWALKER

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JANGO FETT, BOUNTY HUNTER



CAPTURE WIRE ⊕

Choose a character in this Unit and an enemy character within ⊕3 of that character. Pull the chosen enemy character ⊕2 Toward the chosen allied character. Then the chosen enemy character gains ➡.



JET PACK ⊕

Each character in this Unit may ➡.



NOT SO FAST ⊕

When an opposing player chooses to activate a Unit from reserve, this Unit may use this ability. One character in this Unit may immediately ➡ then may make a 5 dice attack targeting a character in the Unit that was chosen to activate.



I'M JUST LOOKING TO GET PAID

When a character in this Unit Wounds an enemy **Primary Unit** or an enemy **Secondary Unit**, after the effect is resolved, refresh ⊕ and one character in this Unit may ✦✦.



MY CLIENT IS GETTING IMPATIENT

After this Unit makes a focus action, one character in this Unit may ➡.



BOUNTY HUNTER • MERCENARY • SCOUNDREL • SEPARATIST ALLIANCE

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Jango Fett • Secondary Unit (2)

Chris Bjors

JANGO FETT, BOUNTY HUNTER



4PC



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MAGNA GUARD



PROTECTION PROTOCOLS

After an allied **SEPARATIST ALLIANCE Primary Unit** makes a move action, this Unit may use this ability. Choose a character in the activating **Primary Unit**. One character in this Unit may
→ Toward the chosen character.



BODYGUARD

Allied **Primary** characters within ⊕2 and allied **Secondary** characters within ⊕2 of a character in this Unit have **COVER [1]**.



INTERCEDE

While this Unit is not Wounded, enemy characters Engaged with one or more characters in this Unit cannot target allied **Primary** characters or allied **Secondary** characters with attacks.

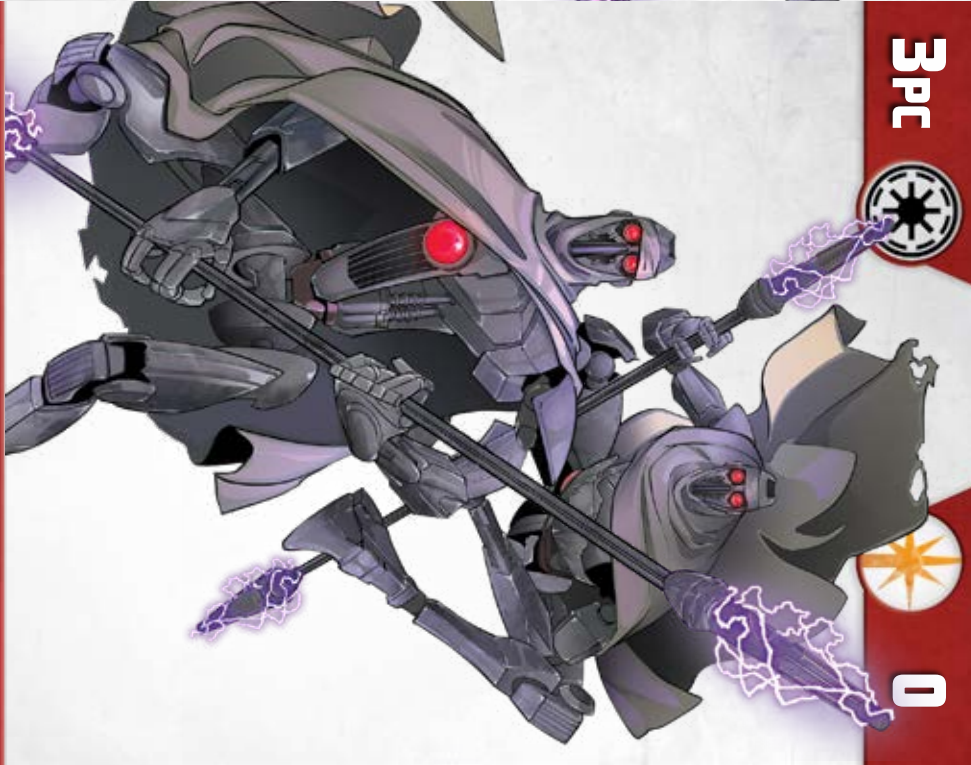


BATTLE DROID • DROID • SEPARATIST ALLIANCE • TROOPER

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MAGNA GUARD
Supporting Unit (22)

Simone Buorfantino / Tomato Farm



3PC



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REPUBLIC CLONE COMMANDOS



DEFENSIVE MANEUVER ⊕

Each character in this Unit may "►". If any characters "►", this Unit gains ▲.



COORDINATED FIRE: ✖

When a character in another allied **GALACTIC REPUBLIC** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within ⊕5 of a character in this Unit, the target Unit suffers ✖.



ASCENSION CABLES

Characters in this Unit have **SCALE**.



BROTHERS IN ARMS

While this Unit has one or more ▲, characters in this Unit have **STEADFAST**.



COMMANDO ARMOR

Characters in this Unit have **PROTECTION**.

CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER

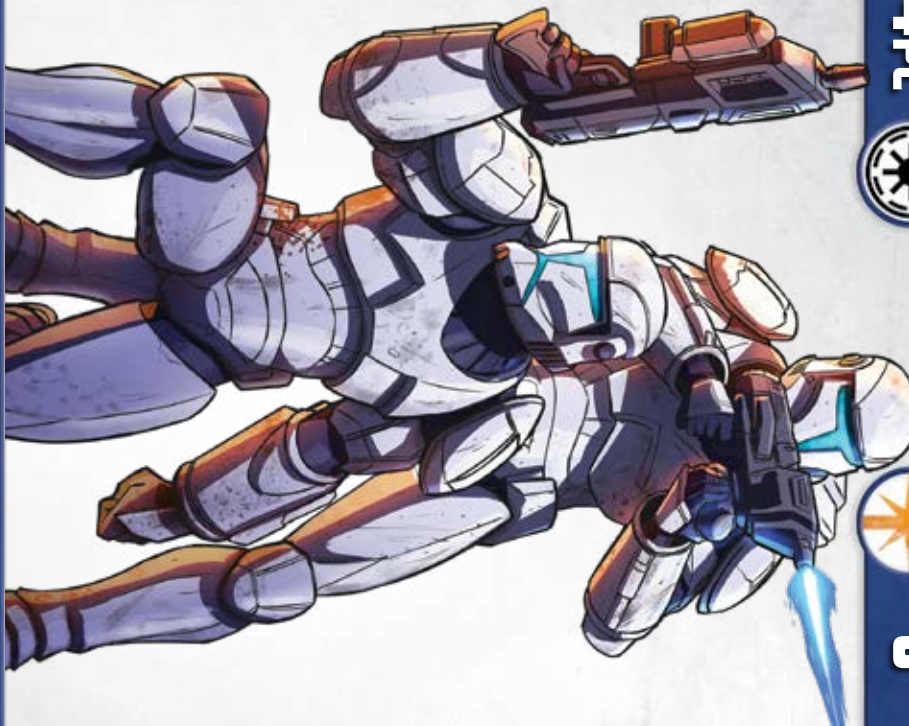


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Supporting Unit (22)

Colin Searle

REPUBLIC CLONE COMMANDOS



4PC



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COMMANDO TRAINING

⊕
5

6

5

✂
5

5

4

	DC-17M ICWS BLASTER RIFLE		VIBROBLADE		KATARN-CLASS COMMANDO ARMOR	
1-2	⊕		1	*	1	⊕
3+	⊕, ⊕		2	*, *	2	⊕, ⊕
			3+	⊕, *	3+	⊕, ⊕, ⊕

REPUBLIC CLONE COMMANDOS

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212TH CLONE TROOPERS



DEFENSIVE MANEUVER ☉

Each character in this Unit may ☉. If any characters ☉, this Unit gains ☉.



COORDINATED FIRE: ☉☉

When a character in another allied **GALACTIC REPUBLIC** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within ☉5 of a character in this Unit, the target Unit gains ☉☉.



BROTHERS IN ARMS

While this Unit has one or more ☉, characters in this Unit have **STEADFAST**.



CLONE MARKSMEN

Characters in this Unit have **SHARPSHOOTER** [1].

212TH • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER

8

2

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Supporting Unit (☉☉)

212TH CLONE TROOPERS

Colin Sauter

4PC



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CC-2224 CLONE COMMANDER CODY



WE'VE GOT A BIG PROBLEM...

At the start of this Unit's activation, choose an Active objective. One character in this Unit may Toward the chosen objective. Then choose an enemy character within 3 that is contesting the chosen objective, if able. The chosen character gains .



DEFENSIVE MANEUVER

Each character in this Unit may . If any characters , this Unit gains .



BRING IT DOWN!

When an allied **CLONE TROOPER Supporting** character within 4 that has one or more makes a attack as part of a combat action, it may reroll up to two of its results.



SAY GOODNIGHT, CLANKER!

Characters in this Unit have **SHARPSHOOTER [2]**. When a character in this Unit makes a attack, the target does not benefit from **COVER**.



212TH • CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC

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CC-2224 CLONE COMMANDER CODY
CC-2224 • Secondary Unit (2)

Patrick Brown



4PC



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CONCENTRATED FIREPOWER

+5

6

4

+5

6

4

	DC-15 BLASTER RIFLE		DC-17 BLASTER PISTOLS		PHASE II CLONE ARMOR	
1	☀, ✨		1	*	1-2	☀, ✨
2-3	☀, ✨, ✨		2	☀	3+	☀, ✨, ✨
4+	☀, ☀, ✨, ✨		3+	☀, ✨		

CC-2224 CLONE COMMANDER CODY
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ARF CLONE TROOPERS



DEFENSIVE MANEUVER ⊕

Each character in this Unit may ⊕. If any characters ⊕, this Unit gains ⊕.



SUPPORTING FIRE: ⊕

When a character in another allied *GALACTIC REPUBLIC* Unit makes an attack as part of a combat action, after the effect is resolved, this Unit may use this ability. If the attacking character is within ⊕5, that character may ⊕.



BROTHERS IN ARMS

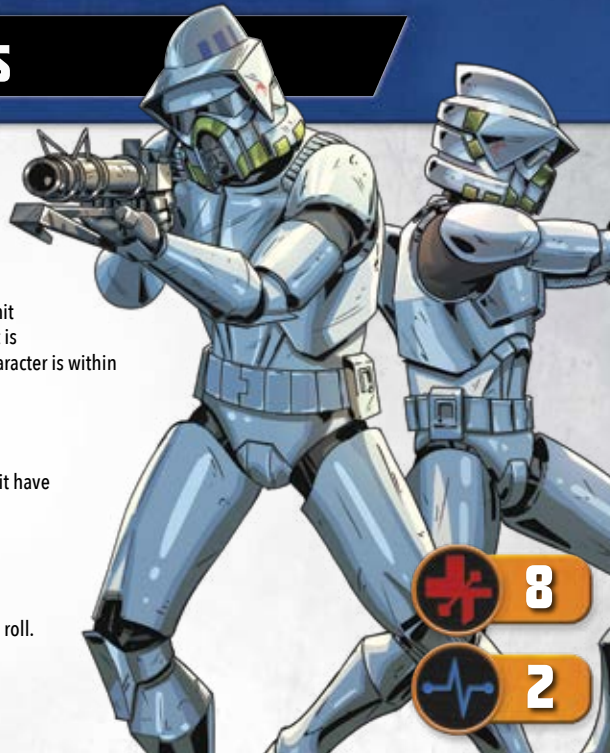
While this Unit has one or more ⊕, characters in this Unit have **STEADFAST**.



LAY LOW

When a character in this Unit rolls defense dice during a ⊕ attack, if this Unit has one or more ⊕, add ⊕ to the roll.

ARF • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER

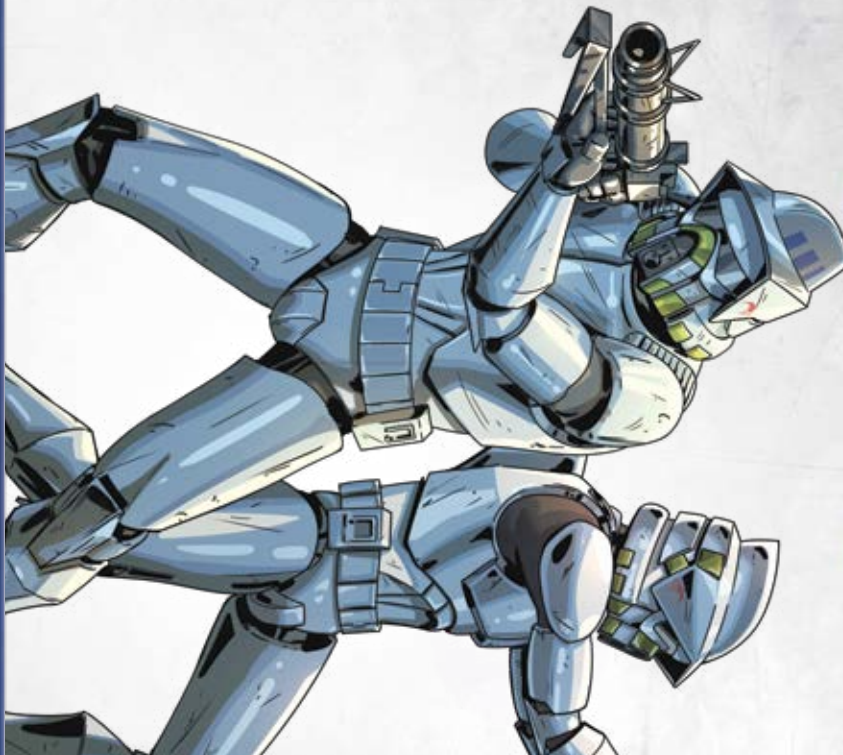


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Supporting Unit (22)

Chris Bjors

ARF CLONE TROOPERS



3PC



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UNIT UPDATES

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JEDI MASTER MACE WINDU



RUSH TO ACTION

At the start of this Unit's Activation, choose another allied **GALACTIC REPUBLIC** Unit. Each character in this Unit and each character in the chosen Unit may "►".



SHATTERPOINT

When an allied Unit is chosen to activate with a Shatterpoint Card, before that Unit activates, resolve an effect based on this Unit's Active Stance. If this Unit's Active Stance is **FORM VII VAAPAD**, one character in this Unit may "►" and then may make a 5 dice attack. If its Active Stance is **JEDI MASTER**, refresh ☉☉ and one character in this Unit may ✦✦✦.



TEMPERED AGGRESSION

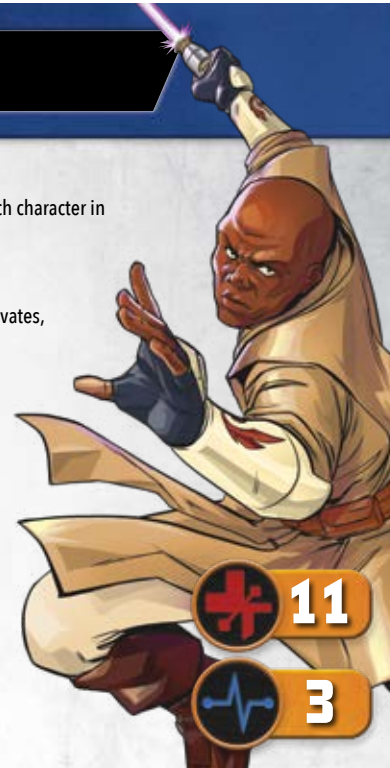
When a character in this Unit attacks or defends, before dice are rolled, this Unit may spend 1-3 ☉. If it does, that character adds 1 die to its roll for each ☉ spent.



THIS PARTY'S OVER

While a character in this Unit is Engaged, allied **GALACTIC REPUBLIC** characters within ☉5 have **STEADFAST** and **PROTECTION**.

FORCE USER • GALACTIC REPUBLIC • JEDI



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JEDI MASTER MACE WINDU
Mace Windu • Primary Unit (2)

Gary Daniels III

JEDI MASTER MACE WINDU



7 SP



4

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FORM VII VAAPAD

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STRENGTH IN NUMBERS

5

6

6

4

DC-15 BLASTER

1-2 ☉

3+ ☉, *

ADVANCED COMBAT TRAINING

1 ☉

2 ☉, *

3+ ☉, *

PHASE II CLONE ARMOR

1-2 ☉

3+ ☉, ☉

104TH WOLFPACK TROOPERS

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AURRA SING



DOUBLE THE CONTRACT, DOUBLE THE PAYOUT ⚡

After a character in this Unit makes an attack as part of a combat action, this Unit may use this ability. One character in this Unit may make a 5 dice attack targeting a character in a different enemy Unit.



HIT AND RUN ⚡

After a character in this Unit makes an attack as part of a combat action, this Unit may use this ability. One character in this Unit may ⚡.



EXPENDABLE DISTRACTION

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 ⚡⚡.



ON CONTRACT

At the end of Setup, choose an allied **Primary Unit** and a Tag that Unit has. This Unit has the chosen Tag.

BOUNTY HUNTER • MERCENARY • SCOUNDREL



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Aurra Sing • Secondary Unit (2)

AURRA SING

Colin Searle



5PC

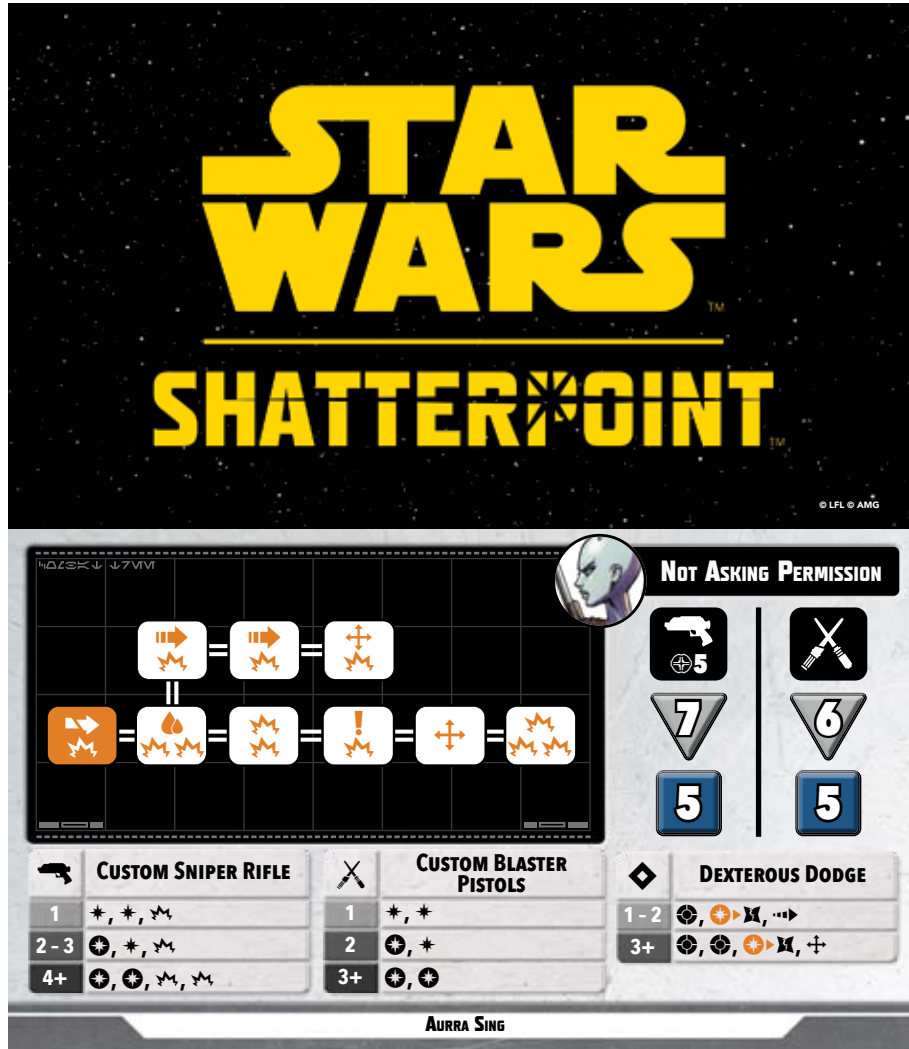
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CAD BANE, NOTORIOUS HUNTER



HOW ABOUT YOU STEP ASIDE? ⊕

Choose an enemy character within ⊕3 and an Active objective it is contesting. The chosen character may ⊕► Away from that objective. Then, after any moves are resolved, if the chosen character is no longer contesting the chosen objective, it gains ♣♣. If the chosen character is still contesting the chosen objective, it gains ! and ♠.



ROCKET BOOTS ⊕

Each character in this Unit may ↻.



NO ONE GETS BETWEEN ME AND MY JOB ⊕

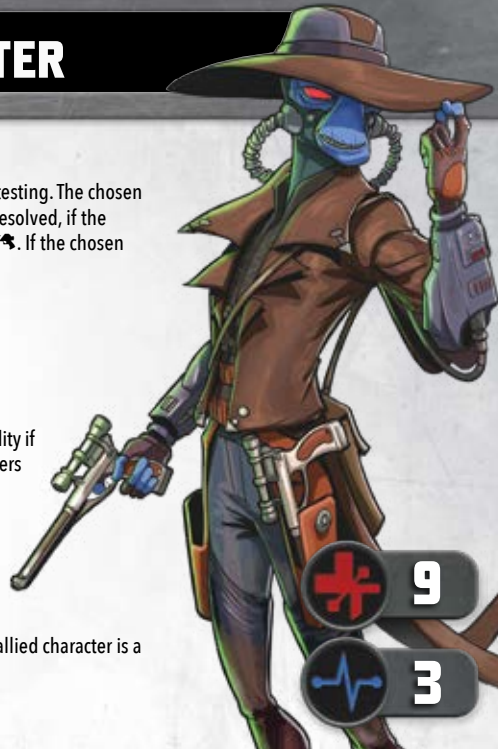
After another allied Unit makes a combat action, this Unit may use this ability if no characters in this Unit are Engaged. Choose one of the targeted characters within ⊕4. One character in this Unit deals ♣♣ to the chosen character. If none of the targeted characters are within ⊕4, each character in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



I'LL TAKE ON ANY JOB...FOR THE RIGHT PRICE

When an allied character Wounds an enemy Unit, after the effect is resolved, refresh ⊕ and one character in this Unit may ♣. Then, if the allied character is a **BOUNTY HUNTER**, refresh ⊕.

BOUNTY HUNTER • MERCENARY • SCOUNDREL



9
3

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Cad Bane • Primary Unit (2)

Colin Searle

CAD BANE, NOTORIOUS HUNTER



9SP



2

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BOUNTY HUNTERS



ON THE TRAIL

At the start of this Unit's activation, each character in this Unit may → Toward an enemy character.



TOOLS OF THE TRADE

Choose one of the following effects:

- Choose an enemy Unit within 3. The chosen Unit gains .
- Characters in this Unit have **SHARPSHOOTER [2]** and **IMPACT [2]** until the end of the Turn.



PAYDAY

After you reveal an Order Card, this Unit may use this ability. If it does, this Unit gains one Tag of your choice until the end of the Turn.

BOUNTY HUNTER • MERCENARY
SCOUNDREL • TROOPER



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Supporting Unit (2)

BOUNTY HUNTERS

Colin Searle



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STAR WARS

SHATTERPOINT™

HONDO, HONEST BUSINESSMAN



THAT'S JUST GOOD BUSINESS

At the start of this Unit's activation, refresh ☉ for each Active objective controlled by another player.



INSPIRING STORIES, SO MANY OF THEM TRUE ☉

Choose an allied Unit. One character in this Unit and each character in the chosen Unit may ☉.



WHAT HAVE WE HERE? ☉

Choose an enemy Unit within ☉2. The chosen Unit gains ☹ and ♠. Then, if that Unit's Order Card is in reserve, you may spend ☉ to shuffle it into its controlling player's Order Deck.



THIS EFFORT IS NO LONGER PROFITABLE ☉

When another allied Unit within ☉4 becomes Wounded, this Unit may use this ability. One character in this Unit may ☉. That character may not end this movement Engaged.



FAIR? WHAT'S FAIR?

When an allied **SCOUNDREL** character makes an attack as part of a combat action, if the defender is Engaged with one or more characters in other allied Units that are not Wounded, it may add 2 dice to the attack roll. If it does, after the attack is resolved, each allied Unit within ☉2 of the defender, except the attacking Unit, gains ♠.

MERCENARY • SCOUNDREL • WEEQUAY

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Hondo Ohnaka • Primary Unit (2)

Colin Sauter

HONDO, HONEST BUSINESSMAN



7 SP



2

UNIT UPDATES

Version 1.2 (05/09/2025)

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SHATTERPOINT™

GWARM



GET MOVING, YOU DOGS

At the start of this Unit's activation, choose another allied **WEEQUAY** Unit. Each character in the chosen Unit may **▶▶**.



SPOTCHKA RATIONS

Choose an allied **SCOUNDREL** Unit within **⊕3**. One character in the chosen Unit may **✦✦**.



EXIT STRATEGY

Characters in this Unit can **↑** even while they are Engaged.



I'VE GOT YOU IN MY SIGHTS

Characters in this Unit have **SHARPSHOOTER [2]**. When a character in this Unit makes a **✎** attack, the target does not benefit from **COVER**. After this Unit makes a focus action, it gains **⬆**.



PACK HUNTER

When a character in this Unit makes a **✕** attack targeting an enemy character that is Engaged with another allied **WEEQUAY** character, it adds 2 dice to the attack roll.

MERCENARY • SCOUNDREL • WEEQUAY



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Gwarm • Secondary Unit (2)

GWARM

Colin Searle



3PC

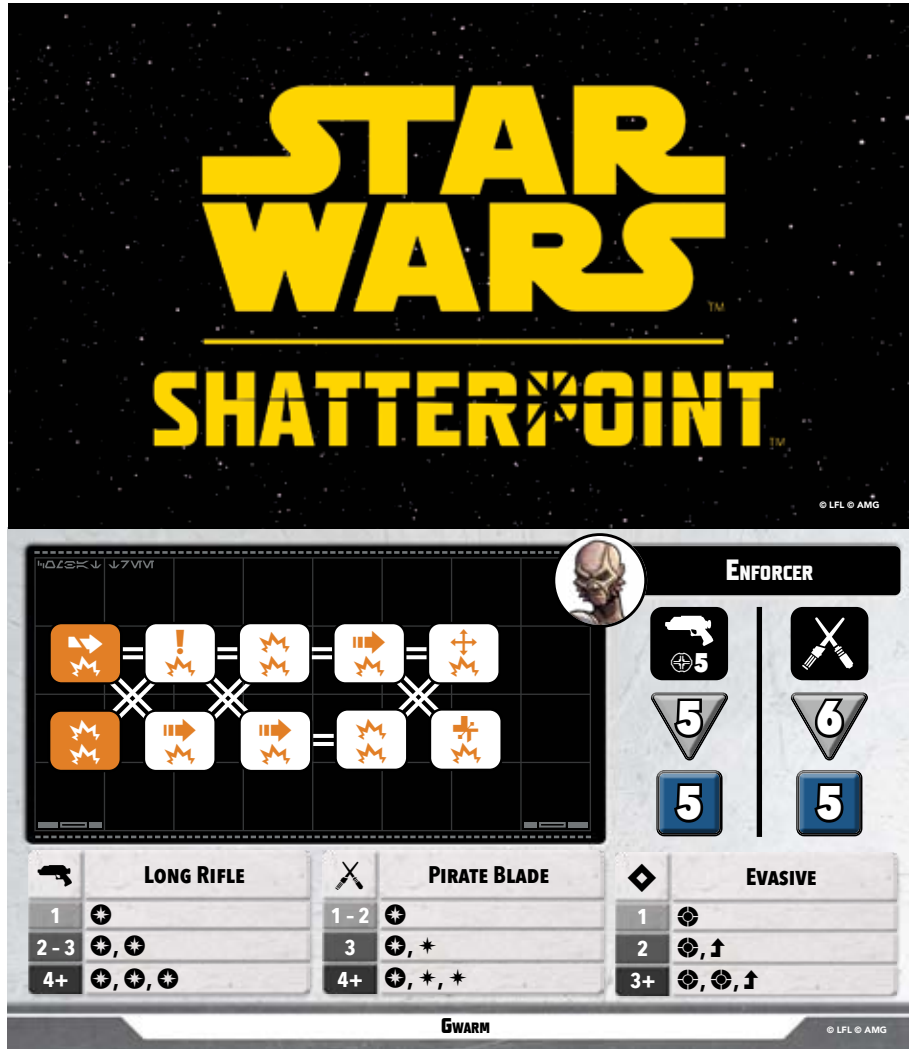
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UNIT UPDATES

Version 1.2 (05/09/2025)

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SHATTERPOINT™



STANCE UPDATES

Version 1.2 (05/09/2025)

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WEEQUAY PIRATES



RAIDING PARTY ☉

Each character in this Unit may ⬆.



EXIT STRATEGY

Characters in this Unit can ⬆ even while they are Engaged.



GREEDY

While a character in this Unit is contesting one or more Active objectives, it has **STEADFAST**.



PACK HUNTER

When a character in this Unit makes a ✕ attack targeting an enemy character that is Engaged with another allied **WEEQUAY** character, it adds 2 dice to the attack roll.



MERCENARY • SCOUNDREL • TROOPER • WEEQUAY

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Supporting Unit (22)

WEEQUAY PIRATES

Colin Searle



4PC



0

UNIT UPDATES

Version 1.2 (05/09/2025)

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STANCE UPDATES

Version 1.2 (05/09/2025)

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FOURTH SISTER



FORCE JUMP ⊕

Each character in this Unit may ↗.



FORCE PULL ⊕

Choose a character in this Unit and an enemy character within ⊕3 of that character. Pull the chosen enemy character ⊕2 Toward the chosen allied character.



ENFEEBLE: ↗↘

When a character in another allied **INQUISITORIUS** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within ⊕4 of a character in this Unit, the target Unit gains ↗↘.



INQUISITORIAL MANDATE

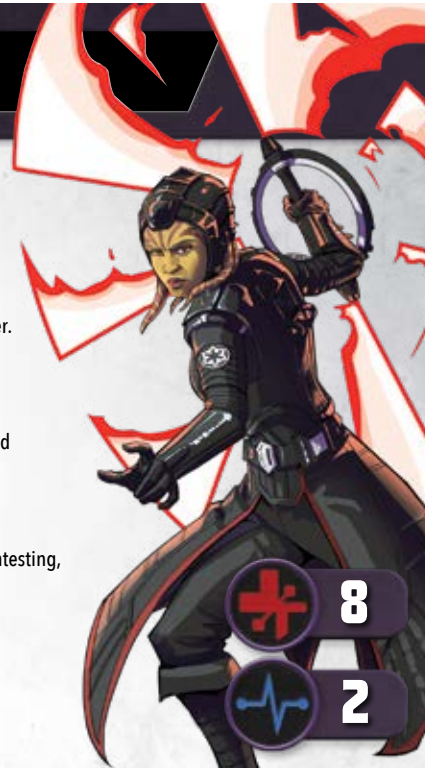
When determining control of an Active objective that a character in this Unit is contesting, if there is a tie, this Unit's controlling player takes control of the objective.



SWIFT RETREAT

When a character in this Unit would →, it may instead ↗.

FORCE USER • GALACTIC EMPIRE • INQUISITORIUS



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Fourth Sister • Supporting Unit (2)

FOURTH SISTER

Preston Stone



UNIT UPDATES

Version 1.2 (05/09/2025)

STAR WARS™

SHATTERPOINT™



STAR WARS™
SHATTERPOINT™

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FORM II MAKASHI

THROWN LIGHTSABER

1	☀
2	☀, ➡
3+	☀, *, ➡

SPINNING LIGHTSABER

1-2	☀, ✂
3+	☀, *, ✂

INQUISITORIUS TRAINING

1-2	☀
3+	☀, ☀, ➡

FOURTH SISTER

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STANCE UPDATES

Version 1.2 (05/09/2025)

STAR WARS™

SHATTERPOINT™

GRAND INQUISITOR, FALLEN JEDI



YOU KNOW WHO WE ARE

At the start of this Unit's Activation, choose an allied **INQUISITORIUS Secondary** character or an allied **INQUISITORIUS Supporting** character. One character in this Unit and the chosen character may "►".



SECRETS UNCOVERED

Choose an Active objective that is controlled by an opposing player. Remove the opposing player's Control token from the chosen objective.



THE TEMPLE RECORDS ARE QUITE COMPLETE

When a character in this Unit is targeted with a ✕ attack, this Unit may use this ability. This Unit may change its Active Stance.

Additionally, If the attacker is a **FORCE USER**, add 2 dice to the defense roll.



CLEARLY, YOU WERE A POOR STUDENT

When an allied **GALACTIC EMPIRE** character Wounds an enemy Unit, after the effect is resolved, refresh ☉ and one allied **INQUISITORIUS** character may ✕. Then, if the Wounded Unit was a **FORCE USER**, refresh ☉ and one allied **INQUISITORIUS** character may ✕.

FORCE USER • GALACTIC EMPIRE • INQUISITORIUS



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Grand Inquisitor • Primary Unit (2)

Preston Stone

GRAND INQUISITOR, FALLEN JEDI



UNIT UPDATES

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STAR WARS

SHATTERPOINT™

FORM II MAKASHI

WEAPON	THROWN LIGHTSABER	SPINNING LIGHTSABER	ADAPTIVE FIGHTER
1	*, *	1 ⚙️, ♣️	1-3 ⚙️, ⚙️
2-4	⚙️, *	2-3 ⚙️, ⚙️, ♣️	4+ ⚙️, ⚙️, ⚡, *
5+	⚙️, *, ♣️	4+ ⚙️, ⚙️, ♣️, ♣️	

FORM V DJEM SO

WEAPON	THROWN LIGHTSABER	SPINNING LIGHTSABER	ADAPTIVE FIGHTER
1	*, ⚡	1 *, *	1-2 ⚙️, ⚡, *
2-3	⚙️, *, ⚡	2-3 ⚙️, *	3 ⚙️, ⚡, *, ⚡, ♣️
4+	⚙️, ⚙️, ⚡	4+ ⚙️, ⚙️, ♣️	4+ ⚙️, ⚡, ♣️, ⚡, ♣️, ⚡

GRAND INQUISITOR, FALLEN JEDI

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STANCE UPDATES

Version 1.2 (05/09/2025)

STAR WARS

SHATTERPOINT™

THIRD SISTER



FORCE JUMP

Each character in this Unit may .



CALL THE HUNT

Choose an allied **INQUISITORIUS Supporting** character. The chosen character may and then may make a 5 dice attack.



DEFLECT

After a attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more results, the attacking Unit suffers .



YOUR FEAR BETRAYS YOU

When a character in this Unit makes an attack, during the Modify Dice Rolls step, this Unit may use this ability. The attacking character may reroll a number of dice in the attack roll up to the number of Active objectives controlled by opposing players.

FORCE USER • GALACTIC EMPIRE • INQUISITORIUS



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Reva • Secondary Unit (2)

THIRD SISTER

Preston Stone

4PC



0

UNIT UPDATES

Version 1.2 (05/09/2025)

STAR WARS™

SHATTERPOINT™



STANCE UPDATES

Version 1.2 (05/09/2025)


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JEDI KNIGHT LUKE SKYWALKER







RETURN OF THE JEDI

At the start of this Unit's activation, one character in this Unit may , then refresh .






YOU CAN EITHER PROFIT BY THIS, OR BE DESTROYED

Choose an Active objective within 2. Each enemy character contesting that objective may . Then one character in this Unit may  Toward that objective and it may make a 5 dice  attack.







DEFLECT

After a  attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more  results, the attacking Unit suffers .






I WILL NOT FIGHT YOU

When a character in this Unit is targeted with a  attack, this Unit may use this ability. After the attack is resolved, if the attack roll contained one or more  results, one character in this Unit may  and .



I AM A JEDI, LIKE MY FATHER BEFORE ME

While this Unit's Order Card is in the Order Deck or in reserve, this Unit and allied **REBEL ALLIANCE** Units within 5 have **IMMUNITY** [!].

While this Unit's Order Card is not in the Order Deck, this Unit and allied **REBEL ALLIANCE** Units within 5 have **IMMUNITY** [].

FORCE USER • JEDI • REBEL ALLIANCE



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Luke Skywalker • Primary Unit (2)

Kim Jacinto

JEDI KNIGHT LUKE SKYWALKER



7 SP



3

UNIT UPDATES

Version 1.2 (05/09/2025)

STAR WARS™

SHATTERPOINT™

DARK TROOPERS



JUMP BOOTS ⊕

Each character in this Unit may ↱.



COORDINATED FIRE: ♠

When a character in another allied **GALACTIC EMPIRE** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within ⊕5 of a character in this Unit, the target Unit gains ♠.



IMMOVABLE

Characters in this Unit cannot be Pushed or Pulled by abilities.



UNRELENTING

Characters in this Unit have **PROTECTION** and **IMMUNITY** [↗].



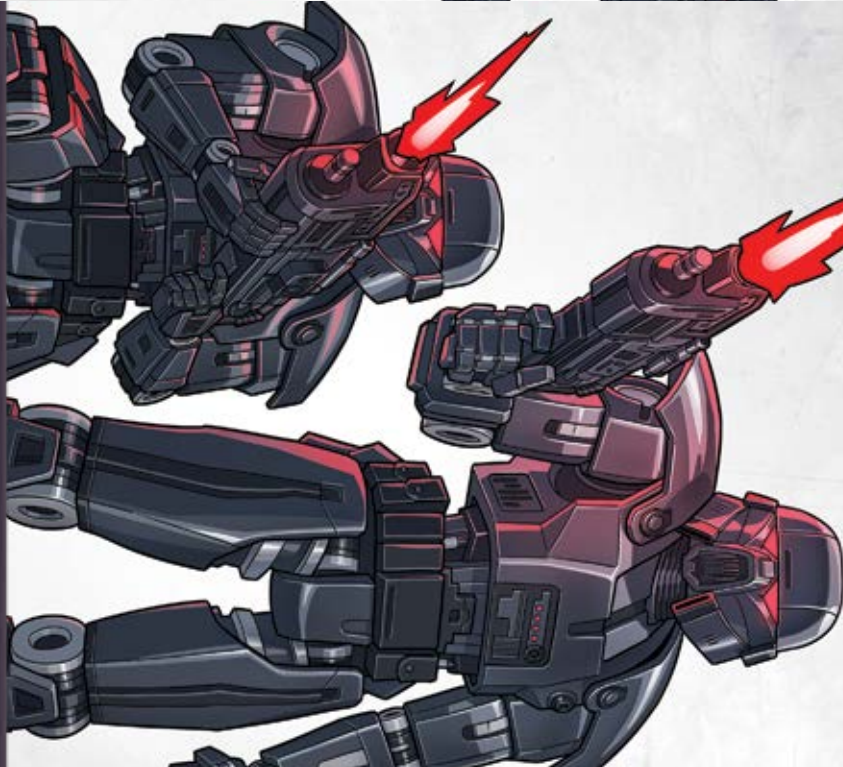
DROID • GALACTIC EMPIRE

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Supporting Unit (2)

DARK TROOPERS

William Liu



4PC



0

UNIT UPDATES

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STAR WARS

SHATTERPOINT™

STAR WARS

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COMBAT PROGRAMMING

5

6

5

5

6

5

	DARK TROOPER BLASTER		CRUSHING PUNCH
1-2	*, *	1-2	⊕
3+	⊕, *	3-4	⊕, ⚡
		5+	⊕, ⊕, ⚡

COMBAT DROID

1	⊕
2+	⊕, ⊕

DARK TROOPERS

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


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STAR WARS



SHATTERPOINT™

CHIEF CHIRPA

BOLA TOSS

Choose an enemy Unit within  3. The chosen Unit gains  or .


STEALTHY APPROACH

Each character in this Unit may . Then this Unit may gain  or immediately make a focus action.








MOBILIZE THE VILLAGE

While this Unit is not Wounded, characters in other allied **EWOK** Units add 1 die to their attack rolls.

SHARP STICK

Characters in this Unit have **IMPACT [2]**. When a character in this Unit makes a  attack, the target does not benefit from **PROTECTION**.

BRIGHT TREE DEFENDER

When another allied **EWOK** Unit becomes Wounded by an attack, after the effect is resolved, roll an attack die. On a  or  result, each character in this Unit may  and make a 5 dice attack. On a  or  result, each character in this Unit may  and .



ENDOR • EWOK • CHIEF

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Chirpa • Primary Unit (2)

CHIEF CHIRPA

Gary Daniels III



7 SP



3

UNIT UPDATES

Version 1.2 (05/09/2025)

STAR WARS

SHATTERPOINT™

BRIGHT TREE ELDER

SPEAR

1	🔥, 🌿
2-3	🔥, *, 🌿
4+	🔥, 🔥, *, 🌿

STOIC GUARDIAN

1	🔥
2	🔥, 🔥, 🌿
3+	🔥, 🔥, 🔥, 🌿

FURY OF THE FOREST

SPEAR

1	🔥, *
2-3	🔥, 🔥, *
4+	🔥, 🔥, 🔥, *

STOIC GUARDIAN

1	🔥
2	🔥, 🔥, *
3+	🔥, 🔥, 🔥, *

STANCE UPDATES

Version 1.2 (05/09/2025)

STAR WARS™

SHATTERPOINT™

Obi-Wan Kenobi, OUT OF HIDING



RUN

At the start of this Unit's activation, choose a character in this Unit or another allied character that is Engaged with an enemy character. The chosen character may and .



MIND TRICK

When an enemy character within 5 targets an allied character with an attack, this Unit may use this ability. If the attacking character's Unit does not have , it gains .



GREATER PURPOSE

This Unit has **IMMUNITY** [!]. When this Unit would gain !, one character in this Unit may instead.



LAST STAND OF THE JEDI

For each Injured token this Unit has, characters in this Unit add 2 dice to their attack and defense rolls.

FORCE USER • JEDI



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Obi-Wan Kenobi • Secondary Unit (2)

Preston Stone

Obi-Wan Kenobi, OUT OF HIDING



4PC



0

UNIT UPDATES

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SHATTERPOINT™

DARTH VADER, JEDI HUNTER



VADER'S FURY ⚡

Each character in this Unit may ➡. During the next attack made by a character in this Unit during this activation, after all dice rolls have been modified, add ⚡⚡ to the Damage Pool.



RIPOSTE

After a ✂ attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more ✂ results, the attacking Unit suffers ⚡⚡.



THE SITH LORD STRIKES BACK

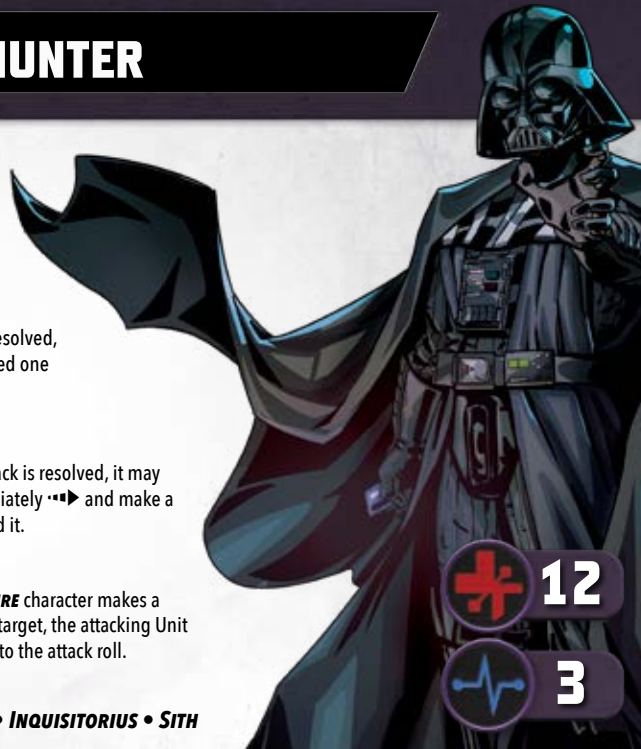
When this Unit is Wounded by an attack, after the attack is resolved, it may use this ability. One character in this Unit may immediately ➡ and make a 5 dice ✂ attack targeting the character that Wounded it.



YOUR HATRED MAKES YOU POWERFUL

When an allied **GALACTIC REPUBLIC** or **GALACTIC EMPIRE** character makes a ✂ attack as part of a combat action, after choosing a target, the attacking Unit may suffer ⚡⚡. If it does, the attacker adds 3 dice to the attack roll.

FORCE USER • GALACTIC EMPIRE • GALACTIC REPUBLIC • INQUISITORIUS • SITH



12
3

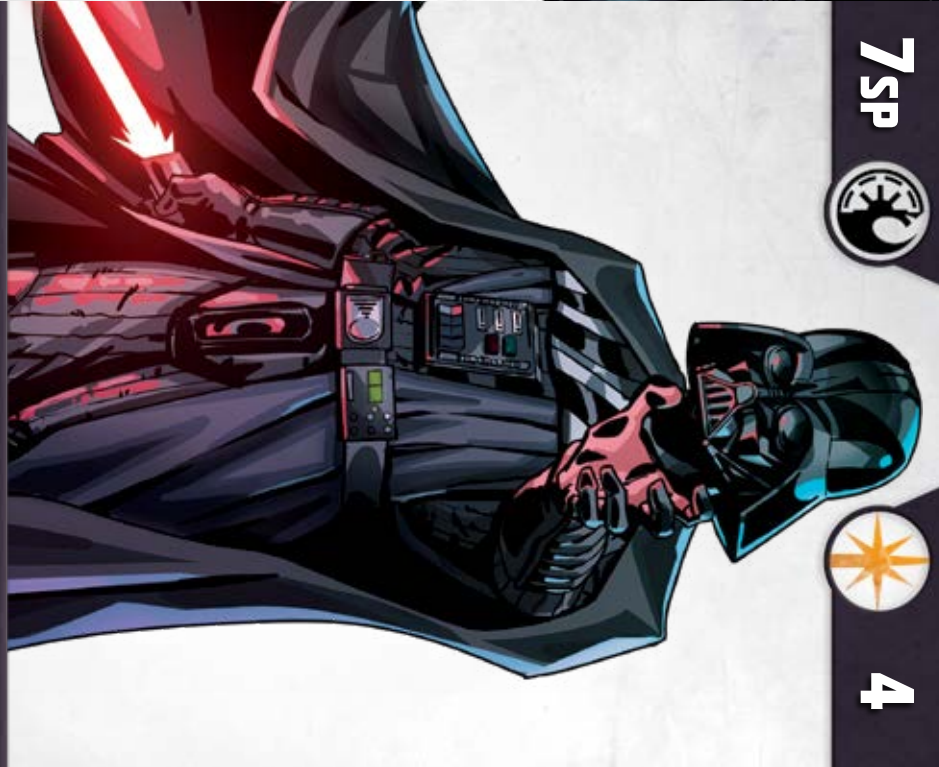
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This Unit cannot be included in a strike team with **Anakin Skywalker**.

Chris Bors

Darth Vader • Primary Unit (2)

DARTH VADER, JEDI HUNTER



7SP



4

UNIT UPDATES

Version 1.2 (05/09/2025)

STAR WARS™

SHATTERPOINT™

GIDEON HASK, INFERNO SQUAD



COVERT OPERATIONS ⊕

Each character in this Unit may **••►**. If one or more characters end this movement within ⊕4 of an enemy character, this Unit immediately makes a focus action and characters in this Unit have **SHARPSHOOTER [1]** until the end of the Turn.



LONG LIVE THE EMPIRE ⊕

Choose an Active objective and an allied **GALACTIC EMPIRE Supporting Unit**. One character in the chosen Unit may **⚡** Toward that objective. Then the chosen Unit suffers **⚡⚡⚡**. If this effect Wounds the chosen Unit, that Unit may remove one Wounded token, all **⚡**, and one condition from itself. If it does, that Unit gains an Injured token.



DEFIANCE WILL BE THE DEATH OF YOU

When an allied **GALACTIC EMPIRE Supporting** character makes an attack as part of a combat action, if the target is within ⊕5 of a character in this Unit, the attacking character may change one **✖** result in the attack roll to a **★** result.



MAY WE LIVE UP TO OUR NAME

When this Unit is Wounded by an attack, after the effect is resolved, one character in this Unit may immediately **••►** and make a 5 dice attack targeting the character that Wounded it.

GALACTIC EMPIRE • SCOUT



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Gideon Hask • Secondary Unit (2)

Chris Bjors

GIDEON HASK, INFERNO SQUAD



4PC



0

UNIT UPDATES

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ISF DOCTRINE

5

5

6

5

5

4

E-11 BLASTER RIFLE

1-2	*
3+	*, *

VIBROBLADE

1	*
2	*, *
3+	*, *

SPECIAL FORCES ARMOR

1	*
2	*, *
3+	*, *, *

IMPERIAL SPECIAL FORCES

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STANCE UPDATES

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
STAR WARS

SHATTERPOINT™

IMPERIAL SPECIAL FORCES





SPECIAL FORCES CONDITIONING

At the start of this Unit's activation, it may remove  and one condition from itself.





COVERT OPERATIONS

Each character in this Unit may . If one or more characters end this movement within 4 of an enemy character, this Unit immediately makes a focus action and characters in this Unit have **SHARPSHOOTER [1]** until the end of the Turn.



INFILTRATION

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



 **8**
 **2**

GALACTIC EMPIRE • SCOUT • TROOPER

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Supporting Unit (2)

Chris Bjors

IMPERIAL SPECIAL FORCES



4PC


 **0**

UNIT UPDATES

Version 1.2 (05/09/2025)

STAR WARS™

SHATTERPOINT™

ELITE SQUAD TROOPERS



TACTICAL ADVANCE ⊕

Each character in this Unit may "►". If any characters "►", this Unit immediately makes a focus action.



SUPPORTING FIRE: ⊕

When a character in another allied **GALACTIC EMPIRE** Unit makes an attack as part of a combat action, after the effect is resolved, this Unit may use this ability. If the attacking character is within ⊕5, the attacking Unit may gain ⊕.



SUPPORTING FIRE: ⊕

When a character in another allied **GALACTIC EMPIRE** Unit makes an attack as part of a combat action, after the effect is resolved, this Unit may use this ability. If the attacking character is within ⊕5, it may ⊕.



THE FUTURE OF IMPERIAL MIGHT

Characters in this Unit have **SHARPSHOOTER** [1] and **IMPACT** [1].



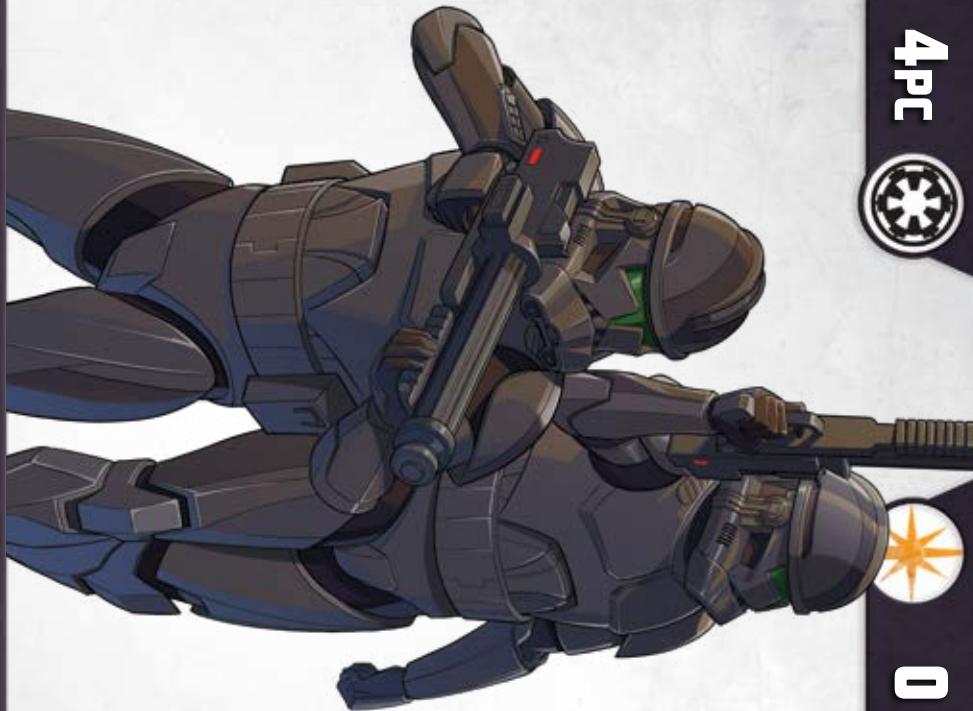
GALACTIC EMPIRE • TROOPER

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Supporting Unit (2)

ELITE SQUAD TROOPERS

Marco Falla



4PC



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UNIT UPDATES

Version 1.2 (05/09/2025)

STAR WARS™

SHATTERPOINT™

STAR WARS™

SHATTERPOINT™

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IMPERIAL MARKSMANSHIP

5

7

5

5

4

	DC-15A BLASTER RIFLE	COMBAT TRAINING	MODIFIED CLONE TROOPER ARMOR
1	★, ★	1-2 ★, ★	1-2 ★, ★
2-3	★, ★, ★	3+ ★, ★	3+ ★, ★
4+	★, ★		

ELITE SQUAD TROOPERS

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STAR WARS

SHATTERPOINT™

C-3PO AND R2-D2



BRILLIANT ORATOR

Choose an allied **EWOK Supporting** character within ⊕4. The chosen character may
 ↳, ✦✦, gain ⬆, or make a 5 dice attack. Then one character in this Unit may
 ↳, ✦✦, gain ⬆, or make a 5 dice attack.



R2, I'M NOT SURE THAT'S SUCH A GOOD IDEA

When an allied **REBEL ALLIANCE** Unit within ⊕4 or an Allied **EWOK** Unit within ⊕4 starts its activation, this Unit may use this ability. The activating Unit may remove one condition from itself.



"DIVINE INFLUENCE"

While this Unit's Active Stance is **AGAINST MY PROGRAMMING**, allied **EWOK** Units within ⊕5 have **SCALE** and allied **EWOK** characters within ⊕5 can ⬆ even while they are Engaged.

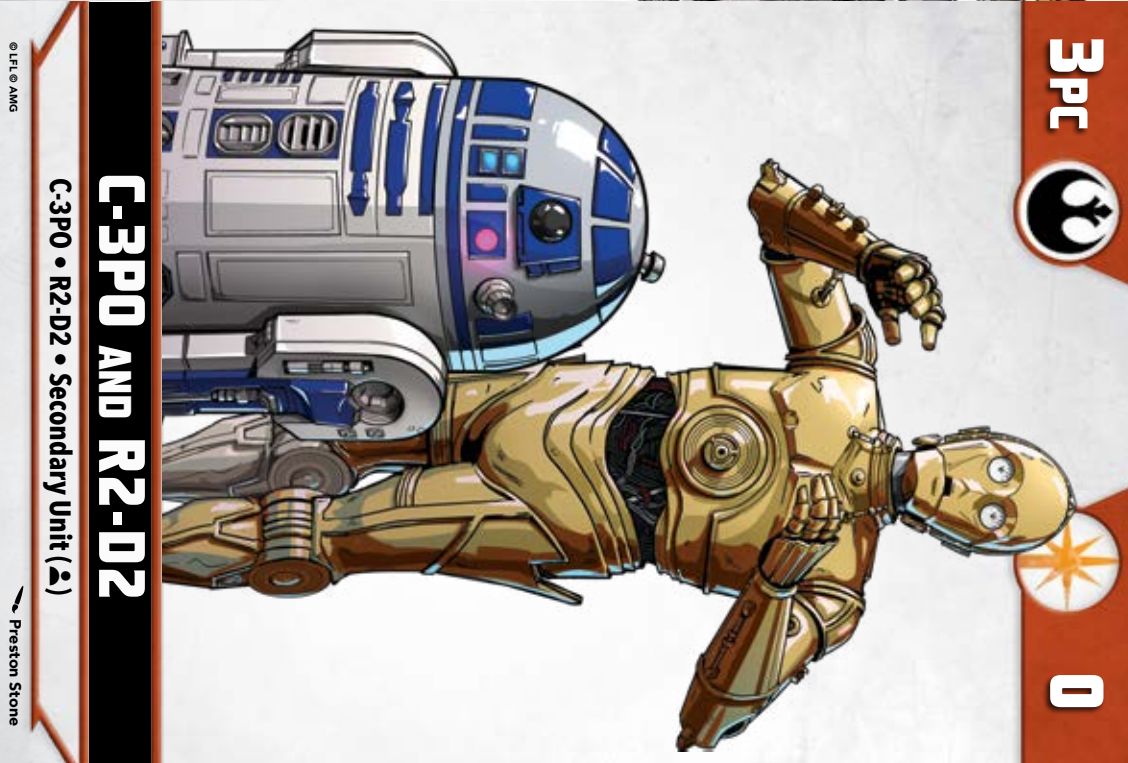
While this Unit's Active Stance is **ANGRY TRILLING**, allied **EWOK** characters within ⊕5 have **STEADFAST**.



GOODNESS GRACIOUS ME

While one or more allied **EWOK** Units that are not Wounded are within ⊕3, characters in this Unit cannot be targeted with ⚔ attacks.

DROID • REBEL ALLIANCE



UNIT UPDATES

Version 1.2 (05/09/2025)

STAR WARS

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AGAINST MY PROGRAMMING

	BASH		OBLIVIOUS
1	*		1-2
2-3	*, *		3
4+	*, *		4+

C-3PO AND R2-D2

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ANGRY TRILLING

	BASH		OBSTINANCE
1	*		1-2
2-3	*, *		3
4+	*, *		4+

C-3PO AND R2-D2

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STANCE UPDATES

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


STAR WARS

SHATTERPOINT™

LOGRAY, BRIGHT TREE SHAMAN






INSPIRING PRESENCE

At the start of this Unit's activation, each allied **EWOK WARRIOR** Unit gains  and may remove  or one condition from itself. Then each allied **EWOK SCOUT** character may .





ELDER'S COMMAND

Choose an allied **EWOK Supporting** character within 4. The chosen character may , then may gain , remove one condition from itself or make a 5 dice attack.



STEALTHY APPROACH

Each character in this Unit may . Then this Unit may gain  or immediately make a focus action.









PROTECTIVE WARDS

While this Unit is not Wounded, characters in other allied **EWOK** Units add 1 die to their defense rolls.



SECRET INGREDIENTS

Each time an allied **EWOK** Unit Wounds an enemy Unit, after the effect is resolved, roll an attack die. On a  or a  result, refresh . On a  or a  result, each character in that allied Unit may .

ENDOR • EWOK • SHAMAN



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Logray • Primary Unit (2)

Gary Daniels III

LOGRAY, BRIGHT TREE SHAMAN



8SP



3

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CT-411 COMMANDER PONDS



CHARGE

At the start of this Unit's activation, choose a character in this Unit or an allied **GALACTIC REPUBLIC** character. The chosen character may **→**.



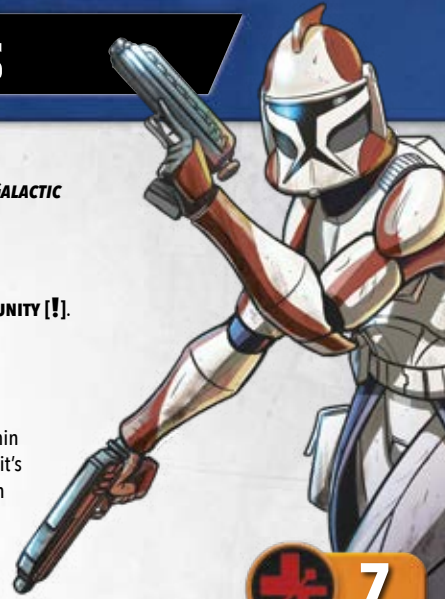
INCOMING

Allied **CLONE TROOPER** Units within **⊕3** that have one or more **↑**, have **IMMUNITY [!]**.



FORWARD SCOUT

When deploying a squad that includes this Unit, after putting the first **Primary** character from that squad on the battlefield, put each character in this unit within **⊕2** of that character. Allied **CLONE TROOPER Supporting** characters in this Unit's squad may be deployed within **⊕1** of a character in this Unit, instead of within **⊕1** of the first **Primary** character deployed.



CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC

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CT-411 • Secondary Unit (2)

Colin Searle

CT-411 COMMANDER PONDS



3PC



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