STAR WARS SHATTERPOINT

ISB AGENT

Convincing Cover

ISB Agent - Tier 1

Convincing Cover
While this Unit's Order Card is in the Order Deck or in reserve, characters in this Unit cannot be targeted with attacks.

Reset the Clock

ISB Agent - Tier 1

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

Unexpected Attack

ISB Agent - Tier 1

Unexpected Attack
When a character in this Unit makes an attack, if the defending character's Unit Order Card is in its controlling player's Order Deck or in reserve, add 2 dice to the attack roll.

STAR WARS SHATTERPOINT

ISB AGENT

Silver Tongued

ISB Agent - Tier 2

Silver Tongued

Choose an enemy **Supporting** character within 3 or an enemy **Secondary** character within 3. Roll 1 Attack Die. On a ✦ or a ✪ result, the chosen character . You resolve this move. On a ◆ or a , choose ! or . The chosen character gains that condition.

Driven

ISB Agent - 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.
Additionally, at the start of each stage after the first, choose another allied character. The chosen character may .

Provide Intel

ISB Agent - Tier 2

Provide Intel

At the end of each of your Turns, if one or more characters in this Unit are contesting one or more Active objectives, place a Force token on this Unit's Stat Card. Then, if there are 3 or more Force tokens on this Unit's Stat Card, remove those tokens and add or remove one Momentum from the Struggle Tracker.

STAR WARS SHATTERPOINT

ISB AGENT

Skulk

ISB Agent - Tier 3

Skulk
During this Unit's activation, it may make one additional action. If it does, that action must be a Take Cover action.

Operator

ISB Agent - Tier 3

Operator
When you would reveal one or more Operation tokens from the Operation Pool, secretly look at those Operation tokens plus one additional Operation token instead. Return one of those tokens to the Order Pool and reveal the remaining tokens. Then randomize the Operation Pool.

Sleeper Agent

Veteran Operative - Tier 3

Sleeper Agent
At the end of Setup, you may search your Order Deck for this Unit's Order Card and place it in reserve. If you do, shuffle your Order Deck. Then one character in this Unit may ✣.

STAR WARS SHATTERPOINT

IMPERIAL GARRISON OFFICER

Fortified Position

Imperial Garrison Officer - Tier 1

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+	✪, ✶

Imperial Authority

Imperial Garrison Officer - Tier 1

Imperial Authority

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.

Superior Equipment

Imperial Garrison Officer - Tier 1

Superior Equipment

Characters in this Unit add ◆ to their attack rolls. Characters in this Unit add ◆ to their defense rolls.

STAR WARS SHATTERPOINT

IMPERIAL GARRISON OFFICER

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 →.

STAR WARS SHATTERPOINT

IMPERIAL GARRISON OFFICER

Remorseless

Imperial Garrison Officer - Tier 3

Remorseless
When a character in this Unit Wounds an enemy Unit, after the effect is resolved, refresh ✳ and choose an Active objective a character in this Unit is contesting. Remove an opposing player's Control token from the chosen objective, if able, and then put your own Control token on the chosen objective.

Run Out the Clock

Imperial Garrison Officer - Tier 3

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

Operator

Imperial Garrison Officer - Tier 3

Operator
When you would reveal one or more Operation tokens from the Operation Pool, secretly look at those Operation tokens plus one additional Operation token instead. Return one of those tokens to the Operation Pool and reveal the remaining tokens. Then randomize the Operation Pool.

STAR WARS SHATTERPOINT

REBEL FREEDOM FIGHTER

Fortified Position

Rebel Freedom Fighter - Tier 1

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+	✪, ✶

Stalwart

Rebel Freedom Fighter - 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.

Convincing Cover

Rebel Freedom Fighter - Tier 1

Convincing Cover

While this Unit's Order Card is in the Order Deck or in reserve, characters in this Unit cannot be targeted with attacks.

STAR WARS SHATTERPOINT

REBEL FREEDOM FIGHTER

Lie in Wait

Rebel Freedom Fighter - Tier 2

Lie in Wait

During Setup, before shuffling your Order Deck, put this Unit's Order Card in reserve.

When deploying the first **Primary** character, in the squad that contains this Unit, it may be put within ⊕**3** of their battlefield edge instead of the normal ⊕**2**.

Down But Not Out

Rebel Freedom Fighter - Tier 2

Down But Not Out

While another allied character is within ⊕**2**, characters in this Unit contest Active objectives, even while wounded.

Additionally, for each Wounded or Injured token on their Unit Stat Card. Characters in this Unit add 2 dice to their attack and defense rolls.

Inspiring Leader

Rebel Freedom Fighter - Tier 2

Inspiring Leader

Allied **Supporting** characters within ⊕**3** add 1 die to their attack and defense rolls.

STAR WARS SHATTERPOINT

REBEL FREEDOM FIGHTER

Fight to the Last

Rebel Freedom Fighter - 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. Then, if it removed one or more Wounded tokens, this Unit suffers ✶✶.

Friends in High Places

Rebel Freedom Fighter - Tier 3

Friends in High Places

At the end of Setup, put an Advantage token on the battlefield not within ⊕5 of any character. That Advantage token is the allied Target Zone. At the end of this Unit's activation, choose an allied Target Zone within ⊕4 and an enemy Unit within ⊕3 of that Target Zone. Roll 4 Attack Dice. For each ✪ and ✷ result in the roll, the chosen enemy Unit suffers ✶.

Strong with the Force

Rebel Freedom Fighter - Tier 3

Strong with the Force

Increase this Unit's ✷ Stat by 1.

STAR WARS SHATTERPOINT

REBEL SABOTEUR

Covert Operations

Rebel Saboteur - Tier 1

Covert Operations

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

Special Surprise

Rebel Saboteur - 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 🗲.

Reckless

Rebel Saboteur - 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.

STAR WARS SHATTERPOINT

REBEL SABOTEUR

Hidden Cache

Rebel Saboteur - Tier 2

Hidden Cache

At the start of Deployment, put one Advantage token on the battlefield, not within ⊕2 of any objective. This Advantage token is an allied Cache. While a character in this Unit is within ⊕2 of an allied Cache, add 1 die to its attack and defense rolls.

Additionally, at the start of this Unit's activation, if one or more of the characters in this Unit are within ⊕2 of an allied Cache, one character in that Unit may ✦✦.

Nothing to Lose

Rebel Saboteur - Tier 2

Nothing to Lose

When a character in this Unit makes a ⚔ attack as part of a combat action, after choosing a target, this Unit may suffer ✦✦. If it does, add 3 Attack Dice to the attack roll.

Additionally, this Unit does not increase the cost of their ⬇ or ↻ abilities due to having Wounded and Injured tokens.

Inspiring Leader

Rebel Saboteur - Tier 2

Inspiring Leader

Allied **Supporting** characters within ⊕3 of a character in this Unit add 1 die to their attack and defense rolls.

STAR WARS SHATTERPOINT

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Skulk

Rebel Saboteur - Tier 3

Skulk
During this Unit's activation, it may make one additional action. If it does, that action must be a Take Cover action.

Scrappy

Rebel Saboteur - Tier 3

Scrappy
Characters in this Unit have **Steadfast**.
Additionally, when this Unit becomes Wounded, after the effect is resolved, one character in this Unit may ▪▪▶ and then may make a 5 dice attack.

Remorseless

Rebel Saboteur - Tier 3

Remorseless
When a character in this Unit Wounds an enemy Unit, after the effect is resolved, refresh ✳ and choose an Active objective that one or more characters in this Unit are contesting. Remove an opposing player's Control token from the chosen objective, if able. Then put your own Control token on the chosen objective.