STAR WARS

SHATTERPOINT

Your Vision is Flawed

Force Refresh:

Effect

During this Galactic Legend Turn, each time a **Galactic Legend** character would reroll an Attack Die showing a , it may instead convert that to a .

Until the start of the next Galactic Legend Turn, each time a **Galactic Legend** character would reroll a Defense Die showing a , it may instead convert that to a .

Legend Ability

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** replaces **Acrobatic Leap** with the following ability until the start of the next Galactic Legend Turn:

Fearless Assault

Each character in this Unit may and then may make a 5 dice attack. This Unit may use this ability two times during its activation, instead of the normal one.

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Your Vision is Flawed

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Effect

During this Galactic Legend Turn, each time a **Galactic Legend** character would reroll an Attack Die showing a , it may instead convert that to a .

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Fearless Assault

Each character in this Unit may and then may make a 5 dice attack. This Unit may use this ability two times during its activation, instead of the normal one.

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Thanks for the Support

Force Refresh:

Effect

Until the start of the next Galactic Legend Turn:

- **Minion** characters controlled by the Galactic Legend Player have **Protection** and **Steadfast**.
- Characters in Units marked with Conflicted tokens do not contest objectives, when determining control of Active objectives

Resolve the Strategic Redeployment step of the Galactic Legend Turn before **Minions** Activate.

Legend Ability

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Some Leaders' Strength is Inspiring Others

When a character in an allied **Minion Unit** makes an attack, add 2 dice to the attack roll.

Additionally, when a character in an allied **Minion Unit** makes an attack, before the Modify Dice Rolls step, add to the Damage Pool for each result in the attack roll.

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STAR WARS SHATTERPOINT

Thanks for the Support
Force Refresh: ⊛⊛

Effect

Until the start of the next Galactic Legend Turn:

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- Characters in Units marked with Conflicted tokens do not contest objectives, when determining control of Active objectives

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When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

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When a character in an allied **Minion Unit** makes an attack, add 2 dice to the attack roll.

Additionally, when a character in an allied **Minion Unit** makes an attack, before the Modify Dice Rolls step, add ⊛ to the Damage Pool for each ⊛ result in the attack roll.

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Sorry to Interrupt Your Playtime
Force Refresh: ⊛⊛

Effect

Until the start of the next Galactic Legend Turn, at the start of an enemy Unit's activation, choose one character in the activating Unit. One character in the **Galactic Legend Unit** may ↱ Toward the chosen character.

Additionally, until the start of the next Galactic Legend Turn, the **Galactic Legend Unit** has the following ability:

Acrobatic Intercession
While this Unit is not Wounded, enemy characters Engaged with one or more characters in this Unit cannot target characters in other Units and cannot attack objectives.

Legend Ability

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Strength of Conviction
When a character in this Unit ↱, it may ↱ using the Advance tool.

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Sorry to Interrupt Your Playtime
Force Refresh: ⊛⊛

Effect

Until the start of the next Galactic Legend Turn, at the start of an enemy Unit's activation, choose one character in the activating Unit. One character in the **Galactic Legend Unit** may ↱ Toward the chosen character.

Additionally, until the start of the next Galactic Legend Turn, the **Galactic Legend Unit** has the following ability:

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Legend Ability

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Sorry to Interrupt Your Playtime
Force Refresh: ⊛⊛

Effect

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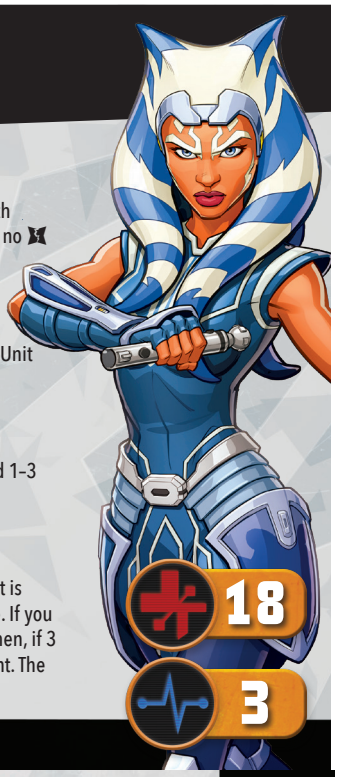
STAR WARS SHATTERPOINT

Ahsoka Tano, liberation fighter



You're Lucky Anakin Didn't Show Up...

At the start of this Unit's activation, roll one Defense Die, plus an additional Defense Die for each condition this Unit has. For each result, one character in this Unit may . Then, if there are no results, choose an enemy Unit within 3. The chosen Unit gains ! or .

Acrobatic Leap

One character in this Unit may . Then, after this movement is resolved, one character in this Unit may or may make a 5 dice attack.

I am Here to Bring You to Justice

When a character in this Unit makes an attack or defends, after rolling dice, this Unit may spend 1–3 . For each spent, reroll one die in this Unit's attack or defense roll.

I Am Not The One Who Is Going To Kill Them

When a character in this Unit Wounds an enemy **Secondary Unit** with an attack, after the effect is resolved, you may mark that enemy Unit with a Conflicted token if it does not already have one. If you do, the marked enemy Unit removes one Wounded token and all Damage tokens from itself. Then, if 3 or more enemy Units have Conflicted tokens, advance the Struggle token two spaces to the right. The Struggle token can only be moved in this way once per Game.

18

3

Encounter • Force User • Galactic Republic

N/A

6

Ahsoka Tano, liberation fighter

Ahsoka Tano • Encounter Unit ( )

Patrick Brown

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STAR WARS SHATTERPOINT

Mandalorian Freedom Fighter

For Mandalore!
At the start of this Unit's activation, one character in this Unit may ➦. Then, if that characer ended its move contesting one or more Active objectives, this Unit immediately makes a focus action.

Mandalorian Battle Training ✳
When a character in this Unit makes an attack as part of a combat action, at the start of the Modify Dice step, this Unit may use this ability. You may change an Attack Die with an ◆ result to a ✷ result. Then, if you did, choose two dice in the defense roll. The defender rerolls the chosen dice.

Something Worth Fighting For
While a character in this Unit contests an Active objective, opposing players cannot remove or replace your control token from that objective.

7

-

Encounter • Mandalorian • Trooper

N/A

0

Mandalorian Freedom Fighter

Minion Unit (●)

Simone Buonfantino / Tomato Farm

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STAR WARS SHATTERPOINT

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Something Worth Fighting For
While a character in this Unit contests an Active objective, opposing players cannot remove or replace your control token from that objective.

7

-

Encounter • Mandalorian • Trooper

N/A

0

Mandalorian Freedom Fighter

Minion Unit (●)

Simone Buonfantino / Tomato Farm

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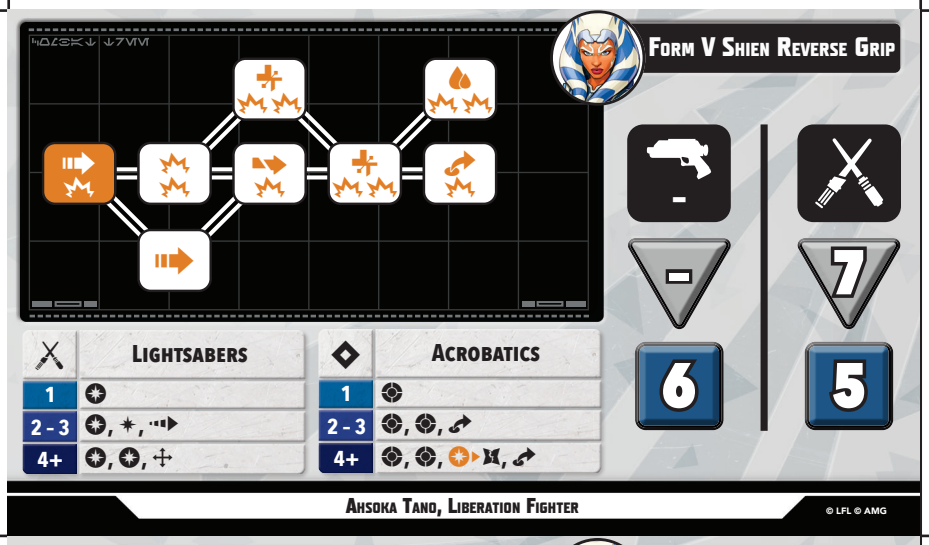

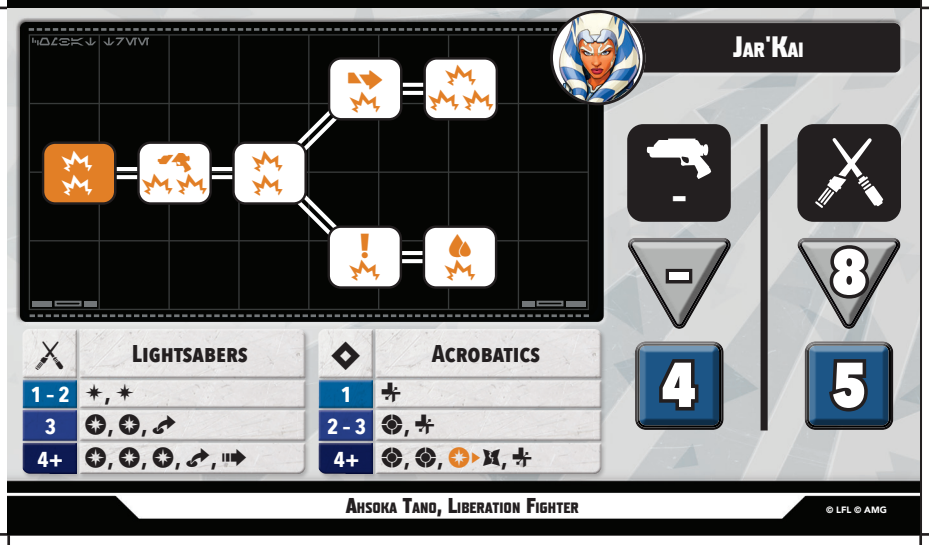

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STAR WARS SHATTERPOINT

On the Offensive
Force Refresh: None

Effect
This Turn, the **Galactic Legend Unit** may make up to two combat actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend Unit** may make one additional action. This action must be a combat action.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains three Anger tokens and replaces **You Underestimate My Power** with the following ability during its next activation:

I Do Not Fear the Dark Side
Choose one character in this Unit. The chosen character ✚ and then may ⋯▶. Then that character may make a ⚔ attack.

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On the Offensive
Force Refresh: None

Effect
This Turn, the **Galactic Legend Unit** may make up to two combat actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend Unit** may make one additional action. This action must be a combat action.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains three Anger tokens and replaces **You Underestimate My Power** with the following ability during its next activation:

I Do Not Fear the Dark Side
Choose one character in this Unit. The chosen character ✚ and then may ⋯▶. Then that character may make a ⚔ attack.

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Into the Fray
Force Refresh:

Effect
This Turn, when a **Galactic Legend** character ↷, it may ↷ using the Advance tool.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Redeploy
When an allied character would ▶ or ⋯▶, it may instead ✚.

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STAR WARS SHATTERPOINT™

Into the Fray
Force Refresh: ⊛

Effect
This Turn, when a **Galactic Legend** character ↷, it may ↷ using the Advance tool.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Redeploy
When an allied character would ↓ or ⇢, it may instead ✢.

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Into the Fray
Force Refresh: ⊛

Effect
This Turn, when a **Galactic Legend** character ↷, it may ↷ using the Advance tool.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Redeploy
When an allied character would ↓ or ⇢, it may instead ✢.

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Rally to Me!
Force Refresh: ⊛⊛

Effect
Until the start of the next Galactic Legend Turn, **Galactic Legend** characters have **Protection**. At the start of the **Galactic Legend Unit's** activation, choose one **Galactic Legend** character. The chosen character ✢.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations step.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Leader of the 501st
When an allied **Minion** character makes an attack, add 2 dice to the attack roll.

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Rally to Me!
Force Refresh: ⊛⊛

Effect
Until the start of the next Galactic Legend Turn, **Galactic Legend** characters have **Protection**. At the start of the **Galactic Legend Unit's** activation, choose one **Galactic Legend** character. The chosen character ✢.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations step.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Leader of the 501st
When an allied **Minion** character makes an attack, add 2 dice to the attack roll.

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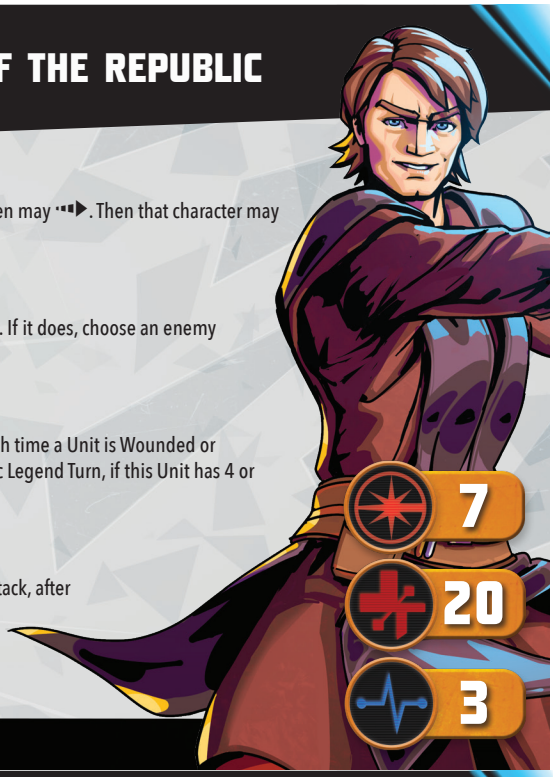
STAR WARS SHATTERPOINT

Anakin Skywalker, general of the republic

Anakin Skywalker • Galactic Legend Unit



You Underestimate My Power ⊛⊛
Choose one character in this Unit. The chosen character ✚ and then may ⋯▶. Then that character may make a 5 dice ⚔ attack.

This Is Where the Fun Begins ⊛
One character in this Unit may ↱. Then that character may gain ❗. If it does, choose an enemy character Engaged with it. The chosen character gains ❗.

Impatient and Unorthodox
This Unit starts the game with this side of its Unit Card face up. Each time a Unit is Wounded or Defeated this Unit gains an Anger token. At the start of the Galactic Legend Turn, if this Unit has 4 or more Anger tokens, flip its Unit Stat Card over.

Hero of the Republic
Once per Turn, when another allied character is Wounded by an attack, after the effect is resolved, choose a character in this Unit. The chosen character may ⋯▶ Toward the attacking character.

Additionally, allied ***Minion*** characters within ⊕4 have **Protection**.

Encounter • Force User • Galactic Republic • Jedi

Anakin Skywalker, tempted by the dark side

Anakin Skywalker • Galactic Legend Unit

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Chris Bjors

Force Grasp ⊛⊛
Choose a character in this Unit and an enemy character within ⊕5 of that character. Pull the chosen enemy character ⊕3 Toward the chosen allied character. Then roll 5 Attack Dice. The chosen Unit suffers ⚔ for each ◊ and ✪ result in the roll. Finally, if the chosen Unit did not suffer ⚔, this Unit gains an Anger token.

You Underestimate My Power ⊛⊛
Choose one character in this Unit. The chosen character ✚ and then may ⋯▶. Then that character may make a 5 dice ⚔ attack.

Force Jump ⊛
One character in this Unit may ↱.

I Promise I Won't Fail Again
When an enemy character within ⊕5 makes an attack, after the effect is resolved, this Unit gains one Anger token, plus one additional Anger token if that attack Defeated an allied Unit.

When a character in this Unit targets a character with an attack, it may spend any number of Anger tokens. For each Anger token spend in this way, add 1 die to the attack roll.

Encounter • Force User • Galactic Republic • Jedi

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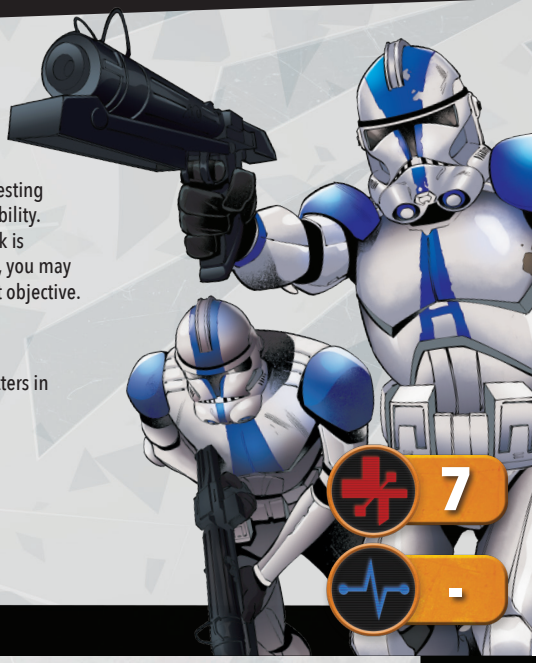
STAR WARS SHATTERPOINT

501st Clone Veteran

Tactical Maneuvers
Each character in this Unit may ⇢.

Suppressing Fire
When a character in this Unit targets an enemy character that is contesting one or more Active objectives with an attack, this Unit may use this ability. Choose an Active objective the defender is contesting. After the attack is resolved, if no enemy characters are contesting the chosen objective, you may spend a ✳. If you do, remove an opponent's control token from that objective.

Teams of Two
While one or more other allied **Minion** Units are within ⊕3, characters in this Unit add 1 die to their attack rolls.



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Clone Trooper • Galactic Republic • Encounter

N/A

0

501st Clone Veteran

Minion Unit (●)

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STAR WARS SHATTERPOINT

501st Clone Veteran

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Suppressing Fire
When a character in this Unit targets an enemy character that is contesting one or more Active objectives with an attack, this Unit may use this ability. Choose an Active objective the defender is contesting. After the attack is resolved, if no enemy characters are contesting the chosen objective, you may spend a ✳. If you do, remove an opponent's control token from that objective.

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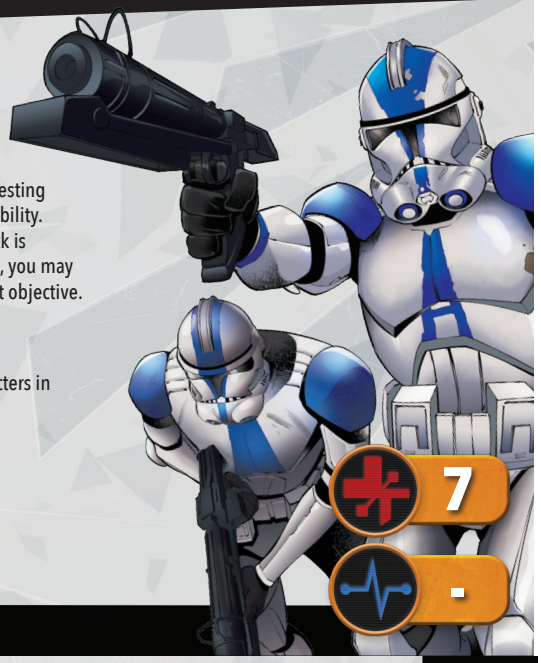

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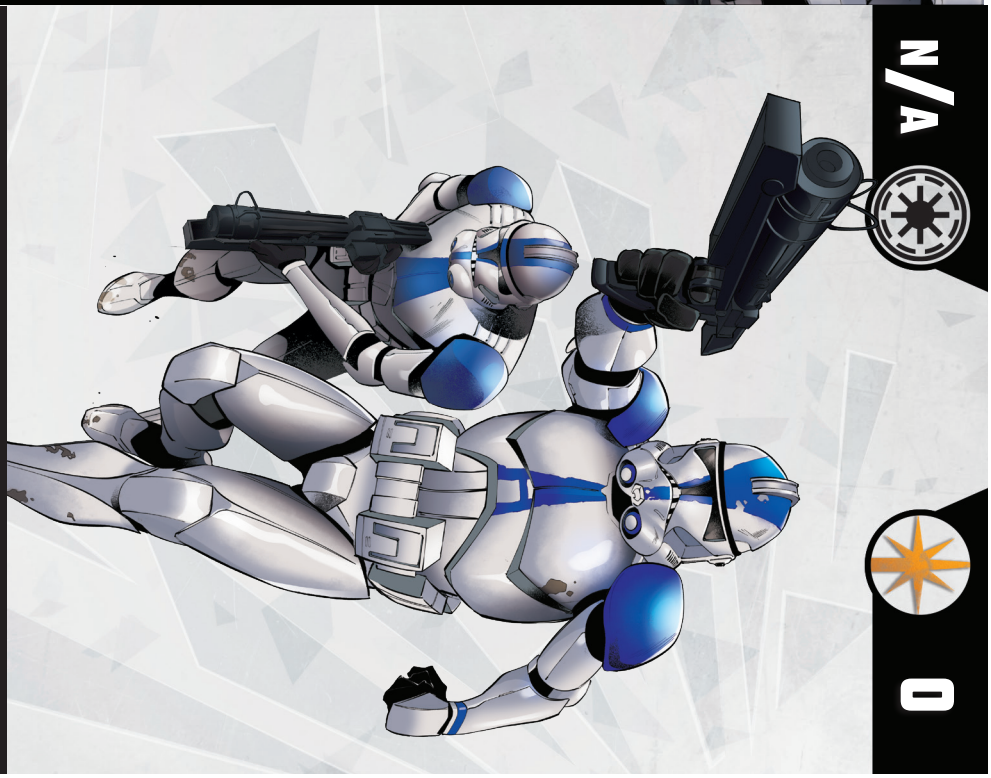
Clone Trooper • Galactic Republic • Encounter



N/A

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501st Clone Veteran

Minion Unit (●)

Simone Buonfantino / Tomato Farm

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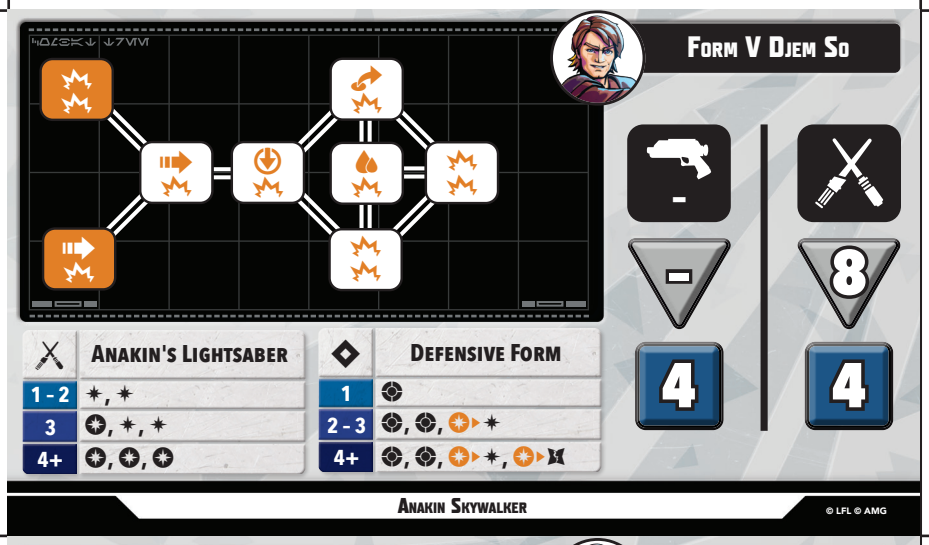

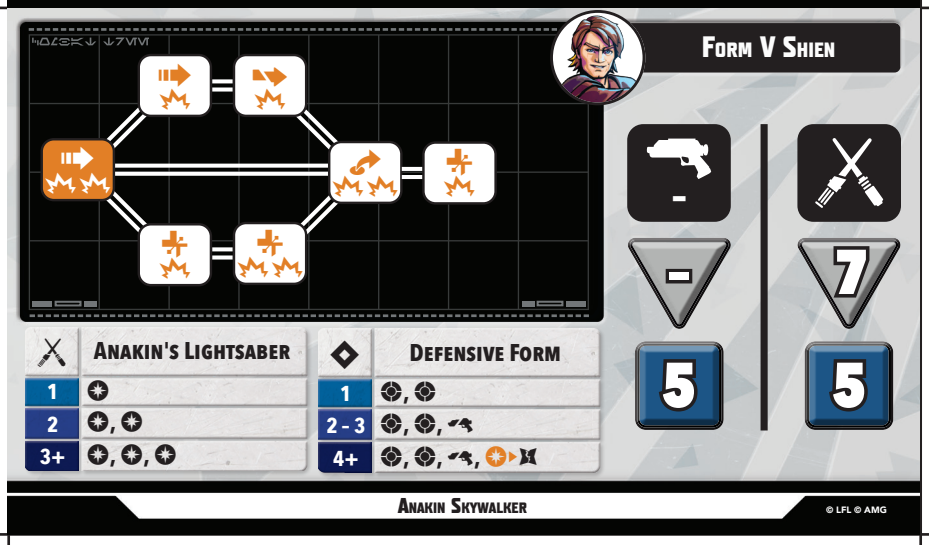

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STAR WARS

SHATTERPOINT

Fearsome Barrage

Force Refresh: ✱

Effect

When the **Galactic Legend Unit** makes a move action, instead of resolving it as normal, one Character in that Unit may ↷ and then may make a 5 dice ⚔ attack.

Legend Ability

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability during its next activation:

Enraged Rampage

After a character in this Unit Wounds an enemy Unit with an attack, this Unit may trigger and use ***Juyo Mastery*** with that attack, even if it has already used ***Juyo Mastery*** this Turn.

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Fearsome Barrage

Force Refresh: ✱

Effect

When the **Galactic Legend Unit** makes a move action, instead of resolving it as normal, one Character in that Unit may ↷ and then may make a 5 dice ⚔ attack.

Legend Ability

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability during its next activation:

Enraged Rampage

After a character in this Unit Wounds an enemy Unit with an attack, this Unit may trigger and use ***Juyo Mastery*** with that attack, even if it has already used ***Juyo Mastery*** this Turn.

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Headlong Rush

Force Refresh: ✱

Effect

Until the end of the Turn, when a **Galactic Legend Unit** makes a move action or when a character in a **Galactic Legend Unit** makes an attack, after the effect is resolved, a **Galactic Legend** character may ··▶.

Legend Ability

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability during its next activation:

If You Will Not Join Me...

When an allied **Minion** character ↷, it may ↷ using the Advance tool. When an allied **Galactic Legend** character would ··▶ from Headlong Rush, it may instead ✢.

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STAR WARS

SHATTERPOINT

Headlong Rush

Force Refresh:

Effect

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Legend Ability

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If You Will Not Join Me...

When an allied **Minion** character , it may using the Advance tool. When an allied **Galactic Legend** character would from Headlong Rush, it may instead .

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Headlong Rush

Force Refresh:

Effect

Until the end of the Turn, when a **Galactic Legend Unit** makes a move action or when a character in a **Galactic Legend Unit** makes an attack, after the effect is resolved, a **Galactic Legend** character may .

Legend Ability

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability during its next activation:

If You Will Not Join Me...

When an allied **Minion** character , it may using the Advance tool. When an allied **Galactic Legend** character would from Headlong Rush, it may instead .

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Ruthless Ruler

Force Refresh:

Effect

At the start of the **Galactic Legend Unit's** activation, each **Minion** and **Galactic Legend** character may . Until the start of the next Galactic Legend Turn, when determining control of an Active objective that one or more Galactic Legend characters are contesting, if there is a tie, the Galactic Legend player takes control of the objective.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations step.

Legend Ability

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Only the Strong Can Rule

When an allied **Minion** character makes an attack as part of a combat action, before dice are rolled, that Unit may suffer . If it does, add 3 dice to the attack roll.

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Ruthless Ruler

Force Refresh:

Effect

At the start of the **Galactic Legend Unit's** activation, each **Minion** and **Galactic Legend** character may . Until the start of the next Galactic Legend Turn, when determining control of an Active objective that one or more Galactic Legend characters are contesting, if there is a tie, the Galactic Legend player takes control of the objective.

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STAR WARS SHATTERPOINT

Lord Maul, driven by hatred

I'm Not Finished with You, Yet
Choose a Wounded enemy Unit within 3. The chosen Unit removes one Wounded token, all , and one condition from itself. Until the end of this activation, when a character in this Unit makes an attack, add 2 dice to the attack roll.

Jeering Taunt
Choose an enemy character within 3. The chosen character gains . Then, one character in this Unit may .

Juyo Mastery
When a character in this Unit makes an attack, after the effect is resolved, this Unit may use this ability. One character in this Unit may and then makes a 5 dice attack targeting a different enemy character within and LOS.

I Was Hoping for Kenobi, Why Are You Here?
At the start of this Unit's activation, each character in this Unit may or . If one or more characters end this movement Engaged with one or more enemy **Secondary** characters, this Unit immediately makes a focus action.

20

3

Dathomirian • Encounter • Force User • Scoundrel • Shadow Collective

N/A

6

Lord Maul, driven by hatred

Maul • Galactic Legend

Lia Booysen

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STAR WARS SHATTERPOINT

Mandalorian of the Watch

Mandalorian Jet Pack
At the start of this Unit's activation, each character in this Unit may ↱.

Flame Projector ✳
Choose an Active objective within ⊕3. Each enemy character contesting that objective may ⇥ Away from the chosen objective. Then each Unit within ⊕2 of that objective suffers ⚔⚔. Finally, if there are no enemy characters contesting the chosen objective, remove all control tokens from the objective, if able.

No Mercy
When an enemy character that is Engaged with one or more characters in this Unit → or ⇥, after the move is resolved, the moving character's Unit suffers ⚔⚔ if the moving character is no longer Engaged with one or more characters in this Unit.

6

-

Encounter • Mandalorian • Shadow Collective • Super Commando • Trooper

N/A

0

Mandalorian of the Watch

Minion Unit (●)

Simone Buonfantino / Tomato Farm

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STAR WARS SHATTERPOINT

Mandalorian of the Watch

Mandalorian Jet Pack
At the start of this Unit's activation, each character in this Unit may ↱.

Flame Projector ⊛
Choose an Active objective within ⊕3. Each enemy character contesting that objective may ⇢ Away from the chosen objective. Then each Unit within ⊕2 of that objective suffers ⚔⚔. Finally, if there are no enemy characters contesting the chosen objective, remove all control tokens from the objective, if able.

No Mercy
When an enemy character that is Engaged with one or more characters in this Unit → or ⇢, after the move is resolved, the moving character's Unit suffers ⚔⚔ if the moving character is no longer Engaged with one or more characters in this Unit.

6

-

Encounter • Mandalorian • Shadow Collective • Super Commando • Trooper

N/A

0

Mandalorian of the Watch

Minion Unit (●)

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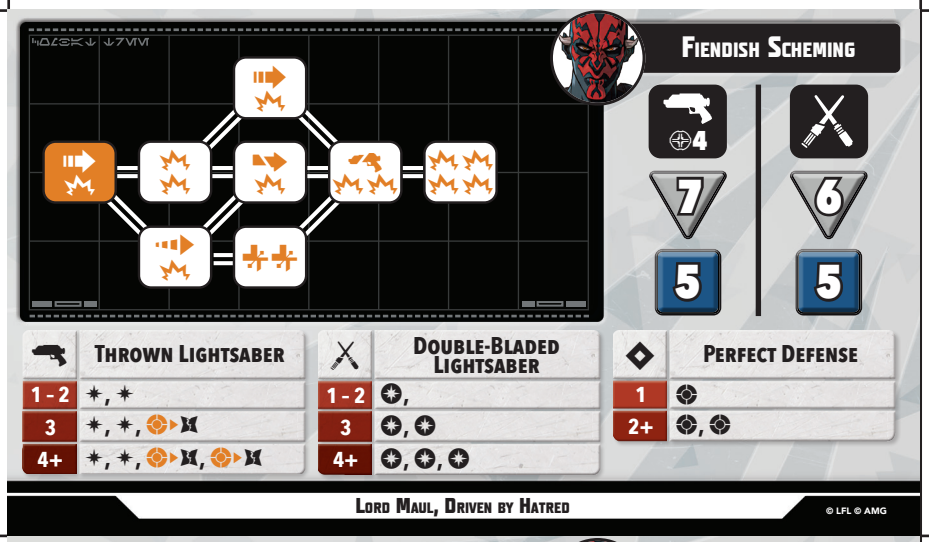
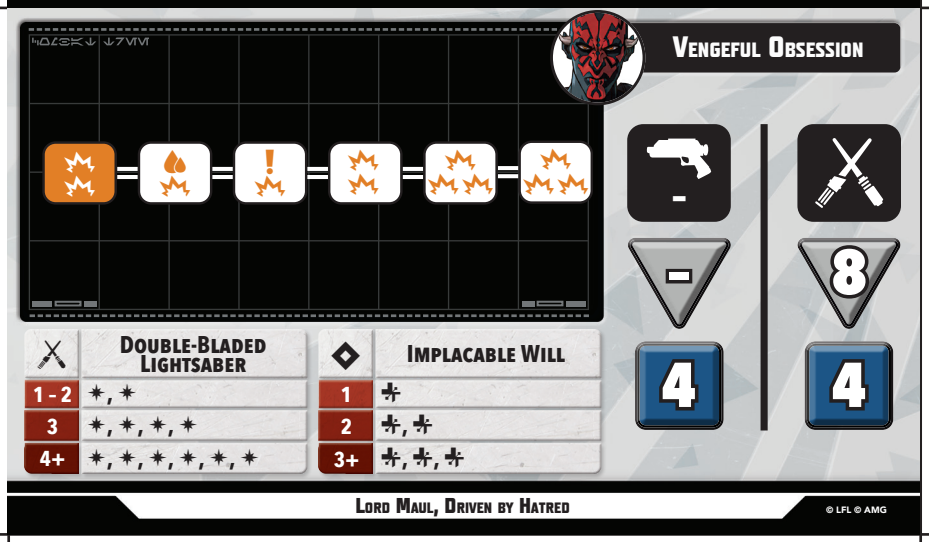
STAR WARS
SHATTERPOINT





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Furious Assault
Force Refresh: None

Effect
This Turn, the **Galactic Legend Unit** may make up to two combat actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend** Unit may make one additional action. This action must be a combat action.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, replace the **Force Choke** ability on the **Galactic Legend Unit's** Stat Card with the following ability during its next activation:

Mass Force Choke
Roll 5 Attack Dice. Each enemy Unit within 3 suffers for each and result in the roll. Then each enemy Unit within 3 must choose to gain or .

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Furious Assault
Force Refresh: None

Effect
This Turn, the **Galactic Legend Unit** may make up to two combat actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend** Unit may make one additional action. This action must be a combat action.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, replace the **Force Choke** ability on the **Galactic Legend Unit's** Stat Card with the following ability during its next activation:

Mass Force Choke
Roll 5 Attack Dice. Each enemy Unit within 3 suffers for each and result in the roll. Then each enemy Unit within 3 must choose to gain or .

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Assassin's Agility
Force Refresh:

Effect
This Turn, the **Galactic Legend Unit** may make up to two move actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend** Unit may make one additional action. This action must be a move action.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Tsk Tsk
When a character in this Unit is targeted by an attack, this Unit may use this ability. After the attack is resolved, if the attack roll contained one or more results, the attacking character suffers .

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STAR WARS SHATTERPOINT™

Assassin's Agility
Force Refresh: ⊠

Effect
This Turn, the **Galactic Legend Unit** may make up to two move actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend** Unit may make one additional action. This action must be a move action.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Tsk Tsk ✳
When a character in this Unit is targeted by an attack, this Unit may use this ability. After the attack is resolved, if the attack roll contained one or more ✖ results, the attacking character suffers ⚒⚒⚒.

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Assassin's Agility
Force Refresh: ⊠

Effect
This Turn, the **Galactic Legend Unit** may make up to two move actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend** Unit may make one additional action. This action must be a move action.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

Tsk Tsk ✳
When a character in this Unit is targeted by an attack, this Unit may use this ability. After the attack is resolved, if the attack roll contained one or more ✖ results, the attacking character suffers ⚒⚒⚒.

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Coordinated Attack
Force Refresh: ⊠ ⊠

Effect
At the start of the **Galactic Legend Unit's** activation, choose one **Galactic Legend** character. The chosen character ✢✢.
Until the end of the next **Galactic Legend Unit's** activation, when an allied **Galactic Legend** character makes a ⚔ attack targeting an enemy character that is Engaged with another allied **Minion** character, it adds 2 dice to the attack roll.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations Step.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

What Are You Waiting For?
Each allied **Minion** character may ✢.

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Coordinated Attack
Force Refresh: ⊠ ⊠

Effect
At the start of the **Galactic Legend Unit's** activation, choose one **Galactic Legend** character. The chosen character ✢✢.
Until the end of the next **Galactic Legend Unit's** activation, when an allied **Galactic Legend** character makes a ⚔ attack targeting an enemy character that is Engaged with another allied **Minion** character, it adds 2 dice to the attack roll.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations Step.

Legend Ability
When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

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STAR WARS SHATTERPOINT

Asajj Ventress, deadly protégé

Force Choke
Choose an enemy Unit within 3 and in LOS and roll 5 Attack Dice. The chosen Unit suffers for each and result in the roll. Then the chosen Unit gains .

Dathomirian Dexterity
One character in this Unit may . This Unit may use this ability two times during its activation instead of the normal one.

Seethe
This Unit may remove one condition from itself. Then it may remove from itself.

Now You Fall...
When a character in this Unit makes an attack, during the Modify Dice Rolls Step, if the defender has , the attacking character may reroll any number of results in the attack roll.

19

3

Dathomirian • Encounter • Force User • Nightsister • Separatist Alliance

N/A

6

Asajj Ventress, deadly protégé

Asajj Ventress • Galactic Legend Unit ( )

Chris Bjors

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STAR WARS
SHATTERPOINT

B1 Battle Droid Boarding Party

Bob and Weave
Each character in this Unit may ⇢. If any characters ⇢, this Unit gains ⚑.

Upload Key Code Update ✳
Choose an objective within ⊕4 that is not contested by any enemy characters. Remove all control tokens from the chosen objective.

Ambush
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 1 die to the attack roll.

I Hate This Job
While a character in this Unit is contesting one or more Active objectives, it has **Protection**.

6

-

B1 • Battle Droid • Droid • Encounter • Separatist Alliance

N/A

0

B1 Battle Droid Boarding Party

Minion Unit (👤)

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B1 Battle Droid Boarding Party

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I Hate This Job
While a character in this Unit is contesting one or more Active objectives, it has **Protection**.

6

-

B1 • Battle Droid • Droid • Encounter • Separatist Alliance

N/A

0

B1 Battle Droid Boarding Party

Minion Unit (👤)

✎ Simone Buonfantino / Tomato Farm

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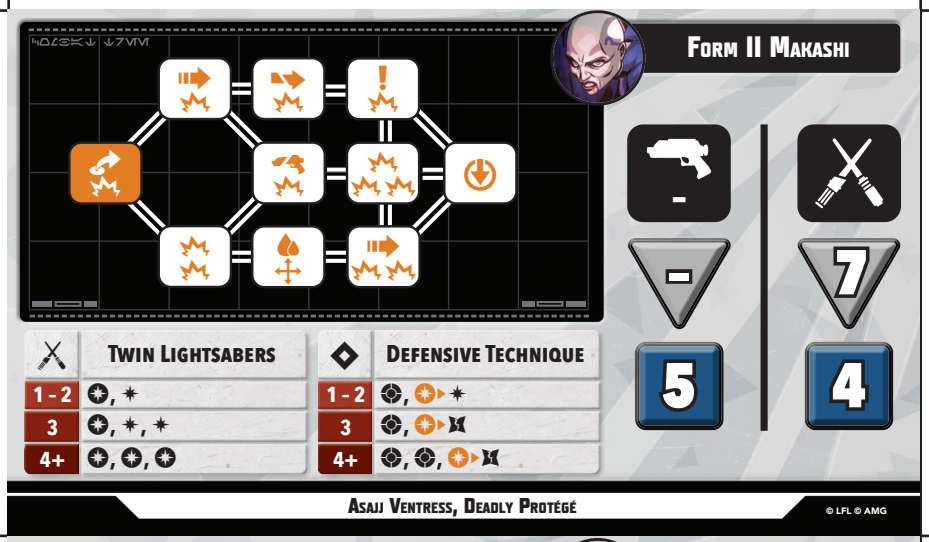

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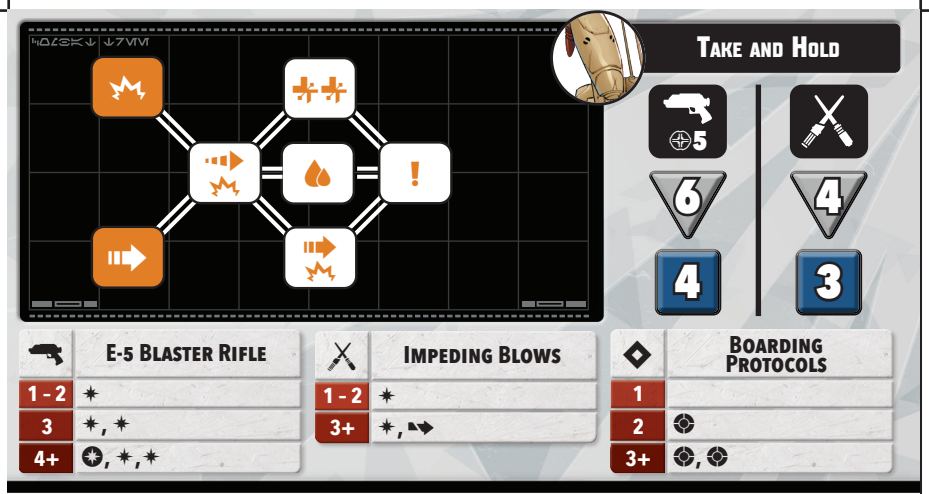

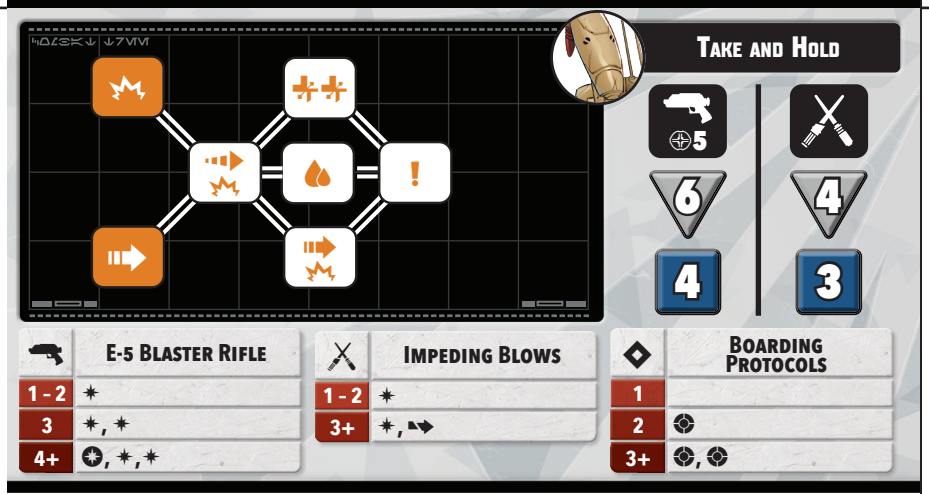

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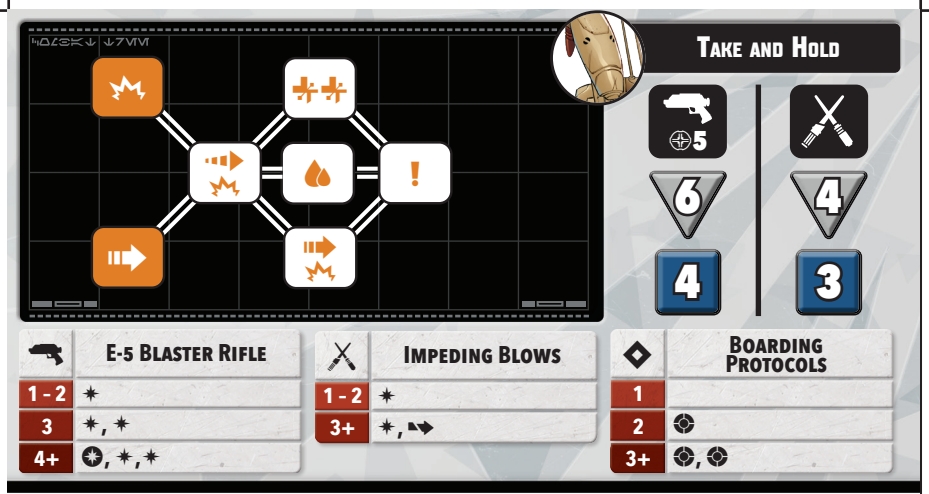

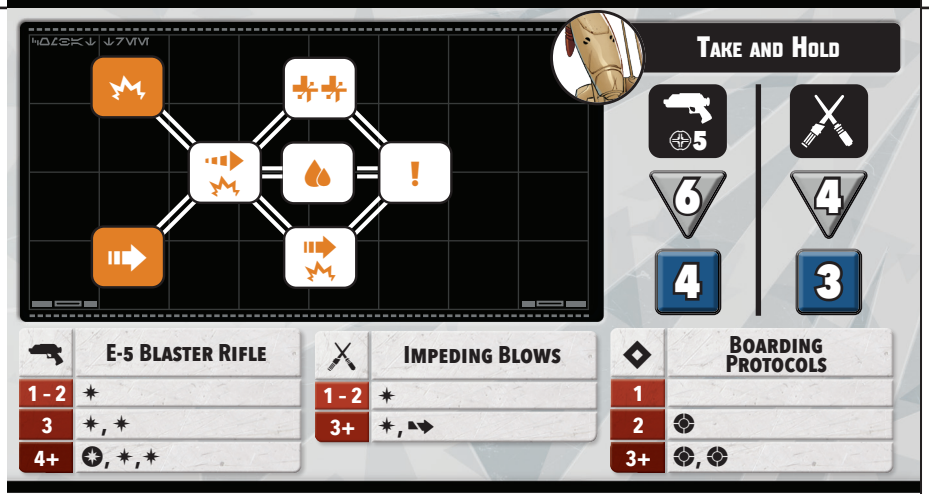

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