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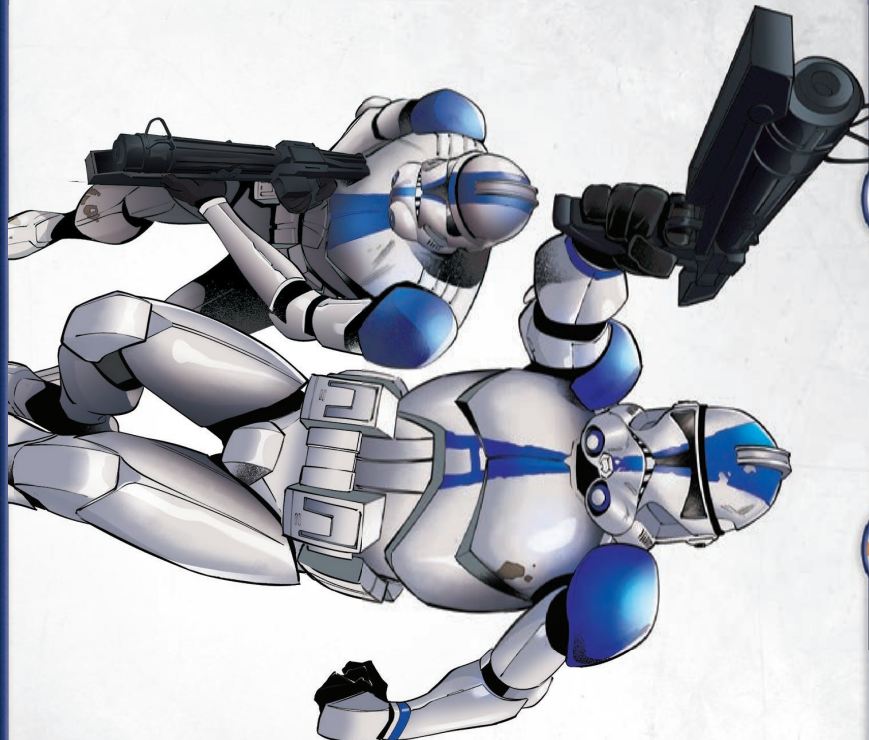While this Unit has one or more ☎, characters in this Unit have **STEADFAST**.

✚ 8

〰 2

501ST • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER

© LFL © AMG

501ST CLONE TROOPERS

Supporting Unit (👥👥)

✎ Simone Buonfantino / Tomato Farm

3PC

✵

✸

0

UNIT UPDATES
Version 1.3 (09/05/2025)

STAR WARS

SHATTERPOINT

ADVANCED COMBAT TRAINING

	DC-15A Blaster		Bash		Phase II Clone Armor
1 - 2	⬡	**1 - 2**	✦	**1 - 2**	⬤
3+	⬡,✦	**3+**	✦,✦	**3+**	⬤,⬤

501st Clone Troopers

STANCE UPDATES
Version 1.3 (09/05/2025)

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

🩸 9
💓 3

AHSOKA TANO, JEDI NO MORE

Ahsoka Tano • Primary Unit (⬟)

Patrick Brown

8SP

3

STAR WARS
SHATTERPOINT

Jar'Kai

Ahsoka Tano, Jedi No More

	LIGHTSABERS			ACROBATICS
1 - 2	⊕, ✶		1 - 2	⊛, ⊕▸ ✶
3	⊕, ⊕		3 - 4	⊛, ⊛, ⊕▸ ✶, ⤴
4+	⊕, ⊕, ⊕		5+	⊛, ⊛, ⊕▸ ✶, ⤴, ✦

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Form V Shien Reverse Grip

Ahsoka Tano, Jedi No More

	LIGHTSABERS			ACROBATICS
1 - 2	⊕, ✶		1	⊛, ⊕▸ ✶
3	⊕, ⊕		2 - 3	⊛, ⊛, ⊕▸ ✶, ⤴
4+	⊕, ⊕, ✶		4+	⊛, ⊛, ⊕▸ ✶, ⤴, ✦

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STANCE UPDATES
Version 1.3 (09/05/2025)

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

⚕ 9
〜 3

© LFL © AMG

ASAJJ VENTRESS, SITH ASSASSIN

Asajj Ventress • Primary Unit (👤)

✎ Chris Bjors

8 SP

3

FORM II MAKASHI

TWIN LIGHTSABERS

1 - 2	⬡, ⬡
3	⬡, ⬡, ✴
4+	⬡, ⬡, ⬡

DUELIST TRAINING

1	⬡
2 - 3	⬡, ⬡, !
4+	⬡, ⬡, ✎, !

—	7
5	**6**

Asajj Ventress, Sith Assassin © LFL © AMG

JAR'KAI

TWIN LIGHTSABERS

1	⬡, ✴
2	⬡, ⬡, ✴
3+	⬡, ⬡, ✴, ✴

AGGRESSIVE DEFENSE

1	⬡, ⬡▸✴
2 - 3	⬡, ⬡, ⬡▸✴
4+	⬡, ⬡, ⬡▸✴, ✴▸✖

—	8
5	**6**

Asajj Ventress, Sith Assassin © LFL © AMG

STANCE UPDATES
Version 1.3 (09/05/2025)

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

🔴 **11**
🔵 **3**
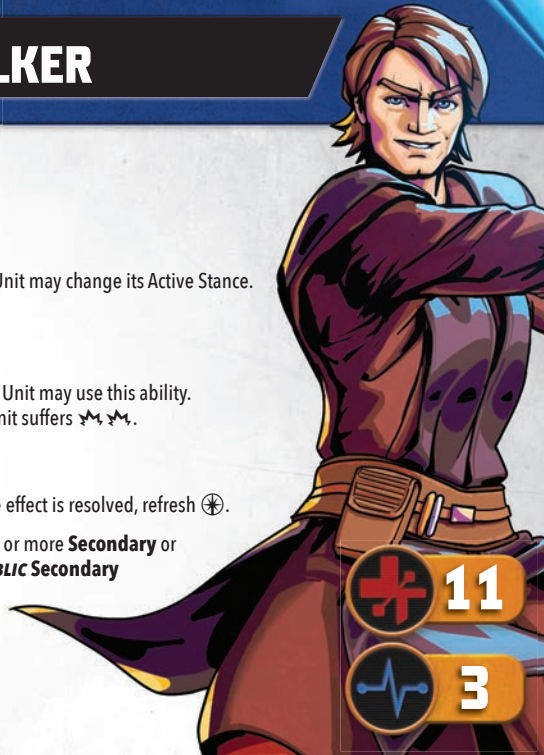
GENERAL ANAKIN SKYWALKER
Anakin Skywalker • Primary Unit (●)

© LFL © AMG

✎ Chris Bjors

7SP

4

Form V Djem So

FORCE CRUSH

1 - 2	⊕
3	⊕, ⇒
4+	⊕, *, ⇒

LIGHTSABER

1	⊕
2 - 3	⊕, ⊕
4+	⊕, ⊕, ⊕

DEFENSIVE FORM

1 - 2	⊕, ⊕▶*
3+	⊕, ⊕, ⊕▶*

Ranged: ⊕4 / 6 / 5
Melee: 8 / 5

GENERAL ANAKIN SKYWALKER

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Form V Shien

LIGHTSABER

1	*
2 - 3	⊕, *
4+	⊕, ⊕, *

DEFENSIVE FORM

1	⊕, ⊕▶*
2 - 3	⊕, ⊕, ⊕▶*
4+	⊕, ⊕, ⊕, ⊕▶*

Ranged: − / 6 / 6
Melee: 7 / 6

GENERAL ANAKIN SKYWALKER

© LFL © AMG

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

✚ 9
〜 2

JANGO FETT, BOUNTY HUNTER

Jango Fett • Secondary Unit (▣)

Chris Bjors

4PC

0

MAGNAGUARD

⟳ 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.

➕ 9
〰 2

BATTLE DROID • DROID • SEPARATIST ALLIANCE • TROOPER

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MAGNAGUARD

Supporting Unit (👤👤)
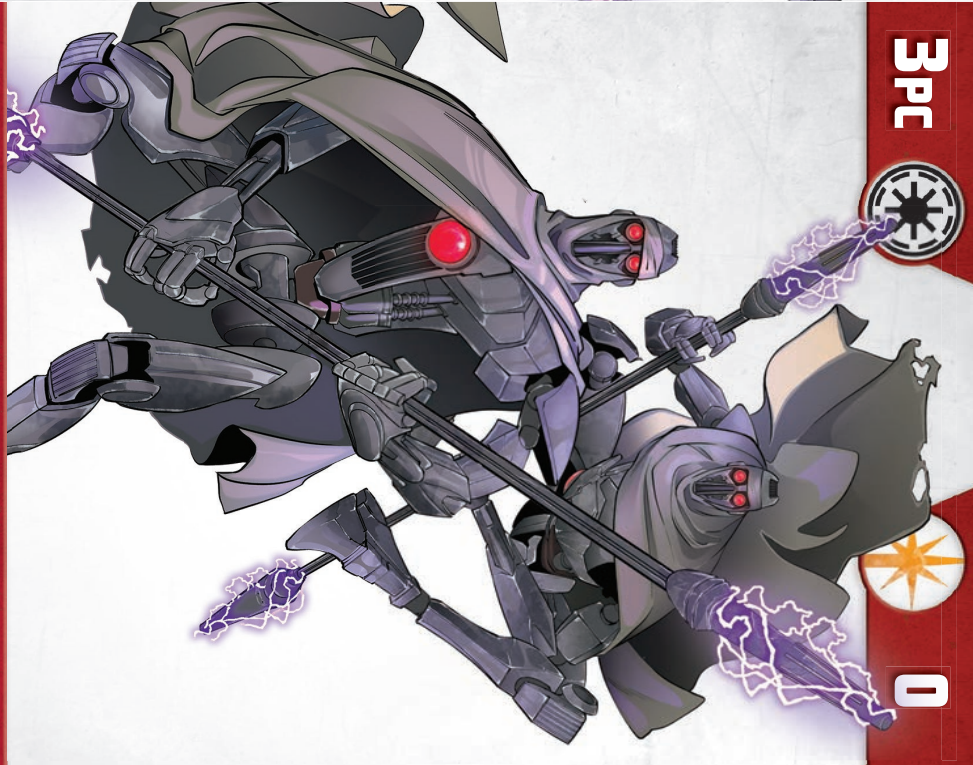
Simone Buonfantino / Tomato Farm

3PC

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STAR WARS™
SHATTERPOINT™

DEFENSIVE PROGRAMS

✗	ELECTROSTAFF	◆	DEFENSIVE ROUTINE
1 - 2	⊕	1	⊕
3	⊕, ✳	2+	⊕, ⊕
4+	⊕, ⊕		

5   6   5

MAGNAGUARD

STANCE UPDATES
Version 1.3 (09/05/2025)

STAR WARS
SHATTERPOINT™

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

✚ 7
〰 2

REPUBLIC CLONE COMMANDOS
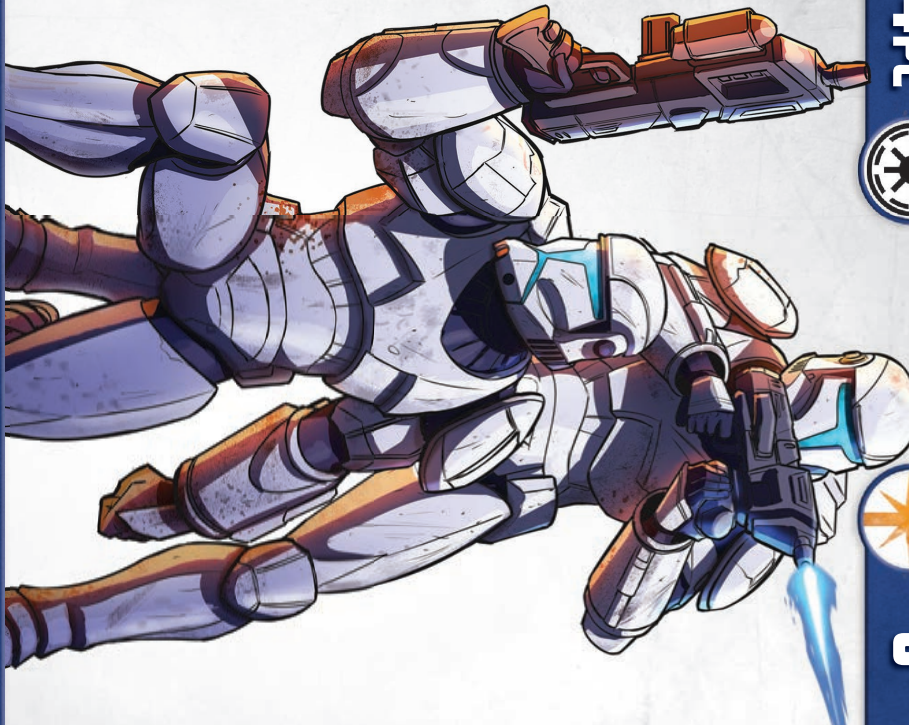
Supporting Unit (👥)

4PC

0

🖌 Colin Searle

UNIT UPDATES
Version 1.3 (09/05/2025)

ATOMIC MASS GAMES

STAR WARS
SHATTERPOINT

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COMMANDO TRAINING

DC-17M ICWS BLASTER RIFLE

1 - 2	⬢
3+	⬢, ⬢

VIBROBLADE

1	✶
2	✶, ✶
3+	⬢, ✶

KATARN-CLASS COMMANDO ARMOR

1	⬢
2	⬢, ⬢
3+	⬢, ⬢, ✛

REPUBLIC CLONE COMMANDOS

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STANCE UPDATES
Version 1.3 (09/05/2025)

ATOMIC MASS GAMES

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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212TH CLONE TROOPERS

Supporting Unit (👥👥)

4PC

0

✎ Colin Searle

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BULLSEYE TRAINING

	DC-15 BLASTER RIFLE		BASH		PHASE II CLONE ARMOR
1		1 – 2		1 – 2	
2 – 3		3+		3+	
4+					

212TH CLONE TROOPERS

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STANCE UPDATES
Version 1.3 (09/05/2025)

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**.

9

2

212TH • CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC

CC-2224 CLONE COMMANDER CODY

CC-2224 • Secondary Unit (👤)

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Patrick Brown

4PC

0

STAR WARS
SHATTERPOINT

CONCENTRATED FIREPOWER

⊕5 | ✕✕

6 | 6

4 | 4

🔫	DC-15 BLASTER RIFLE
1	⊕, 🗲
2 - 3	⊕, ✳, 🗲
4+	⊕, ⊕, 🗲, 🗲

✕	DC-17 BLASTER PISTOLS
1	✳
2	⊕
3+	⊕, ✳

◈	PHASE II CLONE ARMOR
1 - 2	⊕
3+	⊕, ⊕

CC-2224 CLONE COMMANDER CODY

STANCE UPDATES
Version 1.3 (09/05/2025)

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

✚ 8
〰 2
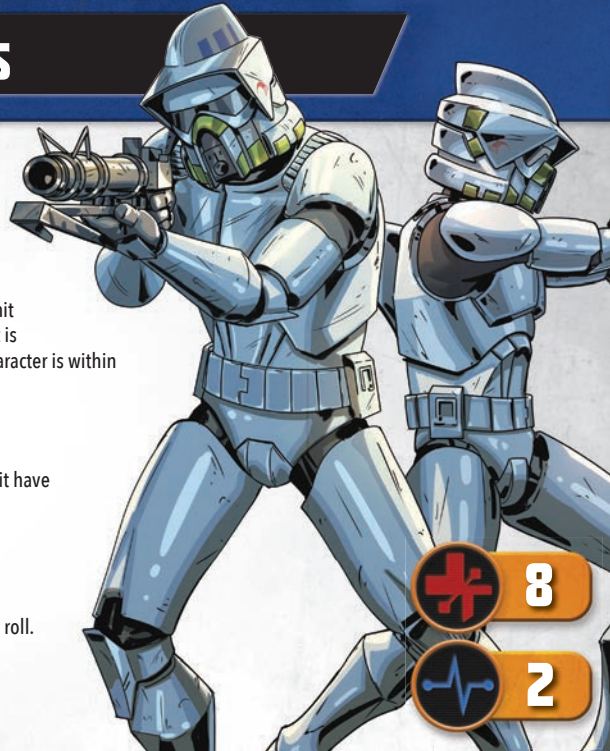
ARF CLONE TROOPERS

Supporting Unit (👥👥)

Chris Bjors

3PC

0

UNIT UPDATES
Version 1.3 (09/05/2025)

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

11
3

7SP

4

JEDI MASTER MACE WINDU

Mace Windu • Primary Unit (♟)

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🖌 Gary Daniels III

UNIT UPDATES
Version 1.3 (09/05/2025)

STAR WARS

SHATTERPOINT™

FORM VII VAAPAD

Lightsaber		Aggressive Defense	
1	●	1	●▸✴
2-3	●, ●	2-3	◉, ●▸✴
4+	●, ●, ●	4+	◉, ●▸✴, ✚

JEDI MASTER MACE WINDU

© LFL © AMG

JEDI MASTER

Force Blast		Lightsaber		Aggressive Defense	
1	✴	1	●	1	✴▸⊠
2-3	✴, ✴	2-3	●, ●	2-3	●▸⊠, ✴▸⊠
4+	●, ✴, ⮑	4+	●, ●, ●	4+	●▸⊠, ✴▸⊠, ⤴

JEDI MASTER MACE WINDU

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Version 1.3 (09/05/2025)

STAR WARS
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
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STRENGTH IN NUMBERS

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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STANCE UPDATES
Version 1.3 (09/05/2025)

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.

✚ 8
〜 2

BOUNTY HUNTER • MERCENARY • SCOUNDREL

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Aurra Sing • Secondary Unit (▣)

🖌 Colin Searle

AURRA SING

5PC

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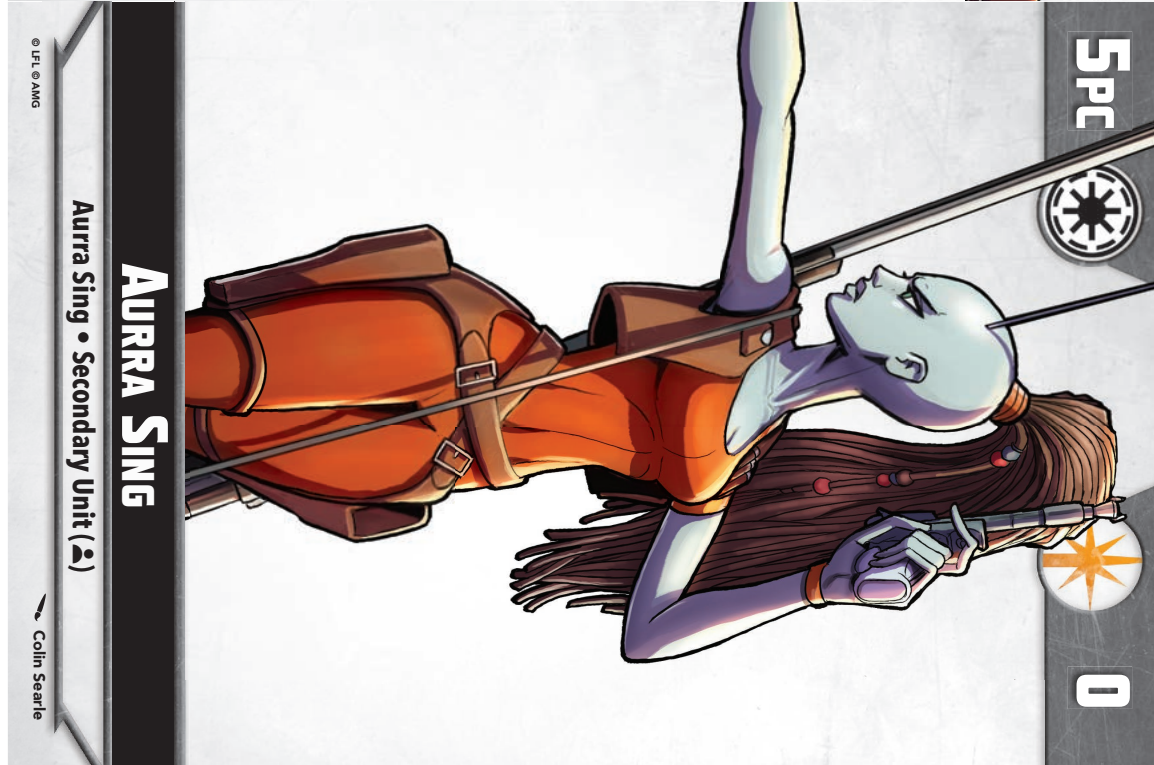
STAR WARS
SHATTERPOINT

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NOT ASKING PERMISSION

7 / **6**

5 / **5**

CUSTOM SNIPER RIFLE	
1	✳, ✳, ⚔
2 - 3	⬟, ✳, ⚔
4+	⬟, ⬟, ⚔, ⚔

CUSTOM BLASTER PISTOLS	
1	✳, ✳
2	⬟, ✳
3+	⬟, ⬟

DEXTEROUS DODGE	
1 - 2	⬟, ⬟▶⊠, ⇢
3+	⬟, ⬟, ⬟▶⊠, ✛

AURRA SING

STANCE UPDATES
Version 1.3 (09/05/2025)

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

Cad Bane • Primary Unit (👤)

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

8

2

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BOUNTY HUNTERS

Supporting Unit (👥)

✏ Colin Searle

4PC

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

✚ **9**

〜 **3**
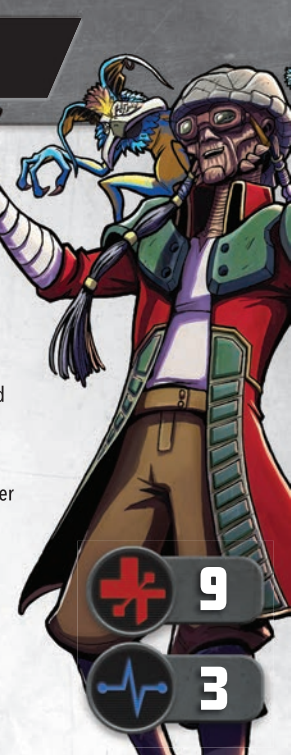
Hondo Ohnaka • Primary Unit (👤)

✎ Colin Searle

7SP

2

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

✚ 8
〜 2

GWARM

Gwarm • Secondary Unit (👤)

3PC

0

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✏ Colin Searle

STAR WARS
SHATTERPOINT

ENFORCER

Long Rifle		Pirate Blade		Evasive	
1	⬡	1 – 2	⬡	1	◉
2 – 3	⬡,⬡	3	⬡,✦	2	◉,⬆
4+	⬡,⬡,⬡	4+	⬡,✦,✦	3+	◉,◉,⬆

GWARM

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STANCE UPDATES
Version 1.3 (09/05/2025)

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.

✚ 9
〰 2

MERCENARY • SCOUNDREL • TROOPER • WEEQUAY

© LFL © AMG

WEEQUAY PIRATES

Supporting Unit (👥👥)

🖊 Colin Searle

4PC

🟠

0

STAR WARS
SHATTERPOINT

RAIDER

	Weequay Blaster		Pirate Blade		Evasive
1 - 2		1 - 2		1 - 2	
3+		3+		3+	

WEEQUAY PIRATES

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STANCE UPDATES
Version 1.3 (09/05/2025)

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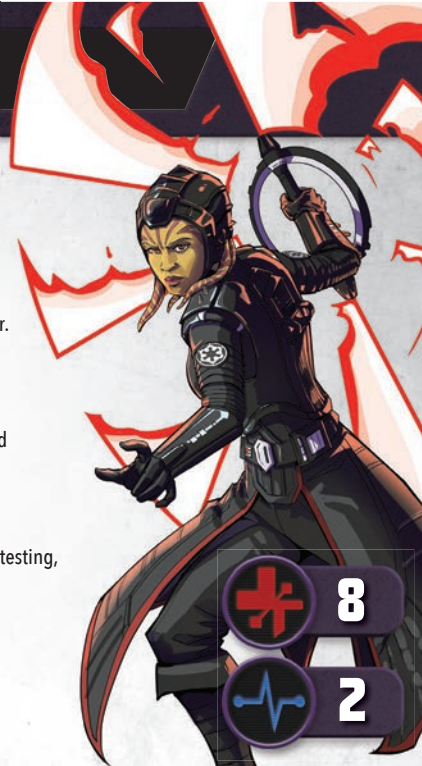When determining control of an Active objective that a character in this Unit is contesting, if there is a tie, this Unit's controlling player takes control of the objective.

SWIFT RETREAT
When a character in this Unit would →, it may instead ✛.

FORCE USER • GALACTIC EMPIRE • INQUISITORIUS

8
2

FOURTH SISTER

Fourth Sister • Supporting Unit (👤)

Preston Stone

4PC

0

UNIT UPDATES
Version 1.3 (09/05/2025)

STAR WARS
SHATTERPOINT™

© LFL © AMG

FORM II MAKASHI

THROWN LIGHTSABER		SPINNING LIGHTSABER		INQUISITORIUS TRAINING	
1	⬦	1 - 2	⬦, ⚔	1 - 2	◉
2	⬦, ⫘▸	3+	⬦, ✳, ⚔	3+	◉◉, ◉, ⫘▸
3+	⬦, ✳, ⫘▸				

FOURTH SISTER

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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

✚ 9
〰 3

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GRAND INQUISITOR, FALLEN JEDI
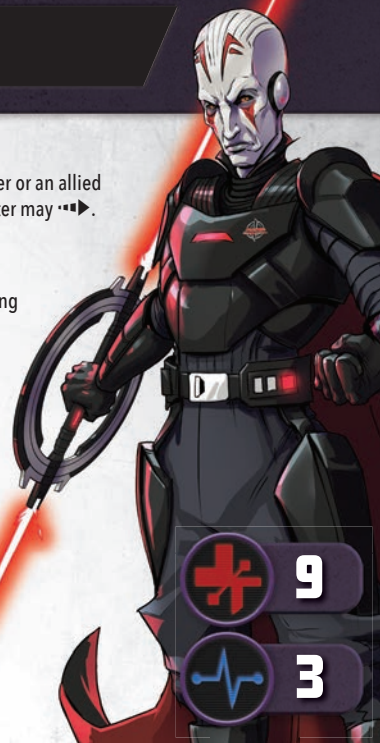
Grand Inquisitor • Primary Unit (♟)

✎ Preston Stone

8SP

3

Form II Makashi

THROWN LIGHTSABER			SPINNING LIGHTSABER			ADAPTIVE FIGHTER	
1			1			1 - 3	
2 - 4			2 - 3			4+	
5+			4+				

GRAND INQUISITOR, FALLEN JEDI

© LFL © AMG

Form V Djem So

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 1.3 (09/05/2025)

THIRD SISTER

FORCE JUMP ✦
Each character in this Unit may ↘.

CALL THE HUNT
Choose an allied *INQUISITORIUS* Supporting character. The chosen character may ᴵᴵᴵ▶ 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

🔴 9
🔵 2

THIRD SISTER

Reva • Secondary Unit (👤)

✏ Preston Stone

4PC

☀

0

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STAR WARS

SHATTERPOINT

Form II Makashi

	Spinning Lightsaber		Vicious Defense
1 – 2		1 – 2	
3		3+	
4+			

5 | 6

THIRD SISTER

STANCE UPDATES
Version 1.3 (09/05/2025)

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

🩹 **11**
💓 **3**

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Jedi Knight Luke Skywalker

Luke Skywalker • Primary Unit (●)

✏ Kim Jacinto

7SP

3
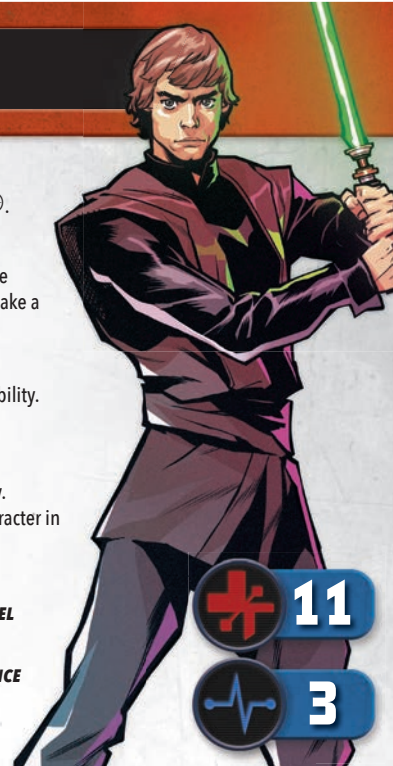
DARK TROOPERS

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 [⤳]**.
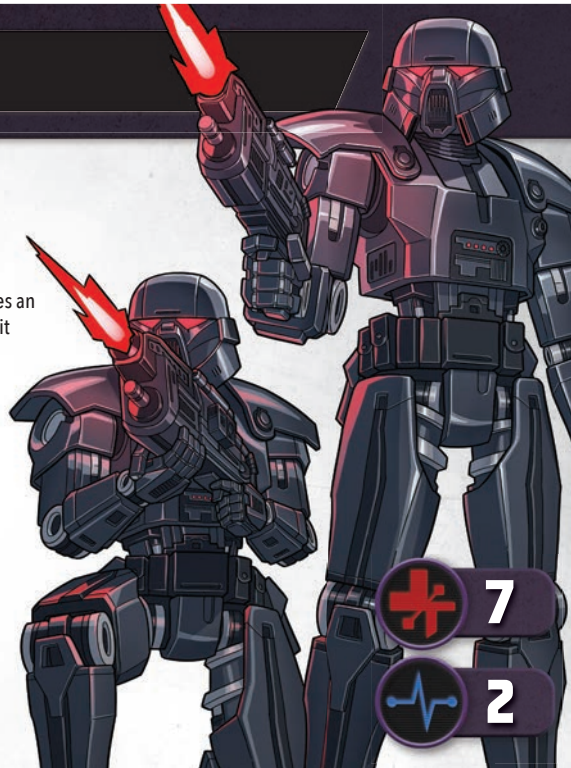
DROID • GALACTIC EMPIRE

✚ **7**

〰 **2**

DARK TROOPERS
Supporting Unit (👥)

✎ William Liu

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4PC

⊙

✦

0
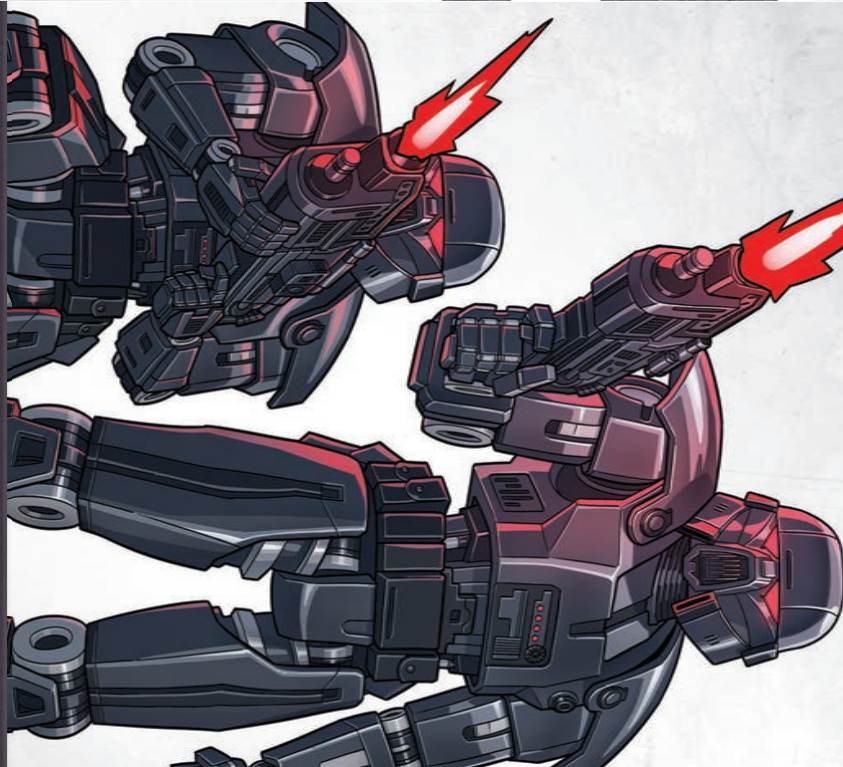
STAR WARS
SHATTERPOINT

COMBAT PROGRAMMING

	Dark Trooper Blaster			Crushing Punch			Combat Droid
1 - 2	✴, ✴		1 - 2	⬡		1	◉
3+	⬡, ✴		3 - 4	⬡, ⚔		2+	⬡, ◉
			5+	⬡, ⬡, ⚔			

DARK TROOPERS

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STANCE UPDATES
Version 1.3 (09/05/2025)

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

+ **10**
≈ **2**

© LFL © AMG

CHIEF CHIRPA

Chirpa • Primary Unit (👤)

↗ Gary Daniels III

7SP

3

STAR WARS

SHATTERPOINT

BRIGHT TREE ELDER

⚔	SPEAR		◇	STOIC GUARDIAN
1	⬮, ᙏ		1	⬮
2 - 3	⬮, ✶, ᙏ		2	⬮, 🟠▸⧓
4+	⬮, ⬮, ᙏ		3+	⬮, ⬮, 🟠▸⧓

5 | **6**

CHIEF CHIRPA

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FURY OF THE FOREST

⚔	SPEAR		◇	STOIC GUARDIAN
1	⬮, ✶		1	⬮
2 - 3	⬮, ⬮		2	⬮, 🟠▸✶
4+	⬮, ⬮, ⬮		3+	⬮, ⬮, 🟠▸✶

5 | **5**

CHIEF CHIRPA

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STANCE UPDATES
Version 1.3 (09/05/2025)

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.

✚ 8
◠ 2

FORCE USER • JEDI

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OBI-WAN KENOBI, OUT OF HIDING

Obi-Wan Kenobi • Secondary Unit (👤)

✎ Preston Stone

4PC

0

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

🟥✚ **8**

🟦〰 **2**

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GIDEON HASK, INFERNO SQUAD

Gideon Hask • Secondary Unit (⬙)

✎ Chris Bjors

4PC

⬡

✸

0

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.

Galactic Empire • Scout • Trooper

✚ 8
〰 2

IMPERIAL SPECIAL FORCES

Supporting Unit (👥)

Chris Bjors

4PC

0

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STAR WARS

SHATTERPOINT™

ISF Doctrine

	E-11 Blaster Rifle		Vibroblade		Special Forces Armor
1 - 2	⊕	1	✳	1	◉
3+	⊕, ⊕	2	✳, ✳	2	◉, ◉
		3+	⊕, ✳	3+	◉, ◉, ✛

IMPERIAL SPECIAL FORCES

STANCE UPDATES
Version 1.3 (09/05/2025)

Atomic Mass Games

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

⚕ **8**
〰 **2**

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ELITE SQUAD TROOPERS
Supporting Unit (▪▪)

✎ Marco Failla

4PC

0

STAR WARS
SHATTERPOINT

IMPERIAL MARKSMANSHIP

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

ELITE SQUAD TROOPERS

STANCE UPDATES
Version 1.3 (09/05/2025)

C-3PO AND R2-D2

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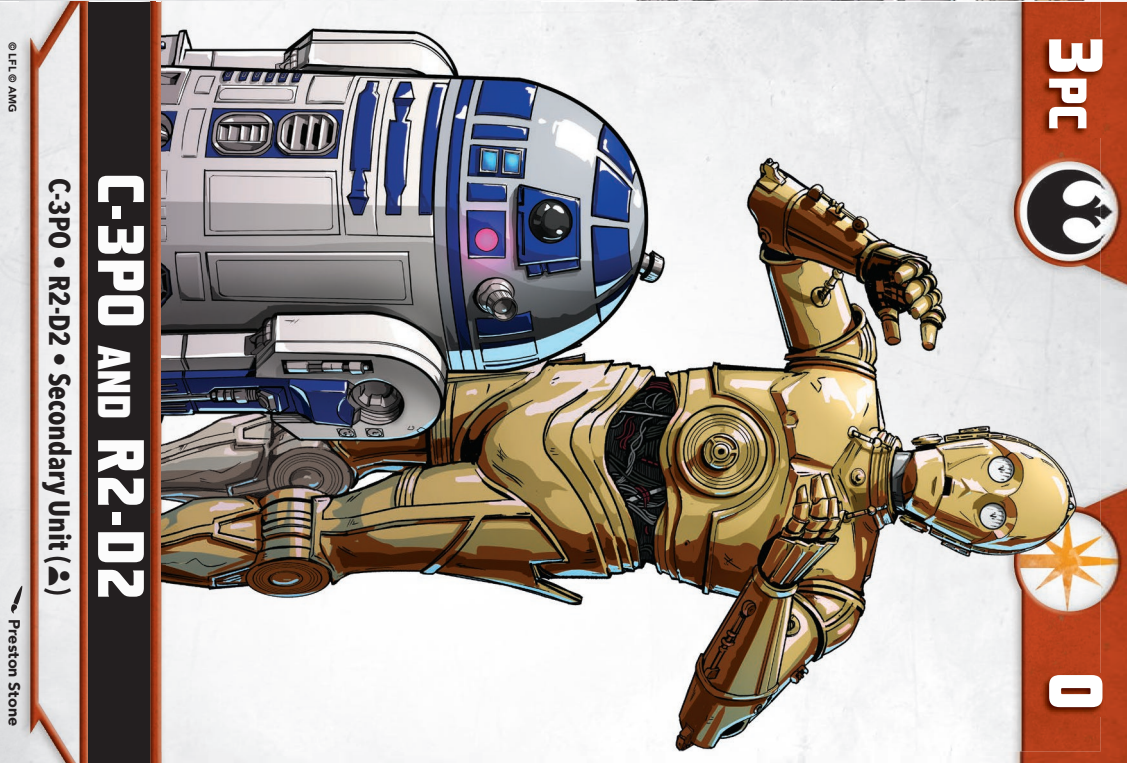
While this Unit's Active Stance is **ANGRY TRILLING**, allied *Ewok* characters within ⊕5 have **STEADFAST**.

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

✚ 8
〜 2

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C-3PO • R2-D2 • Secondary Unit (⬩)

C-3PO AND R2-D2

↗ Preston Stone

3PC

0

STAR WARS

SHATTER☀POINT™

AGAINST MY PROGRAMMING

⚔	BASH		◆	OBLIVIOUS
1	✶		1 - 2	◉
2 - 3	✶, ✚		3	◉, ✚
4+	⊕, ✚		4+	◉, ◉, ✚, ⊕▸ ✖

Ranged: − Melee: 5
5 | 5

C-3PO AND R2-D2

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ANGRY TRILLING

⚔	BASH		◆	OBSTINANCE
1	✶		1 - 2	◉
2 - 3	✶, ⤳		3	◉, ⤳
4+	⊕, ⤳		4+	◉, ◉, ⊕▸ ✖, ⤳

Ranged: − Melee: 6
5 | 5

C-3PO AND R2-D2

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STANCE UPDATES
Version 1.3 (09/05/2025)

ATOMIC MASS GAMES

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 COMMMAND ✳
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

✚ 9
〰 2

LOGRAY, BRIGHT TREE SHAMAN

Logray • Primary Unit (👤)

▸ Gary Daniels III

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8SP

3

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.

✚ 7
〜 2
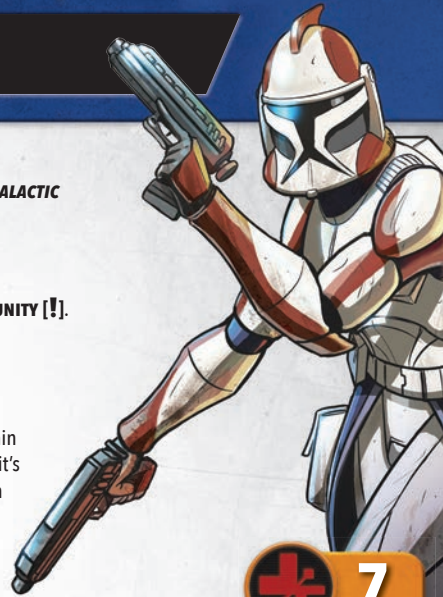
CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC

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CT-411 COMMANDER PONDS

CT-411 • Secondary Unit (⬥)

✏ Colin Searle

3PC

0

BO-KATAN KRYZE

PRIDE OF THE MANDALORE
At the start of this Unit's activation, choose another allied *MANDALORIAN* character. The chosen character may ↗.

JET PACK ✦
Each character in this Unit may ↗.

MANDALORIANS ARE STRONGER TOGETHER
After this Unit makes a move action, it may use this ability. If a character in this Unit is within ⊕2 of another allied *MANDALORIAN* character, this Unit immediately makes a focus action.

MANDALORE WILL SURVIVE
After this Unit makes a focus action, one character in this Unit may ⋯▶ and ✚✚.

SOME OF US SERVE A HIGHER PURPOSE
Allied *MANDALORIAN* characters within ⊕3 of this Unit that are contesting one or more Active objectives have **PROTECTION** and **STEADFAST**.

CLAN KRYZE • DEATH WATCH • MANDALORIAN • NITE OWLS

✚ **8**

🫀 **2**

Bo-Katan Kryze • Secondary Unit (🔫)

BO-KATAN KRYZE

4PC

0

🖊 Lia Booysen

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UNIT UPDATES
Version 1.3 (09/05/2025)

CLAN KRYZE MANDALORIANS

JET PACK ✦
Each character in this Unit may ↗.

MANDALORIANS ARE STRONGER TOGETHER
After this Unit makes a move action, it may use this ability. If a character in this Unit is within ⊕2 of another allied *MANDALORIAN* character, this Unit immediately makes a focus action.

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

7

2

Mandalorian • Death Watch • Clan Kryze • Trooper

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CLAN KRYZE MANDALORIANS

Supporting Unit (👥👥)

✦ Simone Buonfantino / Tomato Farm

4PC

0

UNIT UPDATES
Version 1.3 (09/05/2025)

LOBOT, COMPUTER LIAISON OFFICER

DETAIN
At the start of this Unit's activation, choose an allied *SCOUNDREL* character. The chosen character may ⚫⚫▶. Then choose an enemy character within ⊕3 of that allied character. The chosen character gains ➡ or ⚔.

SECURITY NETWORK ✴
Choose another allied *SCOUNDREL* **Secondary** character within ⊕4, or an allied *SCOUNDREL* **Supporting** character within ⊕4. The chosen character may ⚫⚫▶, then may make a 5 dice attack targeting an enemy character that is contesting an Active objective.

BATTLEFIELD CALCULATIONS
During another allied Unit's activation, when one or more characters in that Unit end an ➡, ⚫⚫▶, ↗, or ⬆ within ⊕2, this Unit may use this ability. The activating Unit immediately makes a focus action.

LOCKDOWN
While this Unit is not Wounded, your opponent cannot remove or replace your Control token from an objective that one or more characters in this Unit are contesting.

BESPIN • SCOUNDREL

✚ 8

〜 2

Lobot • Secondary Unit (👤)

LOBOT, COMPUTER LIAISON OFFICER

5PC

0

Stephen Green

LUKE SKYWALKER, DARING HERO

I'M HERE TO RESCUE YOU
At the start of this Unit's activation, choose a character in this Unit or another allied *SPY* character. The chosen character may ✛.

GRAPPLING HOOK ⊕
Each character in this Unit may ⬆. If any characters ⬆, this Unit gains ☂.

HE'S THE BRAINS, SWEETHEART
When an allied *REBEL ALLIANCE* character within ⊕3 or an allied *SPY* character within ⊕3 makes a 🔫 attack as part of a combat action, if it has one or more ☂, it may reroll up to two of its ✗ results.

OH, THE UNIFORM
This Unit does not lose its ☂ when a character in it becomes Engaged and can gain and have ☂ while it has Engaged characters.

✚ 7
〰 2

FORCE USER • REBEL ALLIANCE • SPY

LUKE SKYWALKER, DARING HERO

Luke Skywalker • Secondary Unit (👤)

Gary Daniels III

© LFL © AMG

3PC

0

WICKET, INTREPID WARRIOR

LEAD THE CHARGE
At the start of this Unit's activation, choose an enemy character in LOS and an allied *Ewok* **Supporting Unit** within ⊕3. Each character in this Unit and each character in the chosen allied Unit may ⊷ Toward the chosen enemy character.

HUNTING HORN ⊛
ACTION: Each enemy Unit within ⊕3 that has no Engaged characters within ⊕3 of a character in this Unit gains ➥. Each enemy Unit that has one or more Engaged characters within ⊕3 of a character in this Unit gains ❗.

STEALTHY APPROACH ⊛
Each character in this Unit may ⊷. Then this Unit may gain ☎ or immediately make a focus action.

✚ 9
〰 2

ENDOR • EWOK • WARRIOR

WICKET, INTREPID WARRIOR

Wicket • Secondary Unit (2)

↗ Gary Daniels III

4PC

EWOK TRAPPERS

STEALTHY APPROACH ✦
Each character in this Unit may ⸱⸱▶. Then this Unit may gain ☎ or immediately make a focus action.

BATTLE TACTICS: PRIMITIVE ARTIFICE
When you create your starting Order Deck, you may include up to one **PRIMITIVE ARTIFICE** Battle Tactics Card. When you reveal a Battle Tactics Card, resolve the effects of that card then reveal another Order Card and continue your Turn as normal.

CAMOUFLAGE
At the end of Setup, this Unit may gain ☎.

STRENGTH IN NUMBERS
When a character in this Unit makes an attack as part of a combat action, for each other allied *EWOK* character Engaged with the target that is not Wounded, add 1 attack die to the attack roll.

ENDOR • EWOK • SCOUT

✚ 7
〰 2

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EWOK TRAPPERS

Supporting Unit (👥)

▶ Gary Daniels III

4PC

◯

✷

0

## CROSSHAIR

⊕ TRICK SHOT
At the start of this Unit's activation, if no characters in this Unit are Engaged, choose an enemy Unit in LOS. The chosen Unit suffers 👑 and removes all its ☎.

⊕ FIND THE SHOT ✷
Each character in this Unit may 🡑. If any characters 🡑, this Unit immediately makes a focus action.

🔄 RELAX, I'LL HANDLE THIS
When a character in this Unit makes a 🔫 attack as part of a combat action, before dice are rolled, this Unit may use this ability. During this attack, each time the attacker would resolve a ✚, it may instead choose to remove one condition from an allied character that is Engaged with the defending character.

⊖ THE DEADEYE OF THE BATCH
Characters in this Unit have **SHARPSHOOTER [2]**. When a character in this Unit makes a 🔫 attack, the target does not benefit from **COVER**.
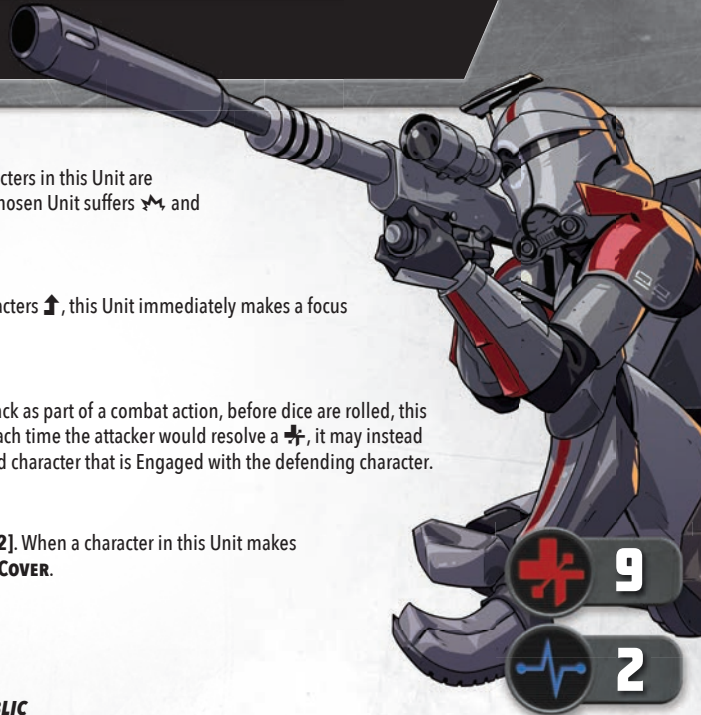
BAD BATCH • CLONE TROOPER • GALACTIC REPUBLIC

✚ 9
〽 2

CROSSHAIR

CT-9904 • Secondary Unit (👤)

Chris Bjors

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4PC

0

CT-9904, ELITE SQUAD LEADER

MOVE TO POSITION ✦
One character in this Unit may ⬖▶ or ⬆. Then choose an allied character within ⊕3. The chosen character may ⬖▶.

REFLECTOR DISCS ✦
When a character in this Unit makes a 🔫 attack, before it chooses a target, this Unit may use this ability. Choose an allied character within ⊕4 and LOS. During this attack, measure range and LOS from the chosen allied character.

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 🗡🗡.

GENETICALLY BRED DEADEYE
When a character in this Unit Wounds an enemy **Primary Unit** or an enemy **Secondary Unit** with a 🔫 attack as part of a combat action, after the effect is resolved, refresh ✦✦.

Additionally, when a character in this Unit makes a 🔫 attack, before dice are rolled, it may remove one or more conditions from the defending Unit. Add ✦ to the attack roll for each removed condition.
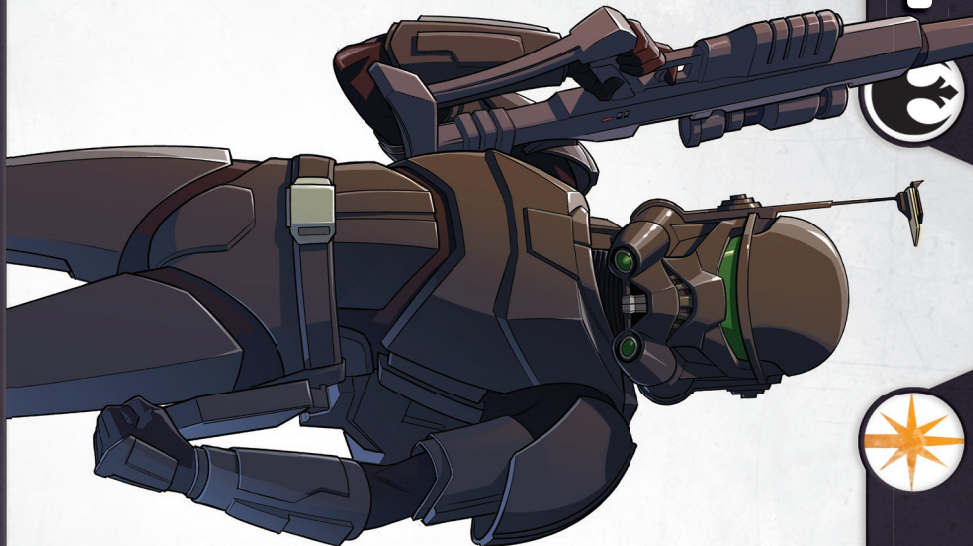
Clone Trooper • Galactic Empire

✚ 9
〰 3

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CT-9904, ELITE SQUAD LEADER

CT-9904 • Primary Unit (⬤)

🖊 Marco Failla

8SP

2

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 REPUBLIC* 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**

7SP

4

DARTH VADER, JEDI HUNTER
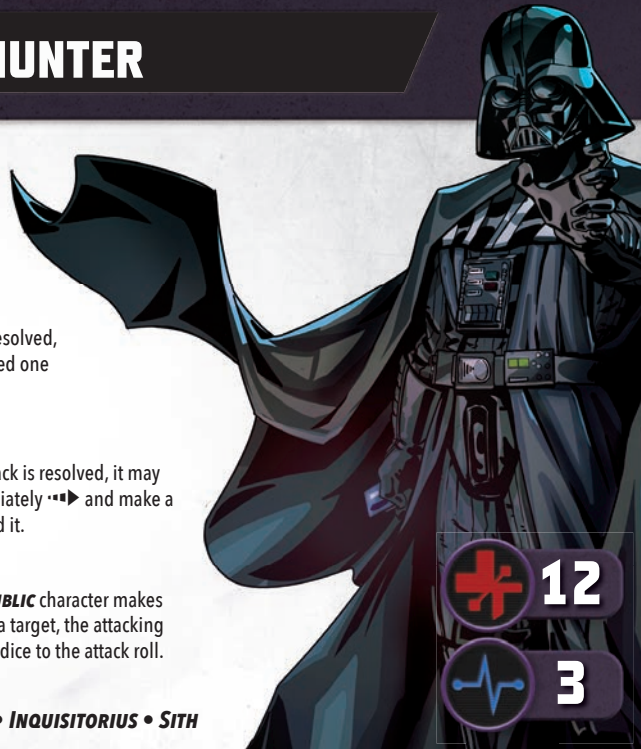
Darth Vader • Primary Unit (👤)

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

🖋 Chris Bjors

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GRAND ADMIRAL THRAWN

I WANT YOU TO KNOW FAILURE, UTTER DEFEAT ✦
One character in this Unit may ✛. If it ends that movement contesting an Active objective, that character adds 3 dice to its next attack roll during this activation.

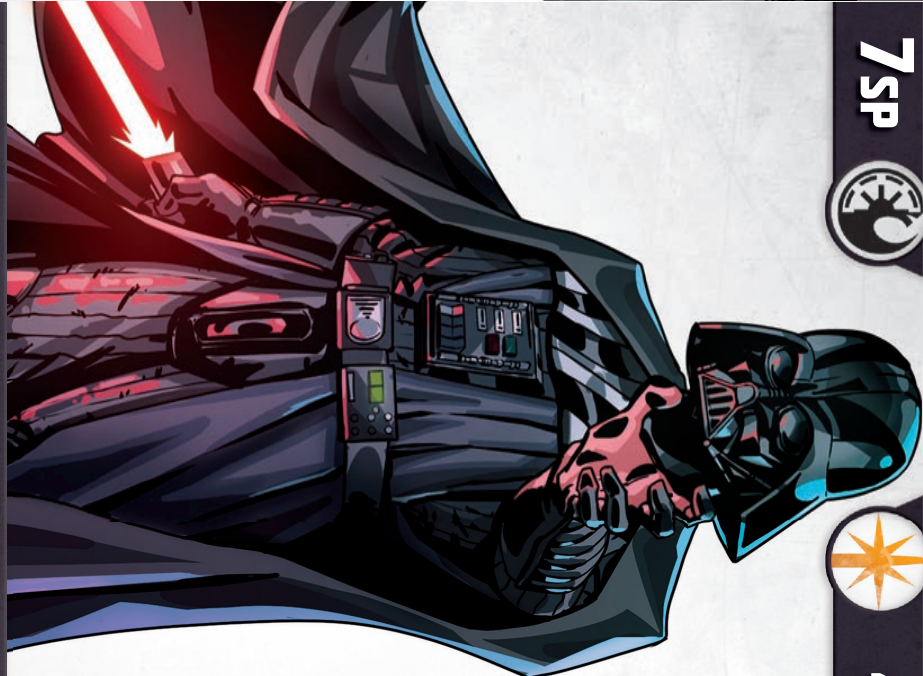**BATTLE TACTICS: ARCHITECTS OF THEIR OWN DESTRUCTION**
When you create your starting Order Deck, you may include up to two **GRAND STRATEGY** Battle Tactics Cards. When you reveal a Battle Tactics Card, resolve the effects of that card then reveal another Order Card and continue your Turn as normal.

WE MUST WAIT AND WATCH
When you spend ✦ to place an allied **GALACTIC EMPIRE** Unit's Order Card in reserve, spend 1 less ✦. Then, if there are one or more cards in your Order Deck, you may spend ✦. If you do, the reserved Unit may remove 🏃 or one condition from itself and one character in that Unit may ✛.

TO DEFEAT AN ENEMY YOU MUST KNOW THEM
Characters in allied **GALACTIC EMPIRE** Units that have one or more Injured tokens and that are Engaged with one or more enemy characters have **PROTECTION**.

Additionally, when an allied **Primary Unit** is Wounded by an enemy attack, after the effect is resolved, you may refresh your Order Deck.

GALACTIC EMPIRE • WARRIOR • OFFICER
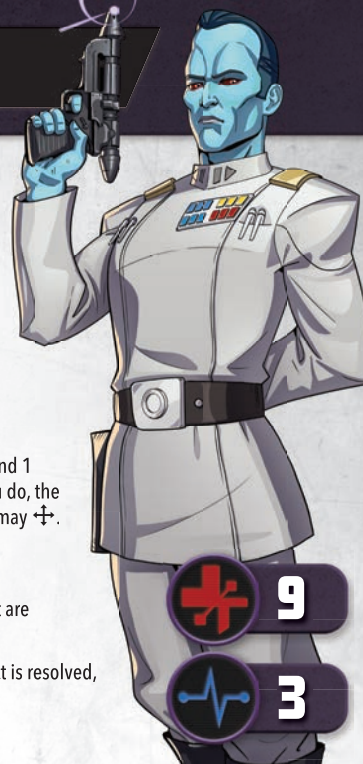
9

3

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GRAND ADMIRAL THRAWN

Thrawn • Primary Unit (♟)

Chris Bjors

7sp

2

PAPLOO, CURIOUS CREATURE

FEIGNED RETREAT ✦
Choose another allied *EWOK* character within ⊕3 and an enemy character that the chosen character is Engaged with. The chosen allied character may ✛ Away from the chosen enemy character and gain ☁. Then the chosen enemy character gains ! and may ⋯▶ Toward the chosen allied character.

STEALTHY APPROACH ✦
Each character in this Unit may ⋯▶. Then this Unit may gain ☁ or immediately make a focus action.

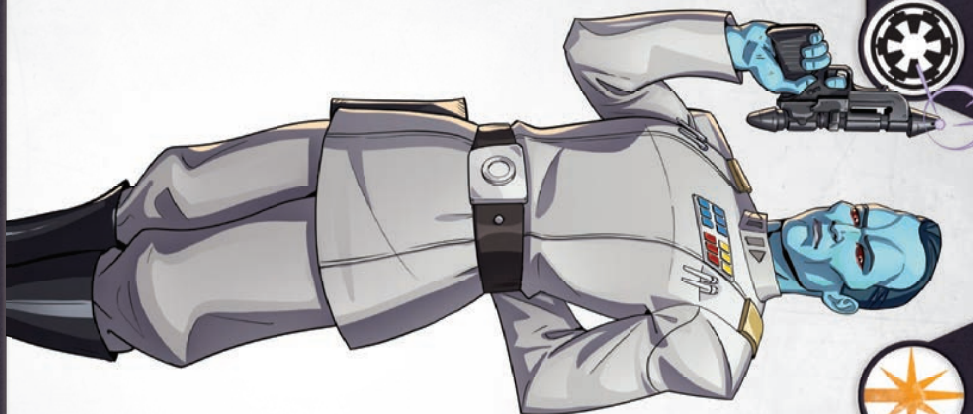**FEARLESS AND INVENTIVE** ✦
When a character in this Unit makes a ⚔ attack as part of a combat action, before dice are rolled, this Unit may use this ability. Add 2 dice to the attack roll for each enemy character, other than the target, that is not Wounded and is Engaged with one or more characters in this Unit.

WHAT DOES THIS DO?
When a character in this Unit makes a ⚔ attack targeting an enemy character that has ! or ➥, the attacking character may choose to use the defender's ⚔ Expertise Chart, instead of its own, during the Apply Expertise Charts step of that attack.

ENDOR • EWOK • SCOUT

🞤 **9**
🩺 **2**

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PAPLOO, CURIOUS CREATURE

Paploo • Secondary Unit (👤)

✎ Gary Daniels III

4PC

GREEF KARGA

SOME OF MY FAVORITE PEOPLE ARE BOUNTY HUNTERS ✷
Each allied **BOUNTY HUNTER** character within ⊕4 may ✚ and then may ⸱⸱⸱▶.

CLOSE THE DEAL ✷
When an opposing player chooses to activate a Unit from reserve, this Unit may use this ability. Choose an allied **BOUNTY HUNTER** character. The chosen character may immediately ⸱⸱⸱▶ then may make a 5 dice attack targeting a character in the Unit that was chosen to activate.

THERE IS ONE JOB...
Before revealing the first card of the Mission Deck, choose an opposing player to reveal cards from the top of their Order Deck until a Unit Order Card is revealed. Then the chosen player marks the corresponding Unit with a Priority Objective token and shuffles their Order Deck.

The first time an allied **BOUNTY HUNTER** character Wounds the marked Unit, move the Struggle token one space toward your Momentum tokens. Then remove the Wounded Unit's Priority Objective token.

WOLVES AT MY BACK
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.

MERCENARY • SCOUNDREL

✚ **8**

🩺 **2**

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GREEF KARGA

Greef Karga • Secondary Unit (👤)

🖊 William Liu

3PC

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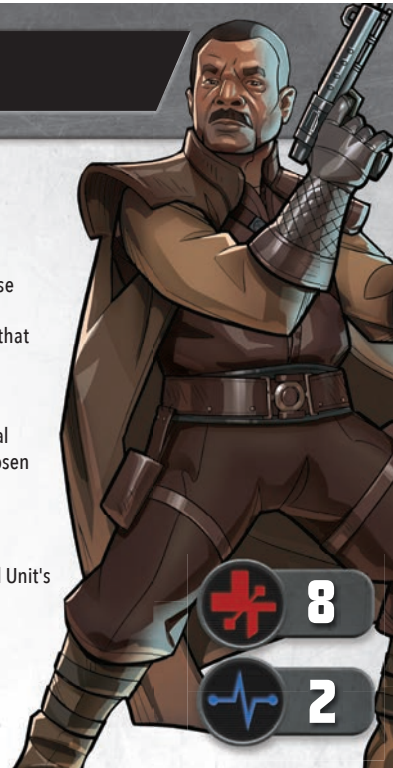
GENERAL OBI-WAN KENOBI

HELLO THERE! ✦
One character in this Unit may ↗. If it does, that character adds 3 dice to its next attack roll during this activation.

SO UNCIVILIZED.... ✦
When a character in this Unit is targeted by a ➹ attack, this Unit may use this ability. This Unit gains ☂. After the attack is resolved, if the attack roll contained one or more ✴ results, the attacking Unit suffers ⚔⚔⚔.

PATIENCE
When you reveal this Unit's Order Card, if you have an Order Card in reserve, you may put that card on the top or bottom of your Order Deck. If you do, put this Unit's Order Card in reserve.

When this Unit's Order Card is put in reserve, one character in this Unit may ✚✚✚ and ↗.

KNOWLEDGE AND DEFENSE
Allied Units do not lose their ☂ when characters in them become Engaged and can gain and have ☂ while they have Engaged characters. While an allied *GALACTIC REPUBLIC* Unit has one or more ☂, it adds 1 die to its defense rolls against ⚔ attacks. After an attack targeting a character in an allied *GALACTIC REPUBLIC* Unit is resolved, that character's Unit may remove all its ☂. If it does, one character in that Unit may ✚ for each ☂ removed. Then each character that ✚ may ⤳.

212TH • FORCE USER • GALACTIC REPUBLIC • JEDI

✚ 10
〰 3
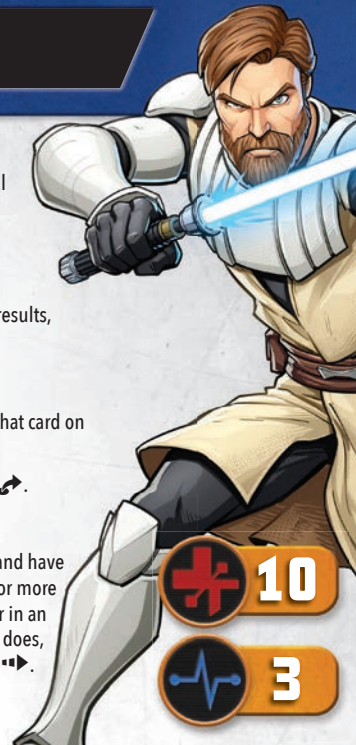
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GENERAL OBI-WAN KENOBI

Obi-Wan Kenobi • Primary Unit (⬟)

✎ Patrick Brown

8SP

3

STAR WARS

SHATTERPOINT™

COUNT DOOKU, SEPARATIST LEADER

LEADER OF THE SEPARATIST ARMY
At the start of this Unit's activation, choose another allied *SEPARATIST ALLIANCE* character within ⊕3. Each character in this Unit and the chosen character may ᐧᐧᐧ▶.

SURELY YOU CAN DO BETTER
When a character in this Unit defends, during the Modify Dice Rolls step, this Unit may spend 1–3 ⊛ to use this ability. Change one ✴ result to a ▶◀ for each ⊛ spent.

TWICE THE PRIDE, DOUBLE THE FALL ⊛
After a ⚔ attack targeting an allied character within ⊕2 is resolved, this Unit may use this ability. If the attack roll contained no ✴ results, one character in this Unit may ᐧᐧᐧ▶ and then may make a 5 dice ⚔ attack targeting the attacking character.

BRAVE, BUT FOOLISH
Once per Turn, when an allied **Primary Unit** or allied **Secondary Unit** is Wounded by an enemy effect, after the effect is resolved, refresh ⊛⊛. Then, choose an allied *SEPARATIST ALLIANCE* Supporting Unit. One character in the chosen Unit may ᐧᐧᐧ▶ or make a 5 dice attack.

FORCE USER • SEPARATIST ALLIANCE • SITH

➕ 10
〰 3

COUNT DOOKU, SEPARATIST LEADER

Count Dooku • Primary Unit (👤)

🖌 Simone Buonfantino / Tomato Farm

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7SP

4

GENERAL VEERS, TACTICAL GENIUS

YOU HAVE YOUR ORDERS
At the start of this Unit's activation, choose an allied *GALACTIC EMPIRE* Secondary Unit or an allied *STORMTROOPER* Unit. One character in the chosen Unit may ⤳.

I WILL HAVE RESULTS ✴
Choose an allied *STORMTROOPER* Supporting character within ⊕4. The chosen character may ⤳, then may gain ☂, remove one condition from itself, or make a 5 dice attack.

PREPARE FOR A SURFACE ATTACK
At the end of Setup, choose an allied *STORMTROOPER* Unit. Search your Order Deck for the chosen Unit's Order Card and put it in reserve. Then shuffle your Order Deck and each character in the chosen Unit may ⤳.

Additionally, while an allied *STORMTROOPER* Unit's Order Card is in reserve, characters in that Unit add 1 die to their defense rolls.

WE ARE THE STORM
At the end of this Unit's activation, choose an objective. Each enemy character within ⊕2 of the chosen objective may ⤳. Then each enemy Unit within ⊕2 of the chosen objective suffers 〰〰〰 and each allied Unit within ⊕2 of the chosen objective suffers 〰.
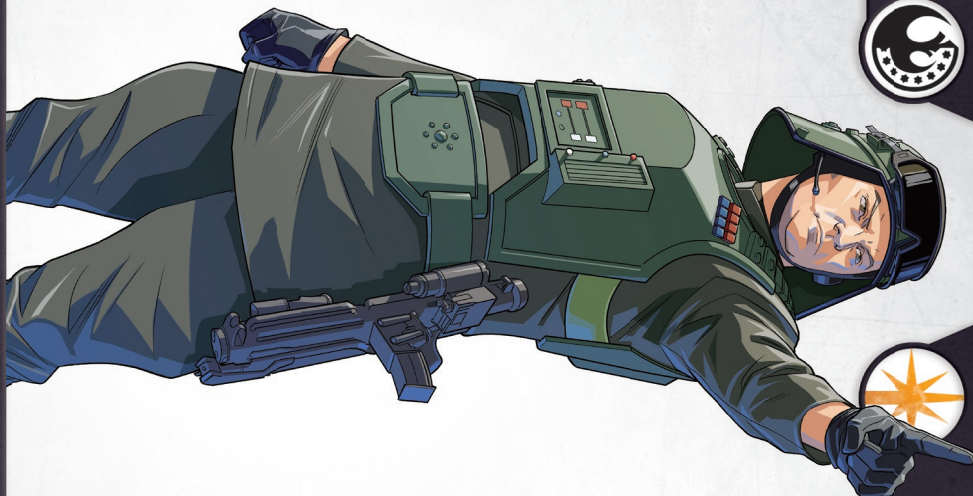
GALACTIC EMPIRE • OFFICER

✚ 9

〰 3

GENERAL VEERS, TACTICAL GENIUS

Maximilian Veers • Primary Unit (👤)

Marco Failla

7 SP

3

ATOMIC MASS GAMES

AHSOKA TANO, FULCRUM

⊙ SHE IS FEARLESS ✦
Each character in this Unit may ↵. This Unit may use this ability two times during its activation instead of the normal one.

⟳ THEN I WILL AVENGE HIS DEATH ✦✦
After this Unit makes a combat action, it may use this ability. One character in this Unit may make an attack targeting one of the same enemy characters within range and LOS.

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

◎ I AM NO JEDI
Once per Turn, when a character in this Unit Wounds an enemy Unit, after the effect is resolved, refresh ✦ and one character in this Unit may ↵. Then, if the enemy Unit was a **Primary Unit** or **Secondary Unit**, you may refresh ✦ or one character in this Unit may make a 5 dice ⚔ attack.

FORCE USER • REBEL ALLIANCE

+ 9
∿ 3

8SP

AHSOKA TANO, FULCRUM

Ahsoka Tano • Primary Unit (👤)

🖌 Preston Stone

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4

STAR WARS

SHATTERPOINT™

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Form V Djem So

⚔	**Lightsaber**		◆	**Unrelenting**	
1 - 2			1		
3			2 - 3		
4+			4+		

Darth Vader, Fallen Master

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STANCE UPDATES

Version 1.3 (09/05/2025)