

# STAR WARS™

## SHATTERPOINT™

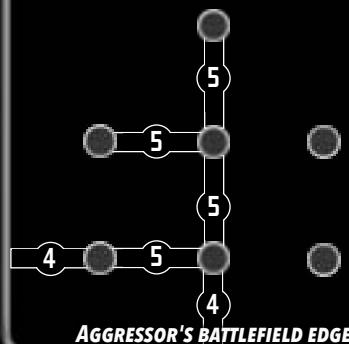
### FOIL THE HEIST

# STAR WARS™

## SHATTERPOINT™

#### KEY OPERATIONS: FOIL THE HEIST

##### SENTINEL'S BATTLEFIELD EDGE



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#### KEY OPERATION BRIEFING

Missing the Smuggler by barely a moment, the Aggressor has little time to prevent their escape with the valuables they stole. The Sentinel is deploying forces to evacuate their Smuggler and secure their gains in this conflict. It's only a matter of time before the Smuggler gets away, the Aggressor must move now!

#### KEY OPERATION SPECIAL RULES

##### The Smuggler

The Smuggler is represented by a token, but you may also represent it with a miniature from your collection with a base the same size as the Smuggler token (40mm). If you choose to represent the Smuggler with a miniature, treat that miniature's base as the Smuggler token. The Smuggler is not a character or a Unit and is neither friendly nor enemy to any player. The Smuggler moves like a character but only as described by the **Moving the Smuggler** and **Dive for Cover!** special rules. When measuring or moving, treat the Smuggler token as if it was a character's base.

Players can contest and control the Smuggler as if it were an Active objective, with the exception that if there is ever a tie for control of the Smuggler (such as when no characters are contesting the Smuggler), all Control tokens are removed from the Smuggler. When determining control of the Smuggler, measure the distance to each character from the edge of the Smuggler token.

##### Dive for Cover!

When an allied Unit within  $\oplus 2$  of the Smuggler becomes Wounded, after the effect is resolved, the Smuggler may  $\Rightarrow$ . The opposing player resolves this move.



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#### Moving the Smuggler

At the end of each of the Sentinel's Turns, the Smuggler moves as follows:

- If the Sentinel controls the Smuggler, it may → or ↑. The Sentinel resolves this move.
- If the Aggressor controls the Smuggler, they roll 1 Attack Die. On a + or a \* result, the Smuggler does not move. Otherwise the Smuggler may →. The Sentinel resolves this move.
- If no player controls the Smuggler, it may →. The Sentinel resolves this move.

#### Lying in Wait

Before Deployment, set aside three Operation tokens - \*, ♦, and ✕. Then the Sentinel chooses one of their squads, marking each Unit Stat Card in the chosen squad with one of the set aside tokens, faceup. While a Unit Stat Card is marked with a faceup Operation token, that Unit is **Lying in Wait**. Units that are **Lying in Wait** do not deploy as normal during this Key Operation. Set those Units aside until the Sentinel is instructed to put them on the battlefield during the Key Operation. Characters in Units that are **Lying in Wait** cannot move or be moved for any reason unless they are being put on the battlefield by the **Ambush!** or **Getting Spotted** special rule. While this Unit is not activating, characters in this Unit are considered not within any + and outside of LOS by all characters.

#### Ambush Tokens

After Deployment, but before Setup of the first stage, set aside three Operation tokens - \*, ♦, and ✕. These tokens are Ambush tokens. The Sentinel puts each Ambush token facedown on the battlefield, one at a time. Ambush tokens cannot be put within +2 of any objective or battlefield edge, or within +3 of another Ambush token. Then the Sentinel searches their Order Deck for the Order Card of the **Supporting Unit** that is **Lying in Wait** and places it in reserve. Finally, the Sentinel shuffles their Order Deck.

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##### Ambush!

When a Unit **Lying in Wait** is chosen to activate, the Sentinel reveals the Ambush token that matches the faceup Operation token on their Unit Stat Card. Then the Sentinel puts each character in that Unit on the battlefield within  $\oplus 1$  of the corresponding Ambush token. Finally, remove the revealed Ambush token from the battlefield and the matching Operation token from the Unit Stat Card it is marking. The activating Unit is no longer **Lying in Wait**.

##### Getting Spotted

When a character in one of the Aggressor's Units ends an  $\rightarrow$ ,  $\downarrow$ ,  $\nwarrow$ ,  $\uparrow$  or  $\swarrow$ , within  $\oplus 3$  of one or more Ambush Tokens, reveal those tokens. Then, for each revealed Ambush token, the Sentinel puts all characters in the Unit marked with a matching Operation token within  $\oplus 1$  of that Ambush token. Then remove the revealed Ambush token from the battlefield and the matching Operation token from the Unit Stat Card it is marking. The Units that removed an Operation token gain ! and are no longer **Lying in Wait**.

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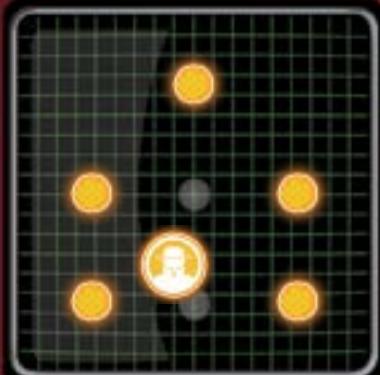
# STAR WARS

## SHATTERPOINT™

### FOIL THE HEIST



#### STAGE I: To Catch a Smuggler



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#### STAGE I: TO CATCH A SMUGGLER

##### Overview

The Smuggler is hightailing it to their allies who lie in wait to aid their asset. The Aggressor, on the other hand, is not without its own tools, racing to not only delay the Smuggler but to power up its Force Fields to deny escape to the Smuggler.

##### Setup

Put the Foil the Heist Dashboard near the battlefield. Then, the Sentinel puts the Smuggler on the Battlefield within  $\oplus 1$  of the indicated objective. Finally, put an Exposed token on the "Powered Down" space on the Force Field Power Tracker.

##### Field Consoles

Active objectives are Field Consoles.

##### They're Getting Away!

At the end of each of the Aggressor's turns, if the Sentinel controls the Smuggler and if the Smuggler is within  $\oplus 5$  of the Sentinel's battlefield edge, the Sentinel adds one momentum to the Struggle tracker.

##### Ready Force Fields

At the end of each of the Aggressor's turns, for each Field Console they control, move the Exposed token on the Force Field Power Tracker that many spaces along the track towards the "Full Power" space.

##### Engage Force Fields

Each time the Exposed token on the Force Field Power Tracker reaches a "Field Engaged" space, the Aggressor may remove one momentum from the Sentinel's side of the Struggle Tracker.



# STAR WARS™

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### FOIL THE HEIST



#### STAGE I: To Catch a Smuggler



##### End of Stage

- At the end of each of the Aggressor's Turn, if the Exposed token on the Dashboard is on the "Full Power" space, the Stage ends. The Aggressor may remove up to two Momentum from the Struggle Tracker. Then proceed to **Stage II: Close the Net**.
- At the end of each of the Aggressor's Turn, if all eligible spaces of the Struggle Tracker are filled with Momentum, the game ends and the Sentinel wins by Countdown. The Smuggler escapes!

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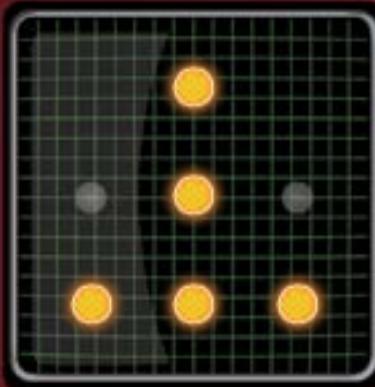
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### STAGE II: CLOSE THE NET



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### STAGE I: CLOSE THE NET

#### Overview

With the Force Field up, the chance of escape is cut off. The Sentinel must undo the work of the Aggressor and reduce power to the force fields so they can evacuate the Smuggler! The Aggressor now has one task: to subdue the Smuggler and recover what they stole!

#### Backup Consoles

Active objectives are Backup Consoles.

#### Delaying the Smuggler

At the end of each of the Aggressor's turns, they choose and resolve one of the following effects:

- **We have you now!** - If the Aggressor controls the Smuggler, roll 4 Attack Dice plus one additional die for each Backup Console you control. For each and result in the roll, put one Damage token on the Setbacks section of the Dashboard.
- **Stun them!** - If one or more allied characters are contesting the Smuggler, roll 2 Attack Dice plus one additional die for each Backup Console you control. For each and result in the roll, put one Damage token on Setbacks.
- **Lock them down!** - Roll 1 Attack die for each Backup Console you control. For each and result in the roll, put one Damage token on Setbacks.



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#### STAGE I: To Catch a Smuggler



#### Powering Down

At the end of each of the Sentinel's Turns, they choose and resolve one of the following effects:

- **Executing Power Down Sequence** - If the Smuggler is within  $\oplus 2$  of a Backup Console you control and there are no enemy Units contesting the Smuggler, roll 3 Attack Dice plus one additional die for each Backup Console you control. For each  $\oplus$  and  $*$  result in the roll, move the Exposed token one space towards "Powered Down" on the Force Field Power Tracker.
- **Slice the Controls** - If the Smuggler is within  $\oplus 2$  of a Backup Console and there are no enemy Units contesting the Smuggler, roll 1 Attack Die plus one additional die for each Backup Console the Sentinel control. For each  $\oplus$  and  $*$  result in the roll, move the Exposed token one space towards "Powered Down" on the Field Power Tracker.
- **Desperate Rush** - The Smuggler may  $\rightarrow$  towards the nearest Backup Console. After this movement is resolved, if the Smuggler is not within  $\oplus 2$  of a Backup Console, put one Damage token on Setbacks.

#### Disengage Force Fields

Each time the token on the Field Power reaches a "Field Engaged" or "Powered Down" space, the Sentinel adds one momentum to the Struggle Tracker.

#### Disengage Force Fields

- At the end of each of the Aggressor's Turns, if there are 10 or more Damage tokens on Setbacks, they have delayed the Smuggler long enough to be captured, Foiling the Heist!
- At the end of each of the Aggressor's Turns, if all eligible spaces of the Struggle Tracker are filled with Momentum, the game ends and the Sentinel wins by Countdown. The Smuggler's ship breaches the shields preventing their escape and gets away with what they were after!

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ROUND SMUGGLER TOKEN



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++ KEY OPERATIONS: FOIL THE HEIST DASHBOARD ++

### FORCE FIELD POWER TRACKER

POWERED  
DOWN



FIELD  
ENGAGED



FIELD  
ENGAGED



FULL  
POWER

### STAGE II: CLOSE THE NET

### SETBACKS

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