

STAR WARS™

SHATTERPOINT™

501ST CLONE TROOPERS



DEFENSIVE MANEUVER

Each character in this Unit may $\blacktriangleleft\triangleright$. If any characters $\blacktriangleleft\triangleright$, this Unit gains $\blacktriangleleft\triangleright$.



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 $\oplus 5$ of a character in this Unit, the target Unit gains ♦.



BROTHERS IN ARMS

While this Unit has one or more $\blacktriangleleft\triangleright$, characters in this Unit have **STEADFAST**.



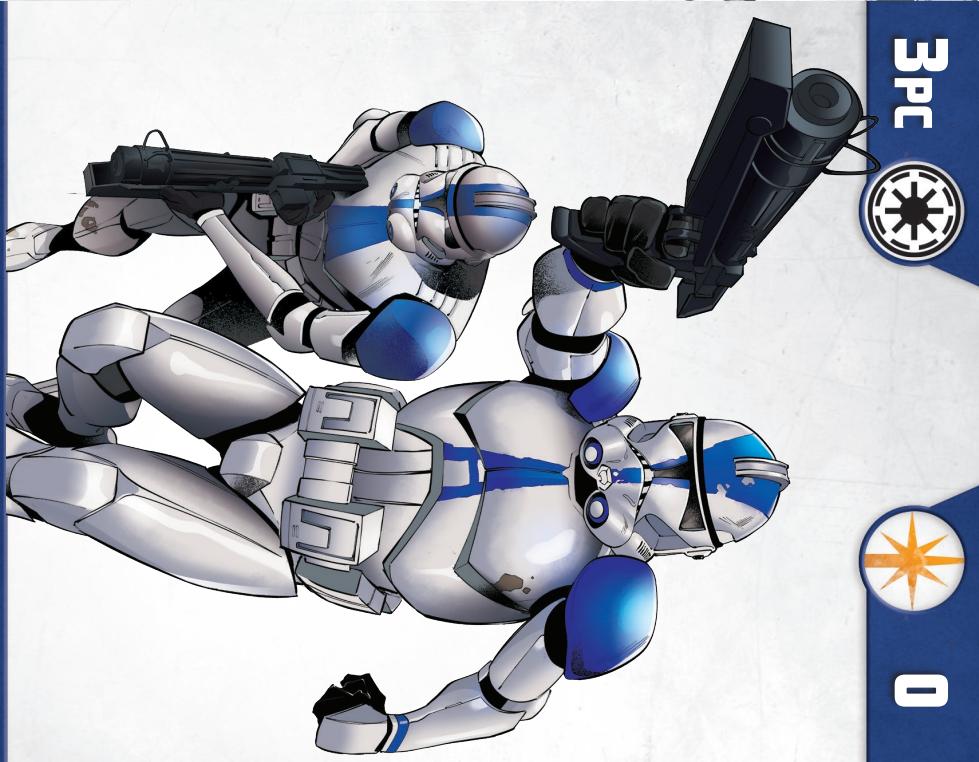
501ST • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER

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501ST CLONE TROOPERS

Supporting Unit ($\blacktriangleleft\triangleright$)

Simone Buonfantino / Tomato Farm



UNIT UPDATES

Version 1.3 (09/05/2025)

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ADVANCED COMBAT TRAINING

501st Clone Troopers

DC-15A BLASTER BASH PHASE II CLONE ARMOR

	1-2	3+		1-2	3+		1-2	3+
DC-15A BLASTER	•	•, *		*	*, *		•	•, •
BASH								
PHASE II CLONE ARMOR								

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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 M from a X attack, this Unit may use this ability. This Unit suffers half the M in the Damage Pool. The attacking Unit suffers the remaining M.


DEFLECT

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


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 X attack targeting the enemy character that caused the effect.

FORCE USER • GALACTIC REPUBLIC

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Ahsoka Tano • Primary Unit (A)

Patrick Brown

AHSOKA TANO, JEDI NO MORE



8SP



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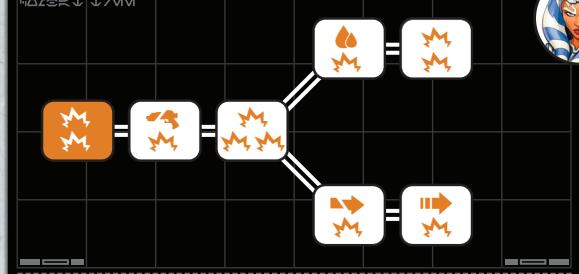
JAR'KAI




-
7

5
5

40 LCK ↓ 7 VIVI



AHSOKA TANO, JEDI NO MORE

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FORM V SHIEN REVERSE GRIP




-
6

6
6

LIGHTSABERS

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

ACROBATICS

1 - 2	*, *, *
3 - 4	*, *, *, *, *, *
5+	*, *, *, *, *, *, *, *

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ASAJJ VENTRESS, SITH ASSASSIN



DATHOMIRIAN DEXTERITY

Each character in this Unit may \downarrow . 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 $\oplus 3$ of that character. Push the chosen enemy character $\oplus 3$ Away from the chosen allied character.



RIPOSTE

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



SWIFT RETREAT

When a character in this Unit would \rightarrow , it may instead \downarrow .



SITH ASSASSIN

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



DATHOMIRIAN • FORCE USER • NIGHTSISTER • SEPARATIST ALLIANCE

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ASAJJ VENTRESS, SITH ASSASSIN

Asajj Ventress • Primary Unit (•)

Chris Bjors



8SP



3



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FORM II MAKASHI

TWIN LIGHTSABERS

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

DUELIST TRAINING

1	○
2 - 3	○, ○, !
4+	○, ○, ○, !

ASAJI VENTRESS, SITH ASSASSIN

TWIN LIGHTSABERS

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

AGGRESSIVE DEFENSE

1	○, ○, *
2 - 3	○, ○, ○, *
4+	○, ○, ○, *, ○, !

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GENERAL ANAKIN SKYWALKER

FORCE JUMP

Each character in this Unit may .

I'M GOING TO END THIS

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

DEFLECT

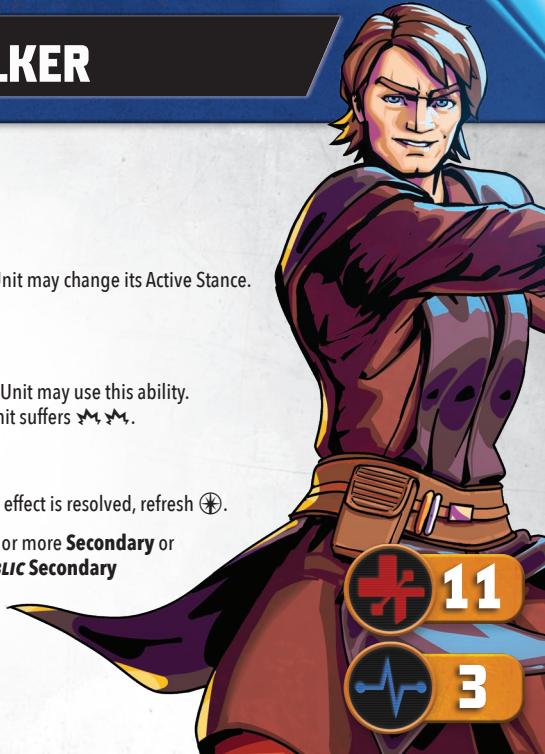
After a  attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more  results, the attacking Unit suffers  .

THIS IS WHERE THE FUN BEGINS

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

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

501ST • FORCE USER • GALACTIC REPUBLIC • JEDI



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GENERAL ANAKIN SKYWALKER
Anakin Skywalker • Primary Unit (2)
Chris Bjors

7SP



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STAR WARS

SHATTERPOINT

FORM V DJEM SO





4



8



5



5

FORCE CRUSH


1 - 2: *
3: *, ▶
4+: *, *, ▶

LIGHTSABER


1: *
2 - 3: *, *
4+: *, *, *

DEFENSIVE FORM


1 - 2: *, ▶, *
3+: *, *, *, ▶, *

GENERAL ANAKIN SKYWALKER





-



7



6



6

LIGHTSABER


1: *
2 - 3: *, *
4+: *, *, *

DEFENSIVE FORM


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

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JANGO FETT, BOUNTY HUNTER

CAPTURE WIRE

Choose a character in this Unit and an enemy character within $\oplus 3$ of that character. Pull the chosen enemy character $\oplus 2$ Toward the chosen allied character. Then the chosen enemy character gains \blacktriangleleft .

JET PACK

Each character in this Unit may \blacktriangleleft .

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 $\rightarrow\!\!\!\rightarrow$ 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 \star and one character in this Unit may $\blacktriangleleft\!\!\!\blacktriangleleft$.

MY CLIENT IS GETTING IMPATIENT

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

BOUNTY HUNTER • MERCENARY • SCOUNDREL • SEPARATIST ALLIANCE



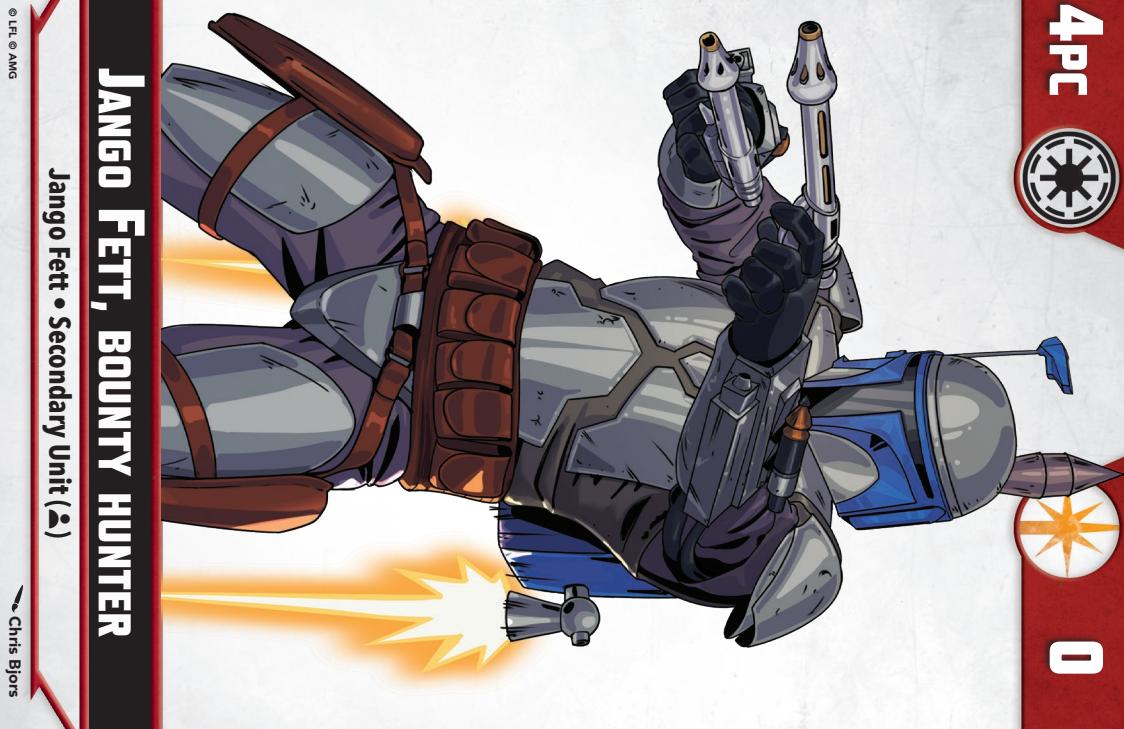
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4PC



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JANGO FETT, BOUNTY HUNTER
Jango Fett • Secondary Unit (2)

Chris Bjors

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MAGNA GUARD



PROTECTION PROTOCOLS

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



BODYGUARD

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



INTERCENE

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

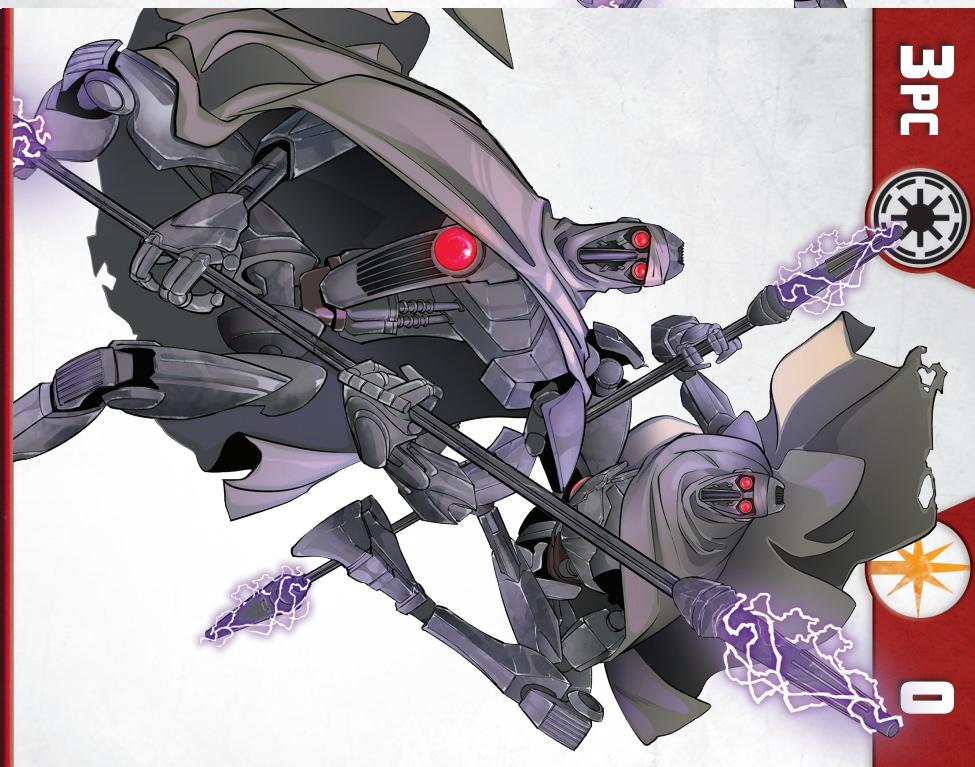


BATTLE DROID • DROID • SEPARATIST ALLIANCE • TROOPER

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Supporting Unit (2:2)

MAGNA GUARD



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REPUBLIC CLONE COMMANDOS

DEFENSIVE MANEUVER

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

COORDINATED FIRE

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

ASCENSION CABLES

Characters in this Unit have **SCALE**.

BROTHERS IN ARMS

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

COMMANDO ARMOR

Characters in this Unit have **PROTECTION**.

CLONE COMMANDO • **CLONE TROOPER** • **GALACTIC REPUBLIC** • **TROOPER**

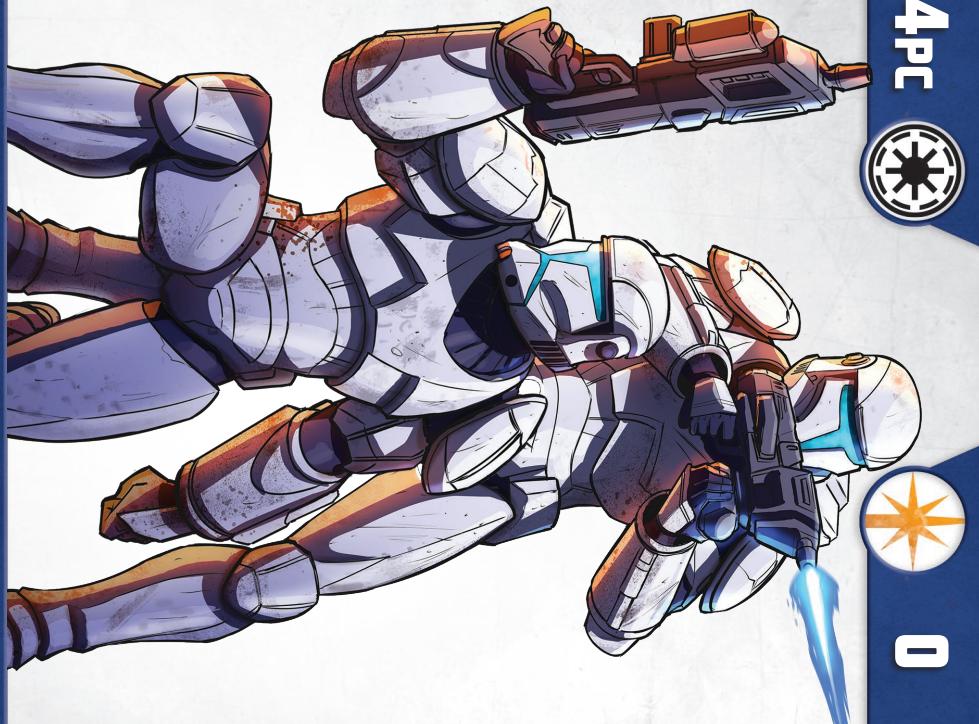


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REPUBLIC CLONE COMMANDOS

Supporting Unit (2:2)

Colin Searle



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STAR WARS™

SHATTERPOINT™



The image shows a Star Wars Shatterpoint game board. At the top, the game title "STAR WARS™" and "SHATTERPOINT™" is displayed in large yellow letters. Below the title is a grid-based game board with various icons and numbers. On the left, there is a diagram showing a sequence of actions: two orange symbols with three stars each, followed by a white symbol with an orange arrow, then two orange symbols with three stars each, and finally a white symbol with a flame. To the right of the board are three cards: "COMMANDO TRAINING" (a clone trooper icon, a blaster rifle icon with a value of 5, a vibroblade icon with a value of 6, and a commando armor icon with a value of 5), "DC-17M ICWS BLASTER RIFLE" (values: 1-2, 3+, symbols: a dot, a dot and a star), "VIBROBLADE" (values: 1, 2, 3+, symbols: a star, a star and a star), and "KATARN-CLASS COMMANDO ARMOR" (values: 1, 2, 3+, symbols: a dot, a dot and a dot, a dot and a plus). At the bottom of the board, the text "REPUBLIC CLONE COMMANDOS" is visible. The bottom right corner of the board features the "© LFL © AMG" copyright notice. The entire board is set against a dark background with a starry space theme.

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212TH CLONE TROOPERS

DEFENSIVE MANEUVER

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

COORDINATED FIRE:

When a character in another allied **GALACTIC REPUBLIC**

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

BROTHERS IN ARMS

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

CLONE MARKSMEN

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

212TH • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER



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212TH CLONE TROOPERS

Supporting Unit (

Colin Searle



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BULLSEYE TRAINING

DC-15 BLASTER RIFLE

1	••••
2-3	••, •••
4+	••, •

BASH

1-2	*
3+	*, *

PHASE II CLONE ARMOR

1-2	••
3+	••, •

212TH CLONE TROOPERS

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CC-2224 CLONE COMMANDER CODY

**WE'VE GOT A BIG PROBLEM...**

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

**DEFENSIVE MANEUVER**

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

**BRING IT DOWN!**

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

**SAY GOODNIGHT, CLANKER!**

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

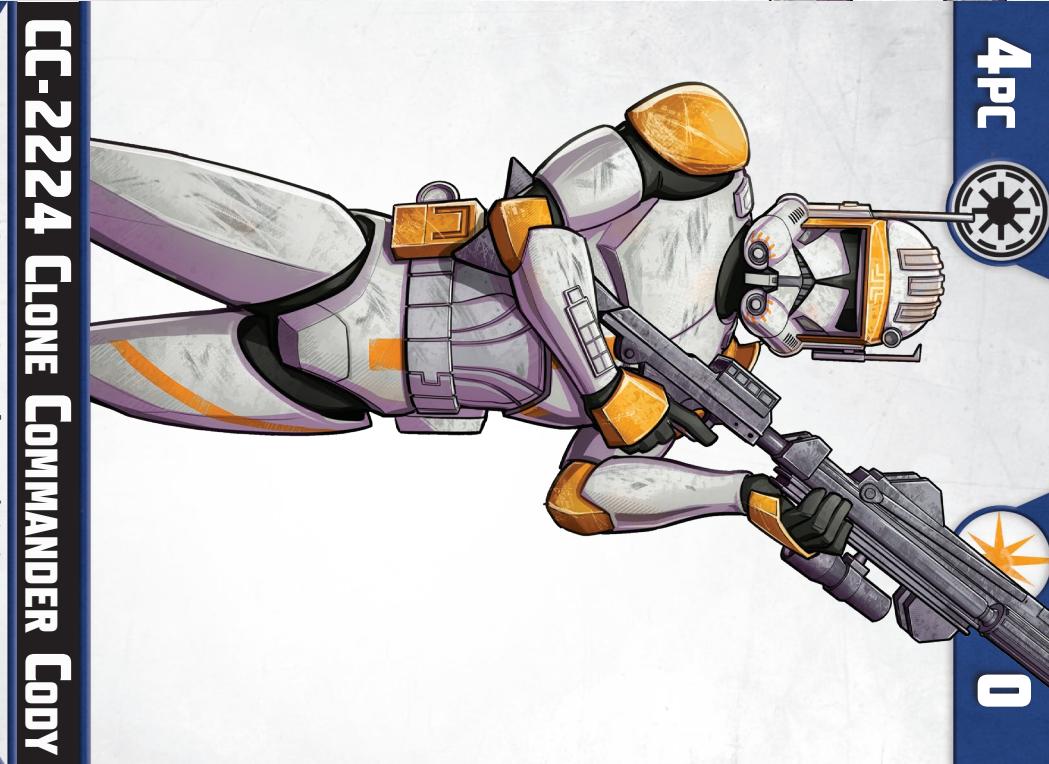


212TH • CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC

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CC-2224 • Secondary Unit (2)

Patrick Brown



UNIT UPDATES

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The image shows a Star Wars Shatterpoint game board for CC-2224 Clone Commander Cody. The board features the game's title at the top, followed by a grid of icons representing the character's abilities and equipment. The abilities include 'Concentrated Firepower' (represented by a helmet icon and a grid of symbols), 'DC-15 Blaster Rifle' (represented by a blaster icon and a grid of symbols), 'DC-17 Blaster Pistols' (represented by a pistol icon and a grid of symbols), and 'Phase II Clone Armor' (represented by a diamond icon and a grid of symbols). The board also includes a section for 'CC-2224 Clone Commander Cody' at the bottom. The background of the board is a dark space-themed image.

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	DC-15 BLASTER RIFLE	DC-17 BLASTER PISTOLS	Phase II CLONE ARMOR
1	•, *	1 *	1-2 •
2-3	•, *, **	2 *	3+ •, •
4+	•, •, **, **	3+ •, *	

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STAR WARS™

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ARF CLONE TROOPERS



DEFENSIVE MANEUVER

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



SUPPORTING FIRE: \blacktriangleleft

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 $\oplus 5$, that character may \blacktriangleright .



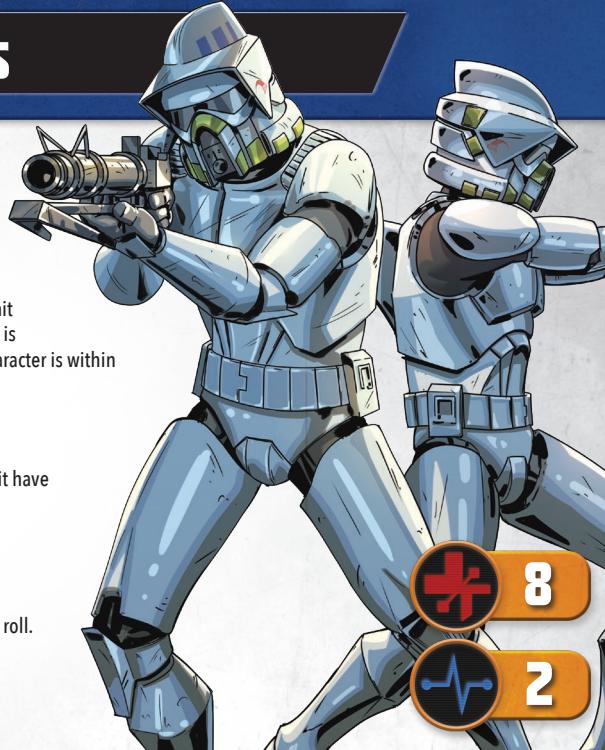
BROTHERS IN ARMS

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



LAY LOW

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



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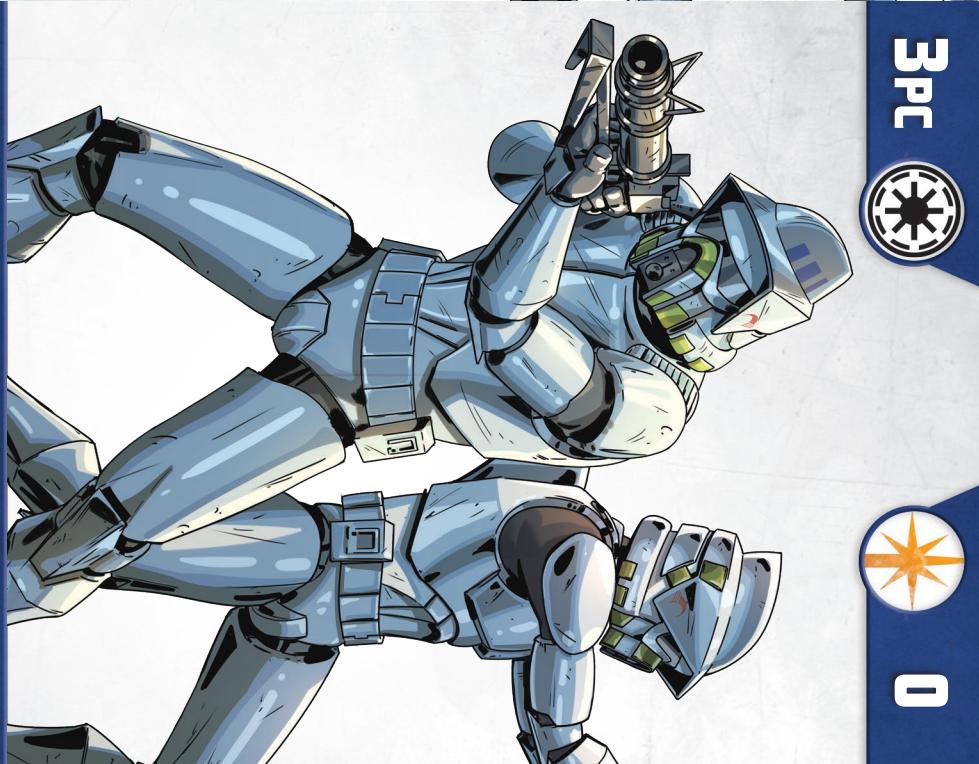
ARF • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER

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ARF CLONE TROOPERS

Supporting Unit (\blacktriangleleft)

Chris Bjors



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JEDI MASTER MACE WINDU



RUSH TO ACTION

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



SHATTERPOINT

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



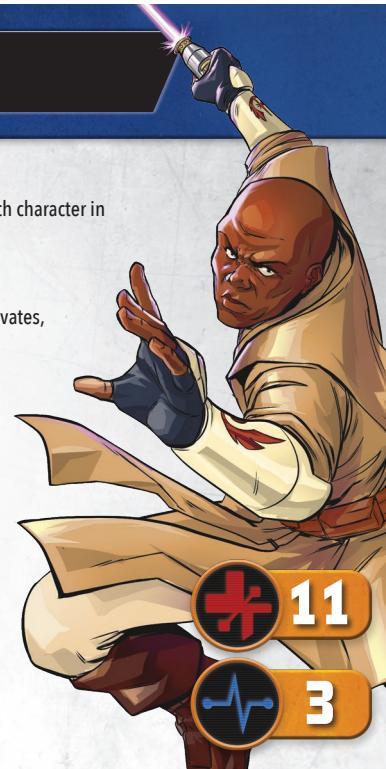
TEMPERED AGGRESSION

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



THIS PARTY'S OVER

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



FORCE USER • GALACTIC REPUBLIC • JEDI

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Mace Windu • Primary Unit (2)

Gary Daniels III

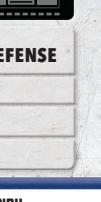
JEDI MASTER MACE WINDU



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STAR WARS™ SHATTERPOINT™

 FORM VII VAAPAD					
					
					
 LIGHTSABER	 AGGRESSIVE DEFENSE				
1  2 - 3  4+ 	1  2 - 3  4+ 				
JEDI MASTER MACE WINDU					
 JEDI MASTER					
					
 FORCE BLAST	 LIGHTSABER				
1  2 - 3  4+ 	1  2 - 3  4+ 	1  2 - 3  4+ 	1  2 - 3  4+ 		
JEDI MASTER MACE WINDU					
					

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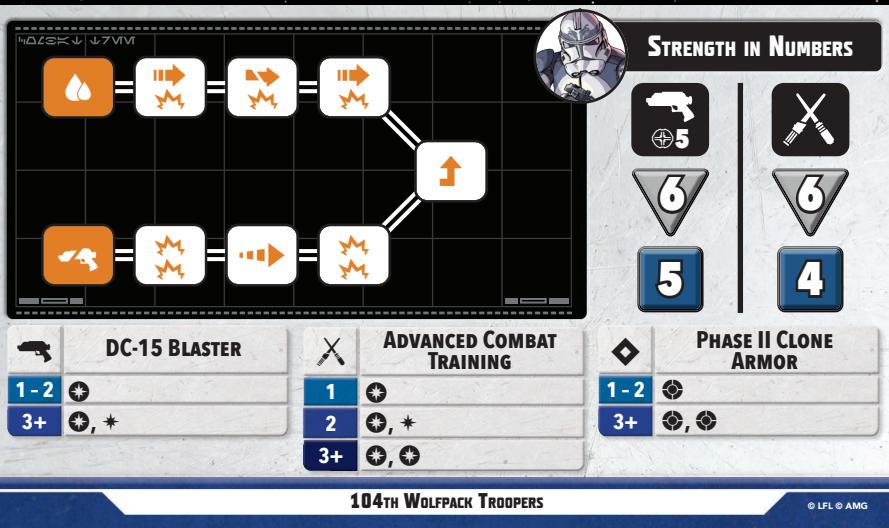
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402K 7 VVI

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SHATTERPOINT™

STRENGTH IN NUMBERS

402K 7 VVI

DC-15 BLASTER

1 - 2	*
3+	*, *

ADVANCED COMBAT TRAINING

1	*
2	*, *
3+	*, *

PHASE II CLONE ARMOR

1 - 2	○
3+	○, ○

104TH WOLFPACK TROOPERS

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AURRA SING



DOUBLE THE CONTRACT, DOUBLE THE PAYOUT

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

HIT AND RUN

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

EXPENDABLE DISTRACTION

When a character in this Unit makes a attack as part of a combat action, if the defender is Engaged with one or more allied characters in Units that are not Wounded, it may add 3 dice to its attack roll. If it does, choose one of those Engaged allied characters. The chosen character suffers .

ON CONTRACT

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



BOUNTY HUNTER • MERCENARY • SCOUNDREL

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Aurra Sing • Secondary Unit (

Colin Searle

AURRA SING



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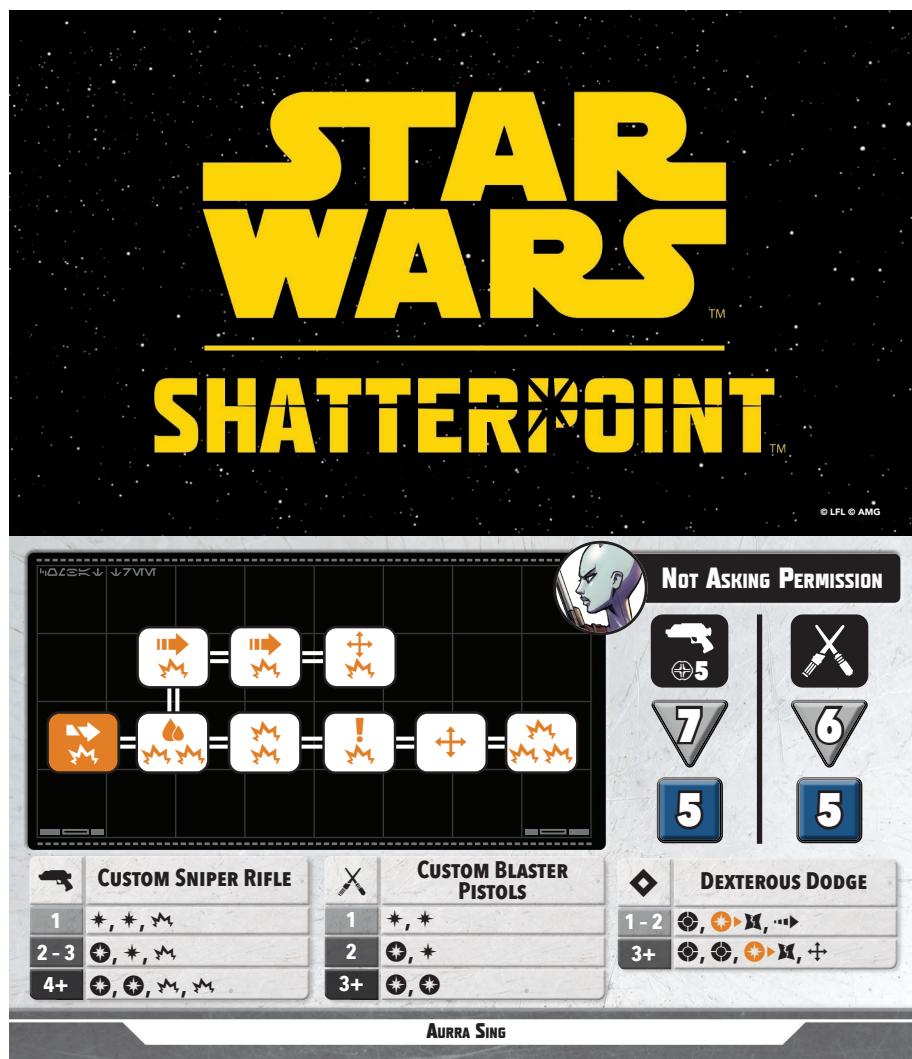
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CAD BANE, NOTORIOUS HUNTER



HOW ABOUT YOU STEP ASIDE? *

Choose an enemy character within $\oplus 3$ and an Active objective it is contesting. The chosen character may \rightarrow Away from that objective. Then, after any moves are resolved, if the chosen character is no longer contesting the chosen objective, it gains \blacktriangleleft . If the chosen character is still contesting the chosen objective, it gains \blacktriangleright and \blacktriangleleft .



ROCKET BOOTS *

Each character in this Unit may \blacktriangleright .



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 $\oplus 4$. One character in this Unit deals $\blacktriangleleft\blacktriangleleft$ to the chosen character. If none of the targeted characters are within $\oplus 4$, each character in this Unit may \blacktriangleright 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 \oplus and one character in this Unit may \blacktriangleleft . Then, if the allied character is a **BOUNTY HUNTER**, refresh \oplus .

BOUNTY HUNTER • MERCENARY • SCOUNDREL



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CAD BANE, NOTORIOUS HUNTER

Cad Bane • Primary Unit (2)

Colin Seale



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BOUNTY HUNTERS



ON THE TRAIL

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



TOOLS OF THE TRADE

Choose one of the following effects:

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



PAYDAY

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



BOUNTY HUNTER • MERCENARY

SCOUNDREL • TROOPER

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BOUNTY HUNTERS

Supporting Unit (

Colin Searle



4PC



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HONDO, HONEST BUSINESSMAN



THAT'S JUST GOOD BUSINESS

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



INSPIRING STORIES, SO MANY OF THEM TRUE \oplus

Choose an allied Unit. One character in this Unit and each character in the chosen Unit may $\cdots\blacktriangleright$.



WHAT HAVE WE HERE? \oplus

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



THIS EFFORT IS NO LONGER PROFITABLE \oplus

When another allied Unit within $\oplus 4$ becomes Wounded, this Unit may use this ability. One character in this Unit may $\downarrow\downarrow$. 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 $\oplus 2$ of the defender, except the attacking Unit, gains \clubsuit .

MERCENARY • SCOUNDREL • WEEQUAY



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HONDO, HONEST BUSINESSMAN

Hondo Ohnaka • Primary Unit (\clubsuit)

Colin Searle



UNIT UPDATES

Version 1.3 (09/05/2025)

STAR WARS™

SHATTERPOINT™

GWARM



GET MOVING, YOU DOGS

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



SPOTCHKA RATIONS

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



EXIT STRATEGY

Characters in this Unit can  even while they are Engaged.



I'VE GOT YOU IN MY SIGHTS

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



PACK HUNTER

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

MERCENARY • SCOUNDREL • WEEQUAY



8
2

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Gwarrm • Secondary Unit (2)

Colin Searle



3PC



0

UNIT UPDATES

Version 1.3 (09/05/2025)

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STANCE UPDATES

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SHATTERPOINT™

WEEQUAY PIRATES

RAIDING PARTY

Each character in this Unit may

EXIT STRATEGY

Characters in this Unit can

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



9

2

MERCENARY • SCOUNDREL • TROOPER • WEEQUAY

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WEEQUAY PIRATES

Supporting Unit (2:2)

Colin Searle



4PC



0

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FOURTH SISTER

FORCE JUMP

Each character in this Unit may .

FORCE PULL

Choose a character in this Unit and an enemy character within $\oplus 3$ of that character. Pull the chosen enemy character $\oplus 2$ 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 $\oplus 4$ of a character in this Unit, the target Unit gains .

INQUISITORIAL MANDATE

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

SWIFT RETREAT

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

FORCE USER • GALACTIC EMPIRE • INQUISITORIUS

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Fourth Sister • Supporting Unit (2)

FOURTH SISTER

Preston Stone



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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

8SP

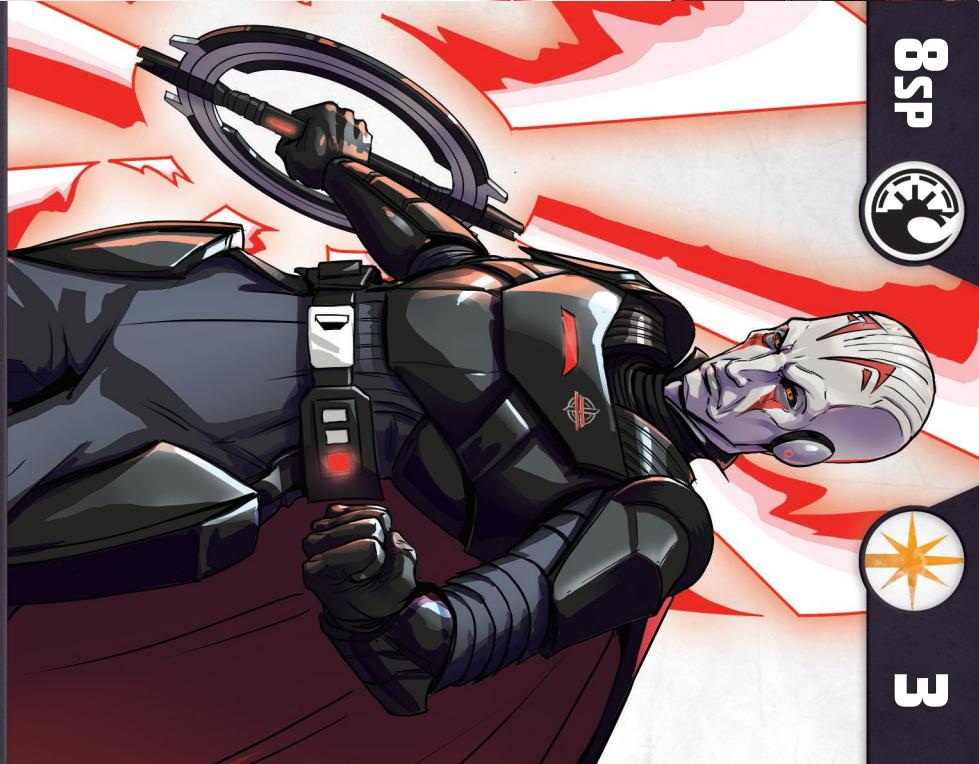


3

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

Preston Stone



UNIT UPDATES

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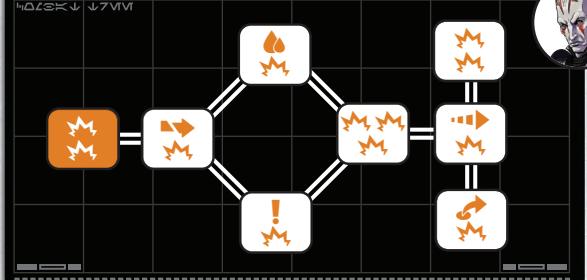
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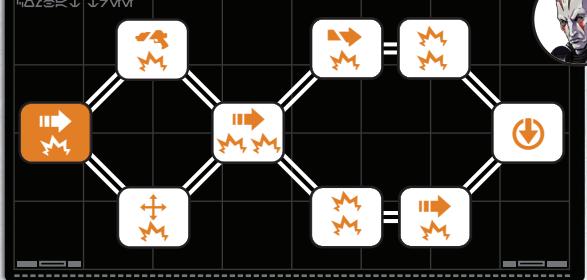
7

5

6

THROWN LIGHTSABER
SPINNING LIGHTSABER
ADAPTIVE FIGHTER

1	*, *	1	*, * m	1 - 3	*, *
2 - 4	*, *	2 - 3	*, *, * m	4+	*, *, m, m
5+	*, *, m	4+	*, *, m, m, m		





4



6

6

5

THROWN LIGHTSABER
SPINNING LIGHTSABER
ADAPTIVE FIGHTER

1	*, m	1	*, *	1 - 2	*, m
2 - 3	*, *, m	2 - 3	*, *	3	*, m, m
4+	*, *, m	4+	*, *, m	4+	*, m, m, m, m, m

STANCE UPDATES

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STAR WARS™

SHATTERPOINT™

THIRD SISTER



FORCE JUMP

Each character in this Unit may



CALL THE HUNT

Choose an allied **INQUISITORIUS** Supporting character. The chosen character may



DEFLECT

After a



YOUR FEAR BETRAYS YOU

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

FORCE USER • GALACTIC EMPIRE • INQUISITORIUS



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Reva • Secondary Unit (2)
THIRD SISTER
Preston Stone



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STAR WARS™

SHATTERPOINT™

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 , 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 , 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 (2)
Kim Jacinto



7 SP



3

UNIT UPDATES

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STAR WARS™

SHATTERPOINT™

DARK TROOPERS

JUMP BOOTS

Each character in this Unit may .

COORDINATED FIRE:

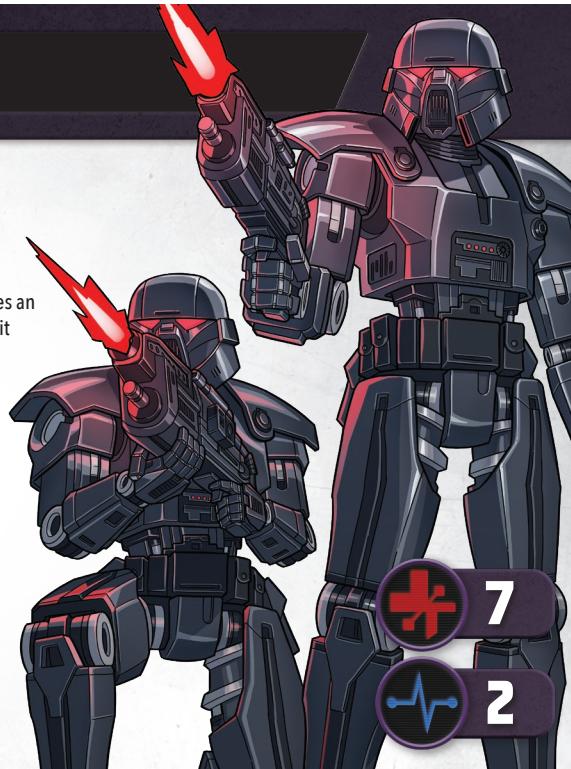
When a character in another allied **GALACTIC EMPIRE** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within  5 of a character in this Unit, the target Unit gains .

IMMOVABLE

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

UNRELENTING

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



7

2

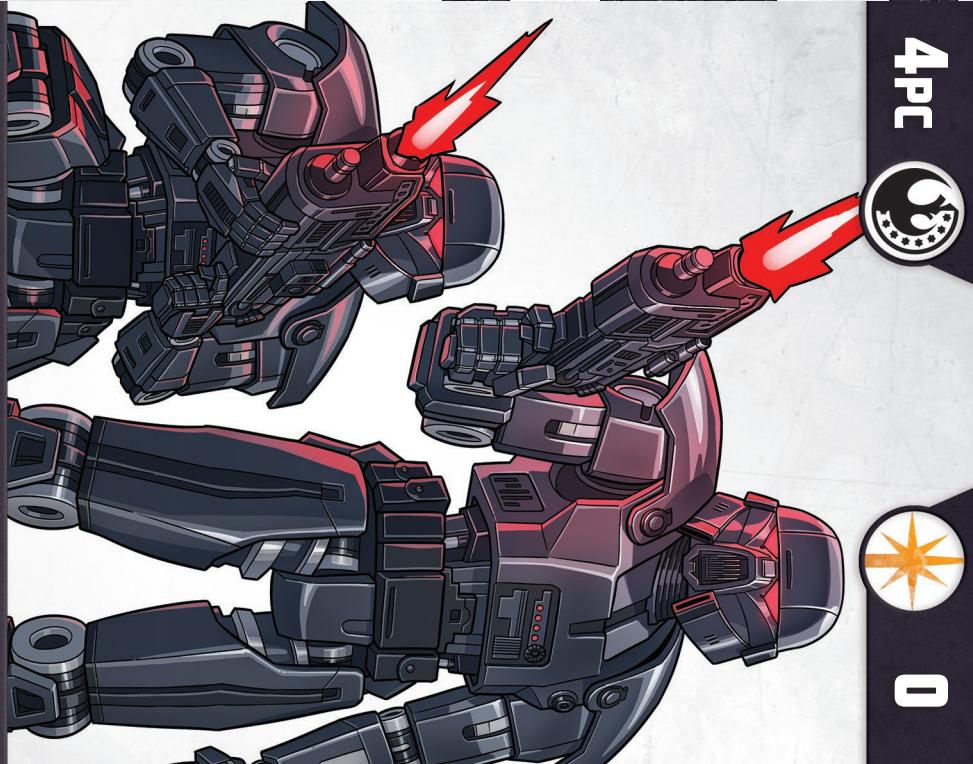
DROID • **GALACTIC EMPIRE**

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Supporting Unit (2:2)

DARK TROOPERS

William Liu



0



UNIT UPDATES

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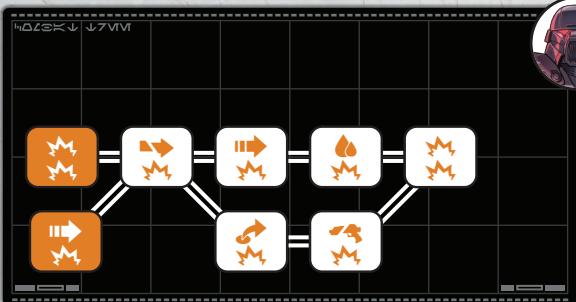
STAR WARS™

SHATTERPOINT™



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COMBAT PROGRAMMING



DARK TROOPER BLASTER

	1 - 2	* , *
	3+	*, *

CRUSHING PUNCH

	1 - 2	*
	3 - 4	*, □
	5+	*, *, □

COMBAT DROID

	1	○
	2+	○, ○

DARK TROOPERS

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SHATTERPOINT™

CHIEF CHIRPA

BOLA TOSS *

Choose an enemy Unit within $\oplus 3$. The chosen Unit gains \blacktriangleright or $!$.

STEALTHY APPROACH *

Each character in this Unit may $\blacktriangleright\blacktriangleright$. Then this Unit may gain \blacktriangleleft 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 \times 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 \oplus or $*$ result, each character in this Unit may \blacktriangleright and make a 5 dice attack. On a \blacksquare or \blacktriangledown result, each character in this Unit may $\blacktriangleright\blacktriangleright$ and $\blacktriangleright\blacktriangleright$.

ENDOR • EWOK • CHIEF



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Chirpa • Primary Unit (Δ)

Gary Daniels III



7SP



3

UNIT UPDATES

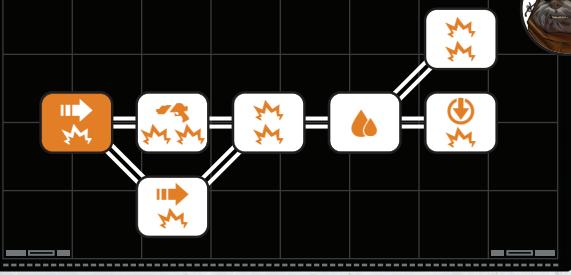
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STAR WARS

SHATTERPOINT



BRIGHT TREE ELDER



 SPEAR
 STOIC GUARDIAN

1	•, *
2-3	•, *, •
4+	•, *, •, *

1	•
2	•, •, •
3+	•, •, •, •



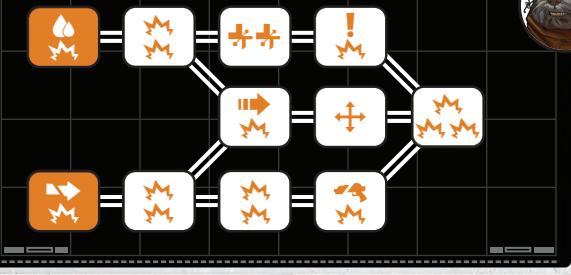









CHIEF CHIRPA



 SPEAR
 STOIC GUARDIAN

1	•, *
2-3	•, •
4+	•, •, •

1	•
2	•, •, *
3+	•, •, •, *










STANCE UPDATES

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SHATTERPOINT™

Obi-Wan Kenobi, Out of Hiding

Run

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

Mind Trick +

When an enemy character within $\text{+} 5$ targets an allied character with an attack, this Unit may use this ability. If the attacking character's Unit does not have - , it gains - .

Greater Purpose

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

Last Stand of the Jedi

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

FORCE USER • JEDI



8

2

4PC



0

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Obi-Wan Kenobi, Out of Hiding
Obi-Wan Kenobi • Secondary Unit (+)

Preston Stone



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GIDEON HASK, INFERNO SQUAD

Covert Operations

Each character in this Unit may $\blacktriangleleft\blacktriangleright$. If one or more characters end this movement within $\oplus 4$ 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 \nearrow Toward that objective. Then the chosen Unit suffers $\blacktriangleleft\blacktriangleleft$. If this effect Wounds the chosen Unit, that Unit may remove one Wounded token, all \blacktriangleleft , 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 $\oplus 5$ of a character in this Unit, the attacking character may change one \blacktriangleleft result in the attack roll to a \ast 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 $\blacktriangleleft\blacktriangleright$ and make a 5 dice attack targeting the character that Wounded it.

GALACTIC EMPIRE • SCOUT

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GIDEON HASK, INFERNO SQUAD

Gideon Hask • Secondary Unit (2)

Chris Bjors



4PC



0



2



8

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IMPERIAL SPECIAL FORCES



SPECIAL FORCES CONDITIONING

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



COVERT OPERATIONS

Each character in this Unit may M . If one or more characters end this movement within $\text{P}4$ 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 $\text{P}3$ of the first placed character from that squad's **Primary Unit**, instead of the normal $\text{P}1$.



GALACTIC EMPIRE • SCOUT • TROOPER

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IMPERIAL SPECIAL FORCES

Supporting Unit (2:2)

Chris Bjors



4PC



0

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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

© LFL © AMG

ELITE SQUAD TROOPERS

Supporting Unit 

Marco Falla



4PC



0



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STAR WARS™

SHATTERPOINT™

The image shows a Star Wars Shatterpoint game board. At the top, the game title "STAR WARS™" and "SHATTERPOINT™" is displayed in large yellow and black letters. Below the title, there is a grid-based play area. On the left side of the grid, there is a row of four icons: an orange square with two arrows pointing right, an orange square with two orange symbols, an orange square with an exclamation mark, and an orange square with three orange symbols. To the right of the grid, there is a unit card for "IMPERIAL MARKSMANSHIP". The card features a portrait of a Imperial Marksman, a stat block with a DC-15A Blaster Rifle, Combat Training, and Modified Clone Trooper Armor, and a "MODIFIED CLONE TROOPER ARMOR" section. The card is labeled "ELITE SQUAD TROOPERS" at the bottom. The bottom right corner of the card has the text "© LFL © AMG".

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

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STAR WARS™

SHATTERPOINT™

C-3PO AND R2-D2



BRILLIANT ORATION

Choose an allied **EWOK Supporting** character within $\oplus 4$. The chosen character may $\rightarrow \rightarrow \rightarrow \rightarrow$, $\rightarrow \rightarrow$, gain \uparrow , or make a 5 dice attack. Then one character in this Unit may $\rightarrow \rightarrow \rightarrow \rightarrow$, $\rightarrow \rightarrow$, gain \uparrow , or make a 5 dice attack.



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

When an allied **REBEL ALLIANCE** Unit within $\oplus 4$ or an Allied **EWOK** Unit within $\oplus 4$ 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 $\oplus 5$ have **SCALE** and allied **EWOK** characters within $\oplus 5$ can \uparrow even while they are Engaged.

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



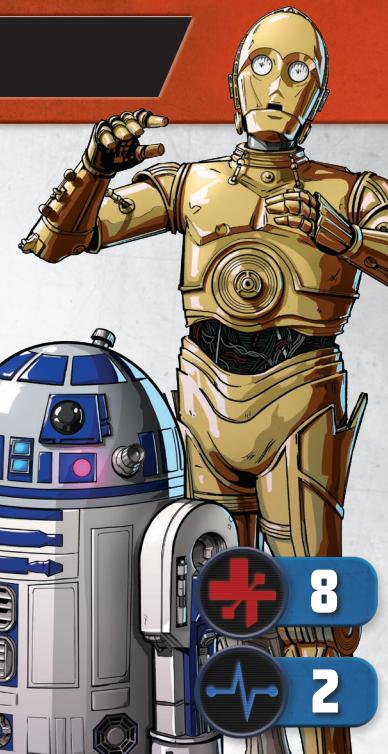
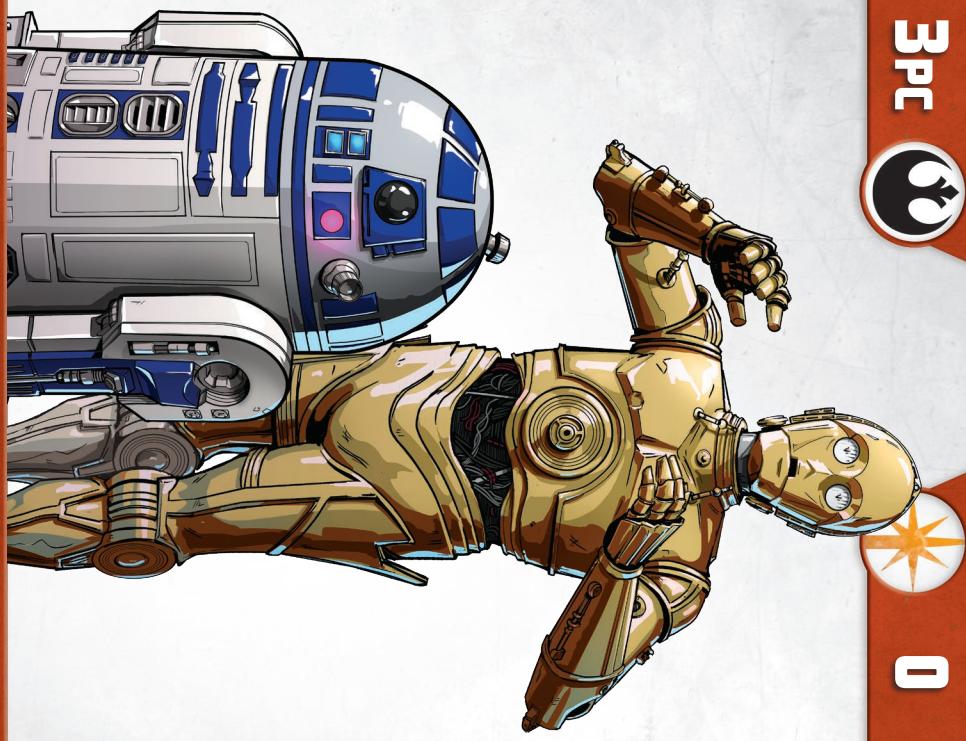
GOODNESS GRACIOUS ME

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

DROID • REBEL ALLIANCE

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C-3PO AND R2-D2
Secondary Unit (\natural)
Preston Stone



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STAR WARS

SHATTERPOINT


AGAINST MY PROGRAMMING









-



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5



5

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C-3PO AND R2-D2


ANGRY TRILLING









-



-



6



5

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C-3PO AND R2-D2

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STAR WARS™

SHATTERPOINT™

LOGRAY, BRIGHT TREE SHAMAN



INSPIRING PRESENCE

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



ELDER'S COMMAND

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



STEALTHY APPROACH

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



PROTECTIVE WARDS

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



SECRET INGREDIENTS

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

ENDOR • EWOK • SHAMAN



9
2

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LOGRAY, BRIGHT TREE SHAMAN

Logray • Primary Unit (**▲**)

Gary Daniels III



8SP



3

UNIT UPDATES

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STAR WARS™

SHATTERPOINT™

CT-411 COMMANDER PONDS

CHARGE

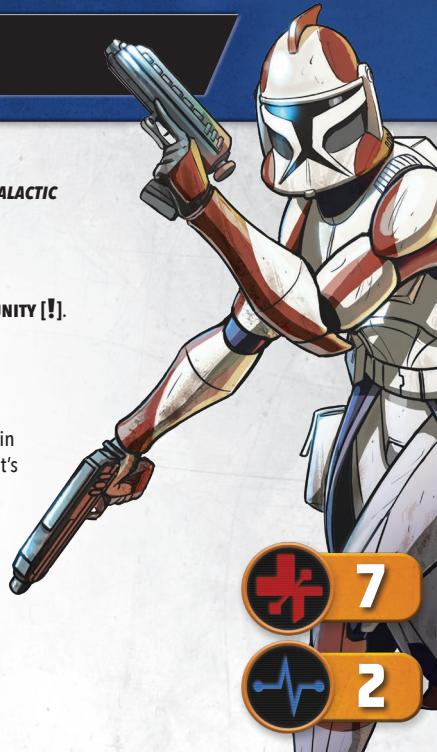
At the start of this Unit's activation, choose a character in this Unit or an allied **GALACTIC REPUBLIC** character. The chosen character may **→**.

INCOMING

Allied **CLONE TROOPER** Units within $\oplus 3$ that have one or more \blacktriangle , 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 $\oplus 2$ of that character. Allied **CLONE TROOPER Supporting** characters in this Unit's squad may be deployed within $\oplus 1$ of a character in this Unit, instead of within $\oplus 1$ of the first **Primary** character deployed.



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2

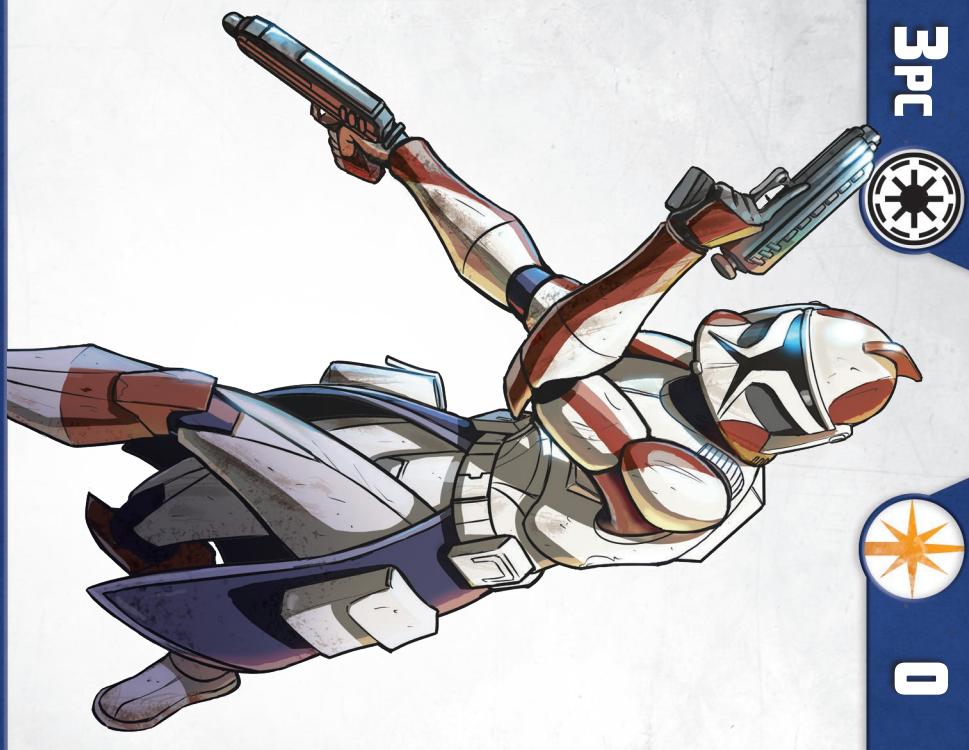
CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC

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CT-411 COMMANDER PONDS

CT-411 • Secondary Unit (2)

Colin Searle



3PC



0

UNIT UPDATES

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STAR WARS™

SHATTERPOINT™

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**.



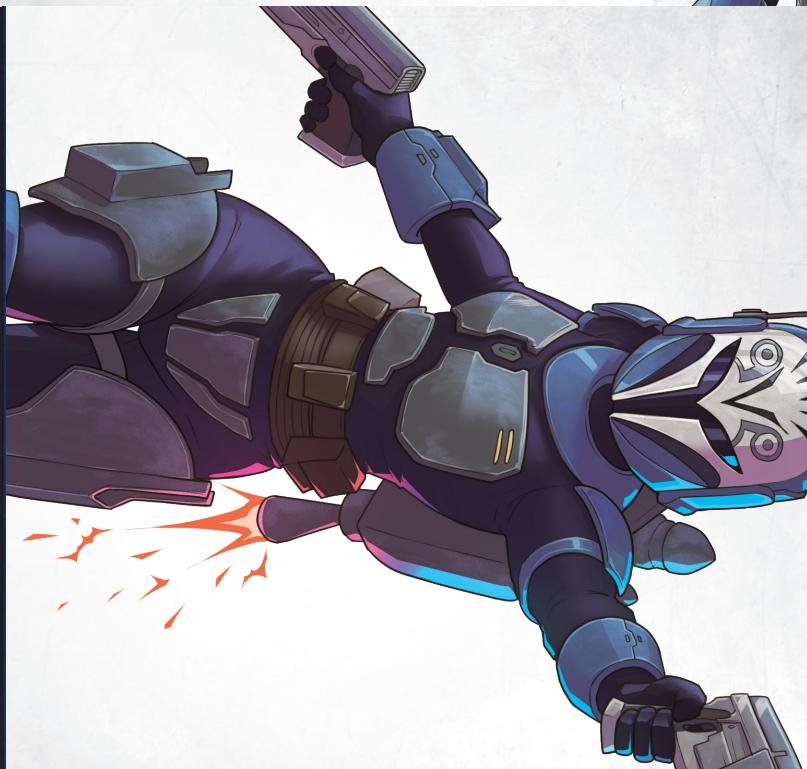
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CLAN KRYZE • DEATH WATCH • MANDALORIAN • NITE OWLS

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Bo-Katan Kryze • Secondary Unit ()
Bo-Katan Kryze • Secondary Unit ()
Lia Booyzen



4PC



0

UNIT UPDATES

Version 1.3 (09/05/2025)

STAR WARS™

SHATTERPOINT™

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].



MANDALORIAN • DEATH WATCH • CLAN KRYZE • TROOPER

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CLAN KRYZE MANDALORIANS

Supporting Unit (

Simone Buonfantino / Tomato Farm



UNIT UPDATES

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LOBOT, COMPUTER LIAISON OFFICER



DETAIN

At the start of this Unit's activation, choose an allied **SCOUNDREL** character. The chosen character may $\blacktriangleleft\triangleright$. Then choose an enemy character within $\oplus 3$ of that allied character. The chosen character gains \blacktriangleright or \blacktriangleleft .



SECURITY NETWORK

Choose another allied **SCOUNDREL Secondary** character within $\oplus 4$, or an allied **SCOUNDREL Supporting** character within $\oplus 4$. The chosen character may $\blacktriangleleft\triangleright$, 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 \rightarrow , $\blacktriangleleft\triangleright$, \blacktriangleright , or \uparrow within $\oplus 2$, 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

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Lobot • Secondary Unit (2)

LOBOT, COMPUTER LIAISON OFFICER

Stephen Green



5PC



0

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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 \uparrow .



GRAPPLING HOOK \diamond

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



HE'S THE BRAINS, SWEETHEART

When an allied **REBEL ALLIANCE** character within $\oplus 3$ or an allied **SPY** character within $\oplus 3$ makes a \blacktriangle attack as part of a combat action, if it has one or more \blacktriangle , it may reroll up to two of its \blacktriangle results.



OH, THE UNIFORM

This Unit does not lose its \blacktriangle when a character in it becomes Engaged and can gain and have \blacktriangle while it has Engaged characters.



FORCE USER • REBEL ALLIANCE • SPY

© LFL © AMG

Luke Skywalker • Secondary Unit (\bullet)

Gary Daniels III

LUKE SKYWALKER, DARING HERO



3PC



0

UNIT UPDATES

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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 $\oplus 3$. Each character in this Unit and each character in the chosen allied Unit may \rightarrow Toward the chosen enemy character.

**HUNTING HORN**

ACTION: Each enemy Unit within $\oplus 3$ that has no Engaged characters within $\oplus 3$ of a character in this Unit gains \blacktriangleleft . Each enemy Unit that has one or more Engaged characters within $\oplus 3$ of a character in this Unit gains $!$.

**STEALTHY APPROACH**

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



ENDOR • EWOK • WARRIOR

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WICKET, INTREPID WARRIOR

Wicket • Secondary Unit (2)

Gary Daniels III



4PC



0

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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



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Supporting Unit (2:2)

EWOK TRAPPERS

Gary Daniels III



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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 Δ and removes all its Δ .



FIND THE SHOT \oplus

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



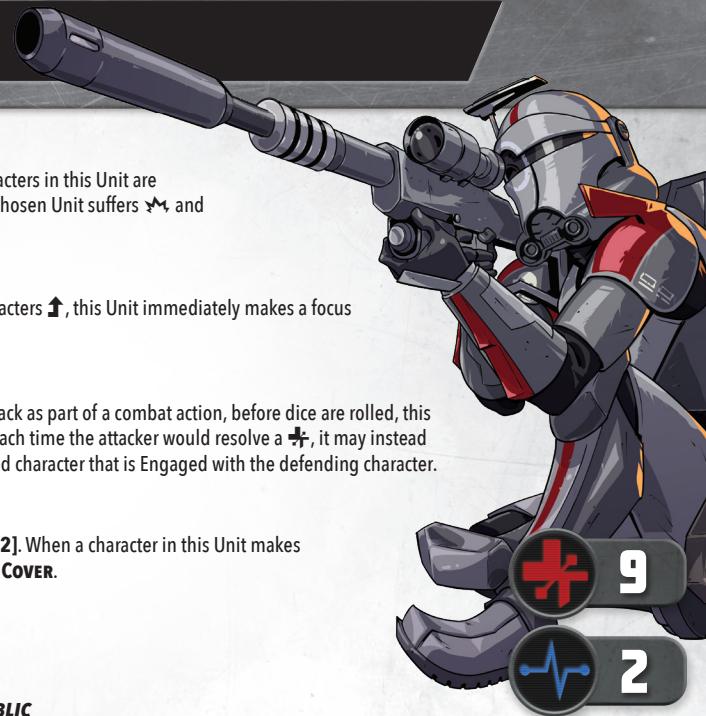
RELAX, I'LL HANDLE THIS

When a character in this Unit makes a Δ 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 Δ , it may instead choose to remove one condition from an allied character that is Engaged with the defending character.



THE DEAD EYE OF THE BATCH

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



BAD BATCH • CLONE TROOPER • GALACTIC REPUBLIC

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CT-9904 • Secondary Unit (2)

CROSSHAIR



4PC



0

UNIT UPDATES

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CT-9904, ELITE SQUAD LEADER

MOVE TO POSITION

One character in this Unit may \leftrightarrow or \uparrow . Then choose an allied character within $\oplus 3$. The chosen character may \leftrightarrow .

REFLECTOR DISCS

When a character in this Unit makes a \blacksquare attack, before it chooses a target, this Unit may use this ability. Choose an allied character within $\oplus 4$ and LOS. During this attack, measure range and LOS from the chosen allied character.

EXPENDABLE DISTRACTION

When a character in this Unit makes a \blacksquare 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 $\blacksquare\blacksquare\blacksquare$.

GENETICALLY BRED DEAD EYE

When a character in this Unit Wounds an enemy **Primary Unit** or an enemy **Secondary Unit** with a \blacksquare attack as part of a combat action, after the effect is resolved, refresh $\oplus\star$.

Additionally, when a character in this Unit makes a \blacksquare 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.

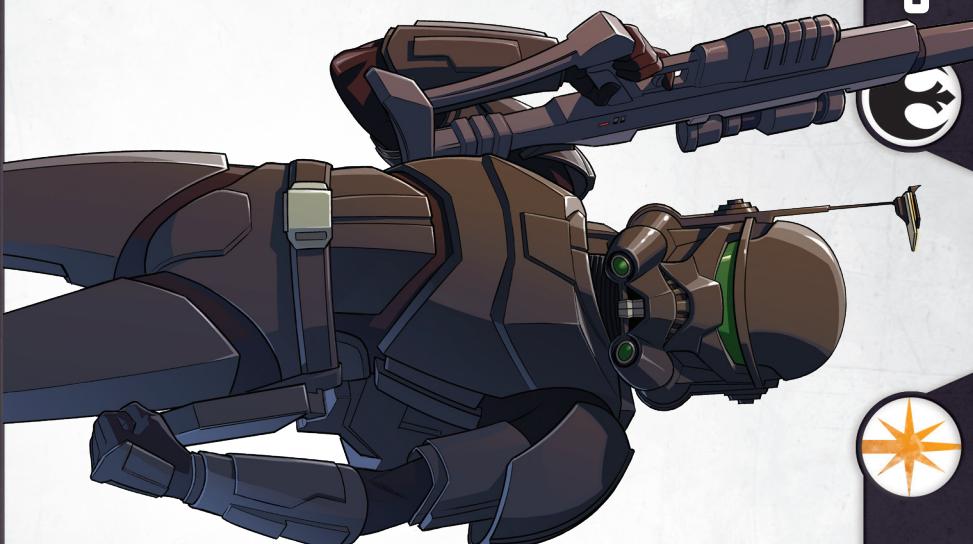
CLONE TROOPER • GALACTIC EMPIRE

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CT-9904 • Primary Unit (2)

CT-9904, ELITE SQUAD LEADER

Marco Failla



9

3

8SP

2



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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 , 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 EMPIRE** 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

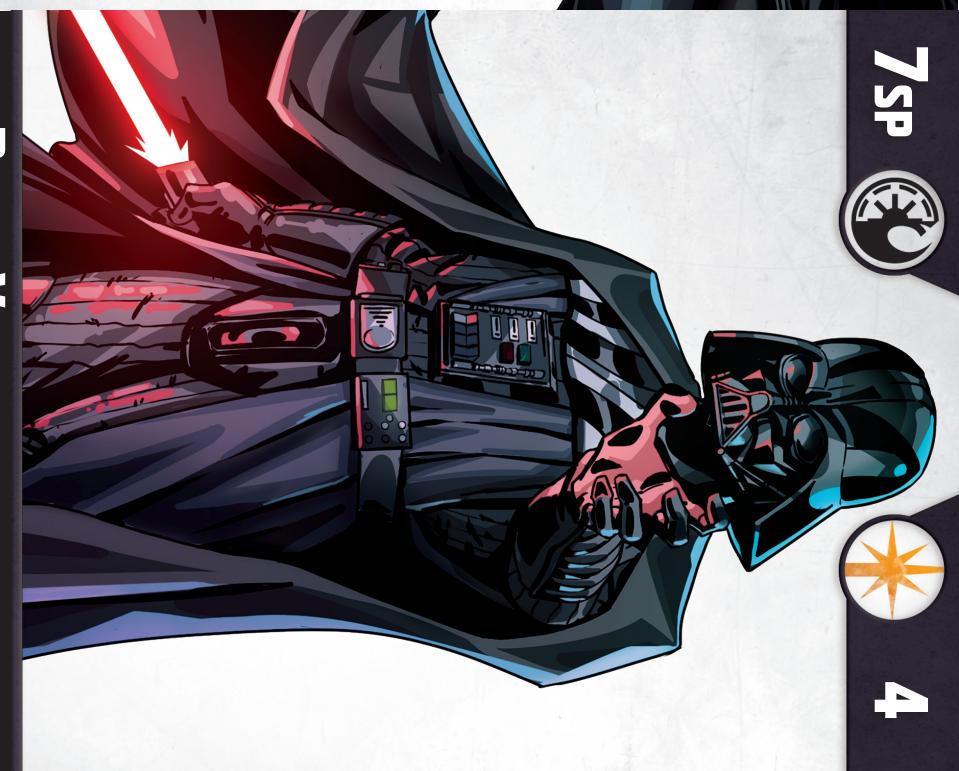
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This Unit cannot be included in a strike team with **Anakin Skywalker**.

Chris Bjors

DARTH VADER, JEDI HUNTER

Darth Vader • Primary Unit (♂)



12

3

7 SP



4

UNIT UPDATES

Version 1.3 (09/05/2025)

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SHATTERPOINT™

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

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GRAND ADMIRAL THRAWN

Thrawn • Primary Unit (2)

Chris Bjors



9

3

7 SP



2

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PAPLOO, CURIOUS CREATURE

FEIGNED RETREAT

Choose another allied *Ewok* character within $\oplus 3$ and an enemy character that the chosen character is Engaged with. The chosen allied character may \leftarrow Away from the chosen enemy character and gain \blacktriangleleft . Then the chosen enemy character gains $!$ and may \rightarrow Toward the chosen allied character.

STEALTHY APPROACH

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

FEARLESS AND INVENTIVE

When a character in this Unit makes a \times 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 \times attack targeting an enemy character that has $!$ or \blacktriangleright , the attacking character may choose to use the defender's \times Expertise Chart, instead of its own, during the Apply Expertise Charts step of that attack.

ENDOR • EWOK • SCOUT

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Paploo • Secondary Unit (\natural)

Gary Daniels III

PAPLOO, CURIOUS CREATURE



4PC



0



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SHATTERPOINT™

GREEF KARGA

SOME OF MY FAVORITE PEOPLE ARE BOUNTY HUNTERS 

Each allied **BOUNTY HUNTER** character within $\oplus 4$ may $\cancel{+}$ and then may $\cdots \blacktriangleright$.

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 $\cdots \blacktriangleright$ 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



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SHATTERPOINT™

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

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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 $\oplus 3$. Each character in this Unit and the chosen character may \leftrightarrow .

SURELY YOU CAN DO BETTER

When a character in this Unit defends, during the Modify Dice Rolls step, this Unit may spend 1-3 \oplus to use this ability. Change one $*$ result to a \blacksquare for each \oplus spent.

TWICE THE PRIDE, DOUBLE THE FALL \oplus

After a \times attack targeting an allied character within $\oplus 2$ is resolved, this Unit may use this ability. If the attack roll contained no $*$ results, one character in this Unit may \leftrightarrow and then may make a 5 dice \times 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 $\oplus \oplus$. Then, choose an allied **SEPARATIST ALLIANCE Supporting Unit**. One character in the chosen Unit may \leftrightarrow or make a 5 dice attack.



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 3

FORCE USER • SEPARATIST ALLIANCE • SITH

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COUNT DOOKU, SEPARATIST LEADER
Count Dooku • Primary Unit (\bullet)

Simone Buonfantino / Tomato Farm



7 SP



4

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STAR WARS™

SHATTERPOINT™

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 $\blacktriangleleft\triangleright$.

I WILL HAVE RESULTS

Choose an allied **STORMTROOPER** Supporting character within $\oplus 4$. The chosen character may $\blacktriangleleft\triangleright$, then may gain Δ , 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 $\blacktriangleleft\triangleright$.

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

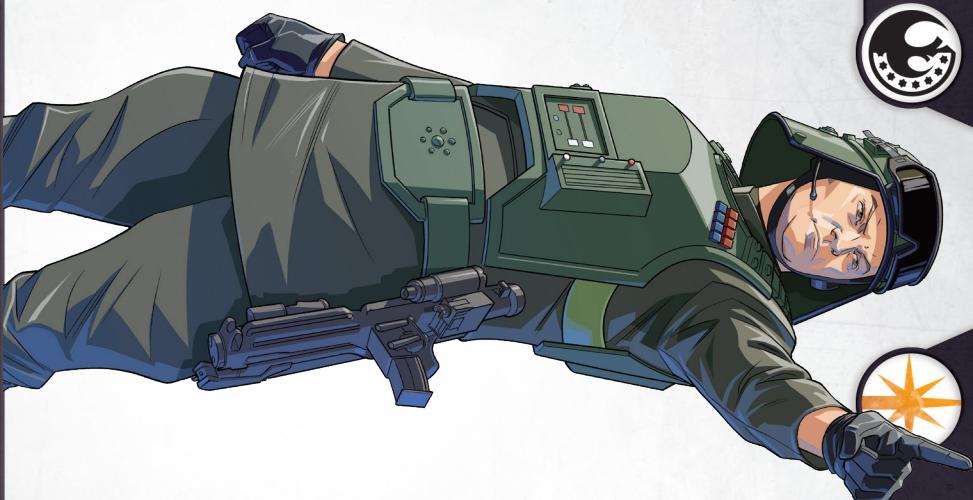
At the end of this Unit's activation, choose an objective. Each enemy character within $\oplus 2$ of the chosen objective may $\blacktriangleleft\triangleright$. Then each enemy Unit within $\oplus 2$ of the chosen objective suffers $\Delta\Delta\Delta$ and each allied Unit within $\oplus 2$ of the chosen objective suffers $\Delta\Delta$.

GALACTIC EMPIRE • OFFICER



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GENERAL VEERS, TACTICAL GENIUS
Maximilian Veers • Primary Unit (•)
 Marco Falla



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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



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AHSOKA TANO, FULCRUM
Ahsoka Tano • Primary Unit (2)

Preston Stone

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FORM V DJEM SO

DARTH VADER, FALLEN MASTER

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	LIGHTSABER	UNRELENTING
1-2	* , ⚡	1 ⚡, ⚡
3	+, *, ⚡	2-3 ⚡, ⚡, ⚡
4+	*, *, ⚡	4+ ⚡, ⚡, ⚡, ⚡, ⚡, ⚡

5	7
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STANCE UPDATES

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