

FIRST PLAYER AND CHOOSING SIDES

Players roll five Attack Dice. The player with the most critical (⚡) results is the First Player. Ties are broken by strike (★) and then expertise (♦) results. If still tied, reroll. The First Player chooses a side of the battlefield to deploy on and which Mission Set is used for the game. Draw one card from each deck and place them in order.

BATTLEFIELD AND DEPLOYMENT

The battlefield is created after the mission is chosen and Objective tokens are placed. The First Player puts one character from the Primary Unit in one of their squads within Range (⊕) 2 of their battlefield edge. They then put all remaining characters in that squad within Range (⊕) 1 of the deployed Primary Character.

ACTIVATING UNITS

Units may make up to two actions from the following list during their activation:

Move – Each character in the Unit may advance (→), dash (↗), or climb (⬆). Some characters can jump (↗).

- **Advance** →: A character must end at the same elevation or lower. If Engaged by a character that is not wounded, it dashes (↗) instead.
- **Dash** ↗: A character must end at the same elevation or lower.
- **Climb** ⬆: A character climbs using the Dash tool and may end at any Elevation. If Engaged by a character that is not wounded, it may not climb.
- **Jump** ↗: A character jumps using the Dash tool and may end at any Elevation.

Focus – During the next attack made by each character in the Unit during this activation, add 1 die to the attack roll.

Combat – Each character in the Unit may make an attack.

Ability – The Unit may use an ability that requires the use of an action.

Recover – Each character in the Unit may heal (✚). The affected character may remove one condition or one damage (✖) from its Unit or another allied Unit within Range (⊕) 2.

Take Cover – Each character in the Unit may be Pushed Range (⊕) 1 and the Unit gains a Hunker (⤴) token.

ABILITIES

Units have abilities listed on their Unit Stat Card. The different types of abilities are listed below, and each has a corresponding icon to identify the type of ability it is.

Active – Active (⊕) abilities can be used at any time during a Unit's activation. If their text begins with "Action:", the Unit must spend an action to use the ability. Active (⊕) abilities always have a Force (⊕) cost.

Reactive – Reactive (⊖) abilities can only be used in response to a specific triggering event. Reactive (⊖) abilities state when they can be used in their rules text and always have a Force (⊕) cost. Each player may only use one Reactive (⊖) ability in response to a single triggering event.

Innate – Innate (⊖) abilities are always in effect and never have a Force (⊕) cost. In addition to normal Innate (⊖) abilities, some Units have special Innate (⊖) abilities known as Tactic (⊕) and Identity (⊕) Innate (⊖) abilities.

Tactic – Tactic (⊕) abilities are special Innate (⊖) abilities that allow Units to work together. The effects of Tactic (⊕) abilities are resolved at the start of a Unit's activation.

Identity – Identity (⊕) abilities are special Innate (⊖) abilities unique to Primary Units. Each Identity (⊕) ability explains how it is triggered and used. Note that while Identities are often resolved in response to a triggering event, they are Innate (⊖) abilities and do not preclude a player from using a single Reactive (⊖) ability in response to the same event.

COMBAT

Characters can make Melee (×) or Ranged (↘) attacks. A character needs to be Engaged with a target to make a Melee (×) attack. A character must have a target within range and line of sight to make a Ranged (↘) attack. A character cannot make Ranged (↘) attacks while it is Engaged with one or more enemy characters from Units that are not Wounded.

ENGAGEMENT

A character is Engaged with enemy characters that are within Range (⊕) 2 of it, at the same Elevation, and within Line of Sight.

DICE

Shatterpoint uses specialized eight-sided dice called Attack Dice and six-sided dice called Defense Dice to resolve combat.

ATTACK DICE

- Critical (⚡) – Critical results are successes when attacking and cannot be removed by block (⊕) results.
- Strike (★) – Strike results are successes when attacking.
- Attack Expertise (♦) – When attack expertise results are rolled, total the results and consult the Unit's Expertise Chart.
- Failure (✖) – Failure results have no effect.

DEFENSE DICE

- Block (⊕) – Each block result cancels one strike (★) result in the attack roll, but may not cancel critical (⚡) results.
- Defense Expertise (♦) – When defense expertise results are rolled, total the results and consult the Unit's Expertise Chart.
- Failure (✖) – Failure results have no effect.

HUNKER TOKENS & COVER

A character benefiting from Cover adds a number of Defense Dice equal to their Cover value to their defense roll when defending against a Ranged (↘) attack. For a character to gain Cover from a terrain feature, they must meet all of the following requirements:

- The character's Unit must have one or more Hunker (⤴) tokens.
- The defending character must be within Range (⊕) 1 of one or more terrain parts at the same or higher Elevation than the attacking character.
- A straight line can be drawn from any portion of the attacking character's base to any portion of the defending character's base through any number of those terrain parts.
- The attacking Character is using a Ranged (↘) attack. If a character meets all the above requirements, they have Cover [1].

Units can also gain Cover from Hunker (⤴) tokens. Each Hunker (⤴) token a Unit has grants characters in that Unit Cover [1]. A Unit loses all its Hunker (⤴) tokens at the start of its activation or when a character in that Unit becomes Engaged. A Unit that is Engaged cannot gain or have Hunker (⤴) tokens.

CONTROLLING OBJECTIVES

A character is contesting an Active objective if they are within Range (⊕) 2 of the Objective token and their Unit is not Wounded. At the end of each Turn, the player with the most characters at the same Elevation as an Objective token and contesting that objective controls it. If there are no characters contesting the objective that are at the same Elevation as the Objective token, the player with the most characters contesting the objective that are at different Elevations than the Objective token controls it. If there is a tie, control of the objective does not change.

COMBAT TREE

During an attack, the attacker's Directed effects are applied to the defending character and its Personal effects are applied to the attacking character.

DIRECTED EFFECT ICONS

- **Damage** ✖: The affected Unit suffers 1 damage (✖).
- **Shove** ⇨: The affected character may be Pushed away from the shoving character Range (⊕) 1, then the shoving character may immediately Pull itself toward the affected character Range (⊕) 1.
- **Strained** ♠: The affected Unit gains the Strained (♠) condition. When a character in a Strained (♠) Unit advances (→), climbs (↑), dashes (⇨), jumps (↗), or when this Unit makes an action, makes an attack, or uses an Active (⊕) or Reactive (⊖) ability, after the effect is resolved, this Unit suffers 3 damage (✖). Then, this Unit loses the Strained (♠) condition.
- **Disarmed** ✖: The affected Unit gains the Disarmed (✖) condition. While attacking, a Disarmed (✖) character in this Unit cannot use attack expertise (♥) results. The next time a character in this Unit makes an attack roll, remove any Attack Dice with attack expertise (♥) results from the roll before modifying the dice rolls. After determining results, the Unit loses the Disarmed (✖) condition.
- **Exposed** !: The affected Unit gains the Exposed (!) condition. While defending, an Exposed (!) character in this Unit cannot use defense expertise (♦) results. The next time a character in this Unit makes a defense roll, remove any Defense Dice with defense expertise (♦) results from the roll before modifying the dice rolls. After determining results, the Unit loses the Exposed (!) condition.
- **Pinned** ⇨: The affected Unit gains the Pinned (⇨) condition. The next time a Pinned (⇨) character in this Unit would advance (→), climb (↑), dash (⇨), or jump (↗), it does not move. Then, this Unit loses the Pinned (⇨) condition.

PERSONAL EFFECT ICONS

- **Advance** →: The affected character may advance (→).
- **Climb** ↑: The affected character may climb (↑).
- **Dash** ⇨: The affected character may dash (⇨).
- **Jump** ↗: The affected character may jump (↗).
- **Reposition** ⇨: The affected character may advance (→), even if it is Engaged with a character from a Unit that is not Wounded.
- **Heal** ✖: The affected character may remove one condition or one damage (✖) from its Unit or another allied Unit within Range (⊕) 2.
- **Active Ability** ⊕: If it is this Unit's activation, the affected Unit may use one of its Active (⊕) abilities without paying its Force (⊕) cost. Remember that Units may only use each of their Active (⊕) abilities a maximum of once per Turn. When Active (⊕) effects appear in a chosen Combat Tree Option, they are resolved after all Directed effects have been resolved and the Damage pool has been applied to the defending character.

BECOMING WOUNDED

When a Unit has a number of Damage tokens equal to or greater than its Stamina (✖), that Unit immediately becomes Wounded and gains a Wounded token. When a unit becomes Wounded, the opposing player adds 1 Momentum token to the Struggle Tracker in the next available space on their side of the Struggle Tracker moving toward the center. Wounded Units do not contest objectives. Wounded Units cannot suffer damage (✖) or have damage (✖) removed from them. If a Unit becomes Wounded during its activation, its activation immediately ends. A Unit that has any number of Wounded tokens must spend 1 Force (⊕) for each of their Wounded tokens as an additional cost to use an Active (⊕) or Reactive (⊖) ability.

BECOMING INJURED

At the beginning of a Wounded Unit's activation, it flips its Wounded token to the Injured side, removes all damage (✖), and removes one condition.

A Unit that has any number of Injured tokens must spend 1 Force (⊕) for each of their Injured tokens as an additional cost to use an Active (⊕) or Reactive (⊖) ability.



INJURED/WOUNDED

TIMING

If players attempt to use a Reactive (⊖) ability at the same time, the active player declares and resolves their effects first.

If, at any point multiple effects occur simultaneously and the rules do not give instructions to their order, and no player is attacking, always start with the active player and continue in Turn order. After all player effects are resolved, resolve all non-player effects in the order chosen by the active player.

If a player is attacking, the attacking player resolves all effects, then the defending player, then any non-player effects in the order chosen by the attacking player.

If a player has multiple effects occurring simultaneously, they always choose the order of their own effects.

KEYWORD ABILITIES

Immunity [X]: This Unit can't suffer the listed condition. If a Unit has a condition and gains Immunity to it, the Unit removes the condition.

Impact [X]: When this character makes a focus action it adds X additional dice to its next Melee (X) attack in addition to the 1 attack die added by the focus action.

Protection: When this character is defending, before applying the Damage Pool, remove 1 damage (✖) from the Damage Pool.

Scale: When this character would advance (→) or dash (⇨) it may climb (↑) instead.

Sharpshooter [X]: When this character makes a focus action it adds X additional dice to its next Ranged (↔) attack in addition to the 1 attack die added by the focus action.

Steadfast: When this character is defending, it is not moved by the first Shove (⇨) effect from the attacking character's chosen Combat Tree Options.

FIRST PLAYER AND CHOOSING SIDES

Players roll five Attack Dice. The player with the most critical (⚡) results is the First Player. Ties are broken by strike (⚡) and then expertise (👑) results. If still tied, reroll. The First Player chooses a side of the battlefield to deploy on and which Mission Set is used for the game. Draw one card from each deck and place them in order.

BATTLEFIELD AND DEPLOYMENT

The battlefield is created after the mission is chosen and Objective tokens are placed. The First Player puts one character from the Primary Unit in one of their squads within Range (⊕) 2 of their battlefield edge. They then put all remaining characters in that squad within Range (⊕) 1 of the deployed Primary Character.

ACTIVATING UNITS

Units may make up to two actions from the following list during their activation:

Move – Each character in the Unit may advance (➡), dash (⚡➡), or climb (⬆️). Some characters can jump (👉).

- **Advance** ➡: A character must end at the same elevation or lower. If Engaged by a character that is not wounded, it dashes (⚡➡) instead.
- **Dash** ⚡➡: A character must end at the same elevation or lower.
- **Climb** ⬆️: A character climbs using the Dash tool and may end at any Elevation. If Engaged by a character that is not wounded, it may not climb.
- **Jump** 👉: A character jumps using the Dash tool and may end at any Elevation.

Focus – During the next attack made by each character in the Unit during this activation, add 1 die to the attack roll.

Combat – Each character in the Unit may make an attack.

Ability – The Unit may use an ability that requires the use of an action.

Recover – Each character in the Unit may heal (⚡). The affected character may remove one condition or one damage (🔪) from its Unit or another allied Unit within Range (⊕) 2.

Take Cover – Each character in the Unit may be Pushed Range (⊕) 1 and the Unit gains a Hunker (👊) token.

ABILITIES

Units have abilities listed on their Unit Stat Card. The different types of abilities are listed below, and each has a corresponding icon to identify the type of ability it is.

Active – Active (⊕) abilities can be used at any time during a Unit's activation. If their text begins with "Action:", the Unit must spend an action to use the ability. Active (⊕) abilities always have a Force (⊕) cost.

Reactive – Reactive (⊖) abilities can only be used in response to a specific triggering event. Reactive (⊖) abilities state when they can be used in their rules text and always have a Force (⊕) cost. Each player may only use one Reactive (⊖) ability in response to a single triggering event.

Innate – Innate (⊖) abilities are always in effect and never have a Force (⊕) cost. In addition to normal Innate (⊖) abilities, some Units have special Innate (⊖) abilities known as Tactic (⊕) and Identity (⊕) Innate (⊖) abilities.

Tactic – Tactic (⊕) abilities are special Innate (⊖) abilities that allow Units to work together. The effects of Tactic (⊕) abilities are resolved at the start of a Unit's activation.

Identity – Identity (⊕) abilities are special Innate (⊖) abilities unique to Primary Units. Each Identity (⊕) ability explains how it is triggered and used. Note that while Identities are often resolved in response to a triggering event, they are Innate (⊖) abilities and do not preclude a player from using a single Reactive (⊖) ability in response to the same event.

COMBAT

Characters can make Melee (⚡) or Ranged (🔪) attacks. A character needs to be Engaged with a target to make a Melee (⚡) attack. A character must have a target within range and line of sight to make a Ranged (🔪) attack. A character cannot make Ranged (🔪) attacks while it is Engaged with one or more enemy characters from Units that are not Wounded.

ENGAGEMENT

A character is Engaged with enemy characters that are within Range (⊕) 2 of it, at the same Elevation, and within Line of Sight.

DICE

Shatterpoint uses specialized eight-sided dice called Attack Dice and six-sided dice called Defense Dice to resolve combat.

ATTACK DICE

- Critical (⚡) – Critical results are successes when attacking and cannot be removed by block (🛡️) results.
- Strike (⚡) – Strike results are successes when attacking.
- Attack Expertise (👑) – When attack expertise results are rolled, total the results and consult the Unit's Expertise Chart.
- Failure (🔪) – Failure results have no effect.

DEFENSE DICE

- Block (🛡️) – Each block result cancels one strike (⚡) result in the attack roll, but may not cancel critical (⚡) results.
- Defense Expertise (👑) – When defense expertise results are rolled, total the results and consult the Unit's Expertise Chart.
- Failure (🔪) – Failure results have no effect.

HUNKER TOKENS & COVER

A character benefiting from Cover adds a number of Defense Dice equal to their Cover value to their defense roll when defending against a Ranged (🔪) attack. For a character to gain Cover from a terrain feature, they must meet all of the following requirements:

- The character's Unit must have one or more Hunker (👊) tokens.
- The defending character must be within Range (⊕) 1 of one or more terrain parts at the same or higher Elevation than the attacking character.
- A straight line can be drawn from any portion of the attacking character's base to any portion of the defending character's base through any number of those terrain parts.
- The attacking Character is using a Ranged (🔪) attack. If a character meets all the above requirements, they have Cover [1].

Units can also gain Cover from Hunker (👊) tokens. Each Hunker (👊) token a Unit has grants characters in that Unit Cover [1]. A Unit loses all its Hunker (👊) tokens at the start of its activation or when a character in that Unit becomes Engaged. A Unit that is Engaged cannot gain or have Hunker (👊) tokens.

CONTROLLING OBJECTIVES

A character is contesting an Active objective if they are within Range (⊕) 2 of the Objective token and their Unit is not Wounded. At the end of each Turn, the player with the most characters at the same Elevation as an Objective token and contesting that objective controls it. If there are no characters contesting the objective that are at the same Elevation as the Objective token, the player with the most characters contesting the objective that are at different Elevations than the Objective token controls it. If there is a tie, control of the objective does not change.

COMBAT TREE

During an attack, the attacker's Directed effects are applied to the defending character and its Personal effects are applied to the attacking character.

DIRECTED EFFECT ICONS

- **Damage** ✖: The affected Unit suffers 1 damage (✖).
- **Shove** ⇨: The affected character may be Pushed away from the shoving character Range (⊕) 1, then the shoving character may immediately Pull itself toward the affected character Range (⊕) 1.
- **Strained** ♠ :- The affected Unit gains the Strained (♠) condition. When a character in a Strained (♠) Unit advances (→), climbs (↑), dashes (⇨), jumps (↗), or when this Unit makes an action, makes an attack, or uses an Active (⊕) or Reactive (⊖) ability, after the effect is resolved, this Unit suffers 3 damage (✖). Then, this Unit loses the Strained (♠) condition.
- **Disarmed** ✖: The affected Unit gains the Disarmed (✖) condition. While attacking, a Disarmed (✖) character in this Unit cannot use attack expertise (♥) results. The next time a character in this Unit makes an attack roll, remove any Attack Dice with attack expertise (♥) results from the roll before modifying the dice rolls. After determining results, the Unit loses the Disarmed (✖) condition.
- **Exposed** !: The affected Unit gains the Exposed (!) condition. While defending, an Exposed (!) character in this Unit cannot use defense expertise (♦) results. The next time a character in this Unit makes a defense roll, remove any Defense Dice with defense expertise (♦) results from the roll before modifying the dice rolls. After determining results, the Unit loses the Exposed (!) condition.
- **Pinned** ⇨: The affected Unit gains the Pinned (⇨) condition. The next time a Pinned (⇨) character in this Unit would advance (→), climb (↑), dash (⇨), or jump (↗), it does not move. Then, this Unit loses the Pinned (⇨) condition.

PERSONAL EFFECT ICONS

- **Advance** →: The affected character may advance (→).
- **Climb** ↑: The affected character may climb (↑).
- **Dash** ⇨: The affected character may dash (⇨).
- **Jump** ↗: The affected character may jump (↗).
- **Reposition** ⇨: The affected character may advance (→), even if it is Engaged with a character from a Unit that is not Wounded.
- **Heal** ✖: The affected character may remove one condition or one damage (✖) from its Unit or another allied Unit within Range (⊕) 2.
- **Active Ability** ⊕: If it is this Unit's activation, the affected Unit may use one of its Active (⊕) abilities without paying its Force (⊕) cost. Remember that Units may only use each of their Active (⊕) abilities a maximum of once per Turn. When Active (⊕) effects appear in a chosen Combat Tree Option, they are resolved after all Directed effects have been resolved and the Damage pool has been applied to the defending character.

BECOMING WOUNDED

When a Unit has a number of Damage tokens equal to or greater than its Stamina (✖), that Unit immediately becomes Wounded and gains a Wounded token. When a unit becomes Wounded, the opposing player adds 1 Momentum token to the Struggle Tracker in the next available space on their side of the Struggle Tracker moving toward the center. Wounded Units do not contest objectives. Wounded Units cannot suffer damage (✖) or have damage (✖) removed from them. If a Unit becomes Wounded during its activation, its activation immediately ends. A Unit that has any number of Wounded tokens must spend 1 Force (⊕) for each of their Wounded tokens as an additional cost to use an Active (⊕) or Reactive (⊖) ability.

BECOMING INJURED

At the beginning of a Wounded Unit's activation, it flips its Wounded token to the Injured side, removes all damage (✖), and removes one condition.

A Unit that has any number of Injured tokens must spend 1 Force (⊕) for each of their Injured tokens as an additional cost to use an Active (⊕) or Reactive (⊖) ability.



INJURED/WOUNDED

TIMING

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If a player is attacking, the attacking player resolves all effects, then the defending player, then any non-player effects in the order chosen by the attacking player.

If a player has multiple effects occurring simultaneously, they always choose the order of their own effects.

KEYWORD ABILITIES

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Impact [X]: When this character makes a focus action it adds X additional dice to its next Melee (X) attack in addition to the 1 attack die added by the focus action.

Protection: When this character is defending, before applying the Damage Pool, remove 1 damage (✖) from the Damage Pool.

Scale: When this character would advance (→) or dash (⇨) it may climb (↑) instead.

Sharpshooter [X]: When this character makes a focus action it adds X additional dice to its next Ranged (↔) attack in addition to the 1 attack die added by the focus action.

Steadfast: When this character is defending, it is not moved by the first Shove (⇨) effect from the attacking character's chosen Combat Tree Options.