QUICK REFERENCE
TURN SEQUENCE

- **RESOLVE EFFECTS**
  that happen at the start of the Turn.

- **REVEAL AN ORDER CARD**
  o The active player reveals the top card of their Order Deck or chooses their Unit Order Card in reserve.
  o Once per Turn, after revealing a Unit Order Card, a player may spend 1 Force to put a Unit Order Card into reserve.
  o When a Shatterpoint Card is revealed, the active player may choose any one of their Units to activate for the Turn.

  <div align="center">OR</div>

  o Instead, after revealing a Shatterpoint Card from their Order Deck, a player may spend 1 Force to reveal the next card in the Order Deck, then shuffle the Shatterpoint Card into the Order Deck. The newly revealed Unit must activate and cannot be placed in reserve.

- **ACTIVATE UNIT**
  o Units may make up to two actions from the following list during their activation (but never the same action twice):
  - ➤ **Move** – Each character in the Unit may advance, dash, or climb. The rules for movement are found on page 24.
  - ➤ **Focus** – During the next attack made by each character in the Unit, this activation, add 1 die to the attack roll.
  - ➤ **Combat** – Each character in the Unit may make an attack. The rules for attacking are found on page 29.
  - ➤ **Ability** – The Unit may use an ability that requires the use of an action.
  - ➤ **Recover** – Each character in the Unit may heal (r). The rules for Healing are found on page 32.
  - ➤ **Take Cover** – Each character in the Unit may be Pushed Range 1 and the Unit gains a Hunker token. The rules for Cover and Hunker tokens are found on page 37. The rules for Pushes are found on page 24.

- **RESOLVE EFECTS**
  that happen at the end of the Turn.

- **MOVE THE STRUGGLE TOKEN**
  o If it is the first Turn of the game, skip this step.
  o The active player moves the Struggle token one space toward their Momentum tokens for each Active objective they control this Turn.

- **CHECK IF THE UNIT THAT JUST ACTIVATED IS DEFEATED**
  o If the Unit has Injured tokens equal to or exceeding its Durability, it is Defeated. All characters in a Defeated Unit are removed from the battlefield.

- **THE ACTIVE PLAYER'S TURN IS NOW OVER**
  o If the player who just finished their Turn does not have any cards remaining in their Unit Order Deck or in reserve, they Refresh their Order Deck. (pg22)

DICE FACES

✴	**Strike**
✷	**Critical**
◇	**Attack Expertise**
◉	**Block**
◆	**Defense Expertise**
✗	**Failure**

QUICK REFERENCE

ICONS

CONDITIONS

Some Combat Tree Options, Expertise Chart Entries, and abilities inflict conditions. When a rule instructs a character to gain a condition, the corresponding Condition token is placed on that character's Unit Stat Card. Conditions on a Unit Stat Card affect all characters in the Unit. If a Unit would gain a condition it already has, it suffers one damage (⚔) instead. Below is a list of all the conditions and their effects on Units:

PINNED - The next time a character in this Unit would advance, dash, climb, or jump, it does not move. Then, this Unit loses the Pinned condition.

EXPOSED - While defending, characters in this Unit cannot use defense expertise results. The Unit loses the Exposed condition after the first defensive roll the unit makes.

STRAINED - When a character in this Unit advances, climbs, dashes, jumps, 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 - While attacking, characters in this Unit can not use attack expertise results. The Unit loses the Disarmed condition after the first attack roll the unit makes.

OTHER ICONS

CHARACTER - A character is represented on the table by one or more miniature(s) on a single base. This icon is usually found on the character card and denotes how many characters make up the unit.

MELEE - Denotes the type of attack is a Melee attack.

RANGED - Denotes the type of attack is a ranged attack.

RANGE - This icon is usually followed by a number, that number denotes which range tool to use.

HUNKER - This icon references a hunker token. Each Hunker token a Unit has grants characters in that Unit Cover [1].

FORCE - This icon denotes how many force tokens are spent to use an ability.

DIRECTED EFFECT ICONS (affects enemy unit)

PINNED - See above.

EXPOSED - See above.

STRAINED - See above.

DISARMED - See above.

DAMAGE - The affected unit suffers one damage.

SHOVE - The affected unit may be pushed away from the shoving character Range 1, then the shoving character may immediately Pull itself toward the affected character Range 1.

PERSONAL EFFECT ICONS (affects icon owner)

ADVANCE - The affected character may move with the advance tool. If the effected character is engaged it uses the dash tool instead.

DASH - The affected character may move using the dash tool.

JUMP - The affected character may move using the dash tool. During this movement, the Dash tool may overlap Impassable terrain parts at any Elevation, and the character may end its movement at any Elevation.

CLIMB - The affected character may move using the dash tool. During this movement, the Dash tool may overlap Impassable terrain parts at any Elevation, and the character may end its movement at any Elevation. A unit engaged may not climb.

REPOSITION - The affected unit may advance even if it is Engaged with a character from a Unit that is not Wounded.

HEAL - The affected unit 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. Units may still 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.

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.

APPENDIX B: KEYWORDS

Here you will find a list of all Keyword abilities and their rules.

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 (✕) 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.