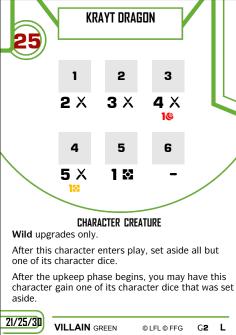
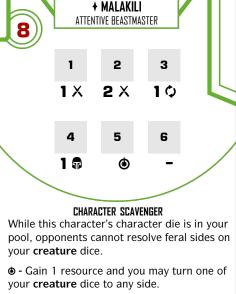


that character has 2 or less remaining health, defeat it.

15/19 VILLAIN GREEN

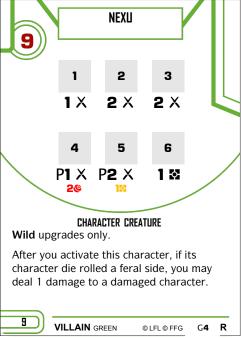
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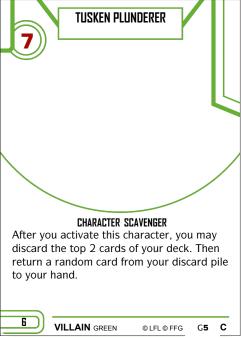


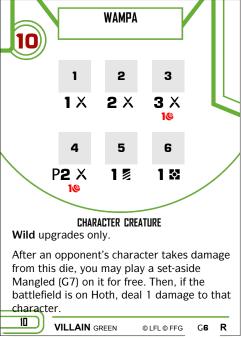


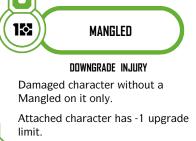
8/11 VILLAIN GREEN

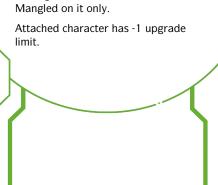
@ LFL @ FFG













CRUEL MASTERS

EVENT

Deal 1 damage to a **creature** character you control to resolve one of its character or upgrade dice, increasing its value by 2.

VILLAIN GREEN

© LFL © FFG G8



DECIMATE

Spot a Green character to choose a support or non-ability upgrade in play and set it aside.

VILLAIN GREEN © LFL © FFG G9



event in your deck.

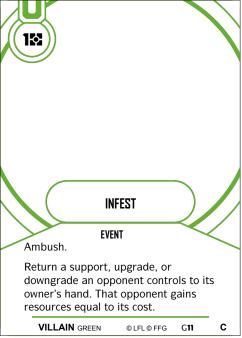
Roll this die into your pool. Then, for each copy of this event in your discard pile, roll its die into your pool.

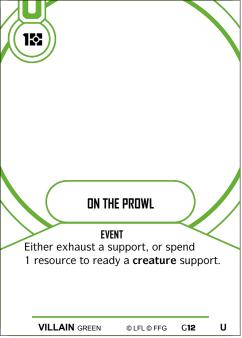
© LFL © FFG

G10

R

VILLAIN GREEN







PREDATOR'S GRASP

EVENT Ambush. (After you play this card, gain

1 action.)

Remove one of your **creature** dice to remove a die showing a value of 2 or less.

VILLAIN GREEN



©LFL©FFG G13

s





RUMMAGE

Return an upgrade in play to its owner's hand.

© LFL © FFG

G**15**

Renew - 3 (You may play this card from your discard pile for its Renew cost. Set it aside.)

VILLAIN GREEN



STALK THE PREY

EVENT

Decrease the cost to play this event by 1 if each of an opponent's characters are damaged.

Turn one of your dice to a side showing damage (₹, X, or ⑤).

VILLAIN GREEN © LFL © FFG G16



THRILL OF THE HUNT

EVENT

Choose a damaged character and remove one of its character or upgrade dice.

VILLAIN GREEN

© LFL © FFG

G**17**

s



THROUGH THE

EVENT

Turn a character die to any side. Then you may search your deck and discard pile for a card titled Rancor Pit and play it. If you searched your deck, shuffle it.

VILLAIN GREEN

© LFL © FFG

G**18**

S



VICIOUS ATTACK

EVENT

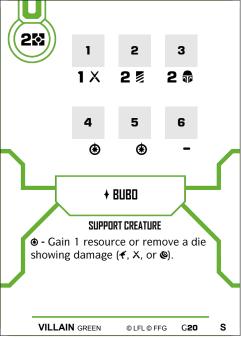
Activate a **creature** you control. Then you may remove one of its **creature** or upgrade dice showing damage (*, X, or *) to deal 2 damage to a character.

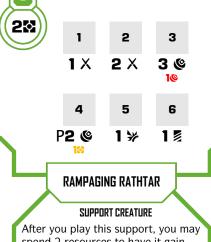
VILLAIN GREEN

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G**19**

S





spend 2 resources to have it gain
1 die (place a set-aside copy of its support die on it).



+ RANCOR PIT

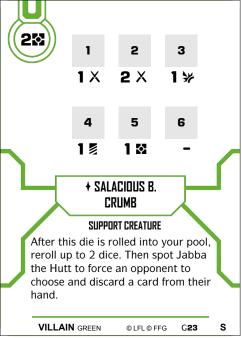
SUPPORT LOCATION

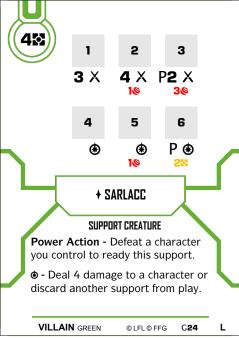
Before any player resolves a **creature** die showing damage (*, X, or **©**), they may exhaust this support to increase its value by 1.

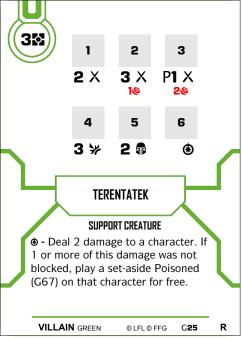
VILLAIN GREEN

© LFL © FFG G22

S









TRAMPLE

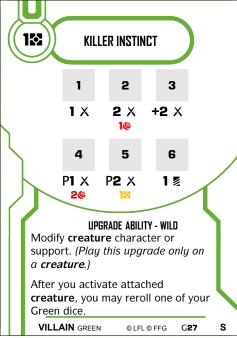
SUPPORT

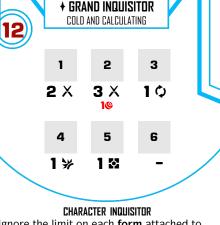
Action - Exhaust this support and resolve one of your dice showing melee damage (X) to deal 1 indirect damage (S) to an opponent.

VILLAIN GREEN

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2





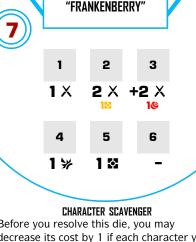
Ignore the limit on each form attached to this character.

After you play a **move** event for the first time each round, you may spot a form to turn a die to any side.

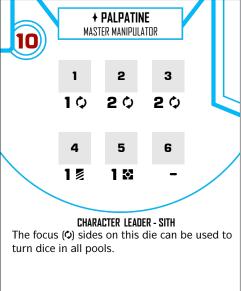
13/16 VILLAIN BLUE

@ LFL @ FFG

G28



Before you resolve this die, you may decrease its cost by 1 if each character you control is Blue.



9/12

VILLAIN BLUE

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CIRCLE OF DEATH

EVENT MOVE

Resolve one of your dice showing melee damage (X), increasing its value by 1. Then you may spend 1 resource to return a neutral **move** event from your

VILLAIN BLUE

discard pile to your hand.

© LFL © FFG

G**31**

С



Reveal any number of Blue cards from your hand to turn that many opponents' dice to sides showing a blank (–).

INQUISITION

VILLAIN BLUE

© LFL © FFG

G**32**

С



SPINNING BLADES

EVENT MOVE

@ LFL @ FFG

G33

Return a **weapon** you control to its owner's hand to deal 2 damage to a character, or 2 damage to each of an opponent's characters instead if that **weapon** has "Lightsaber" in its title.

VILLAIN BLUE

TURN THEM TO THE Dark Side

PLOT MISSION

Action - Spot a Blue character to choose an opponent's character that has 5 or less remaining health. Then, if that character has no shields and each of its character dice are in a pool showing a blank, discard each card on it to take control of it. Set this plot aside.





LEGION OF DARKNESS

SUPPORT

Action - Exhaust this support and remove one of your dice showing a blank (–) to remove an opponent's die showing a blank. Then deal 1 damage to a character.

VILLAIN BLUE

©LFL©FFG G35



TURN OF EVENTS

SUPPORT

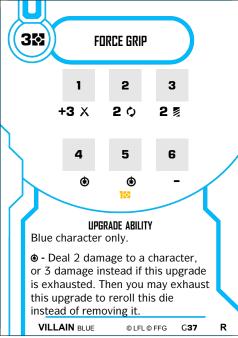
After an opponent's die is turned, you may exhaust this support. Then spot a Blue character to turn an opponent's die to any side.

VILLAIN BLUE

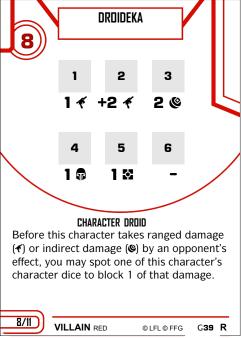
© LFL © FFG

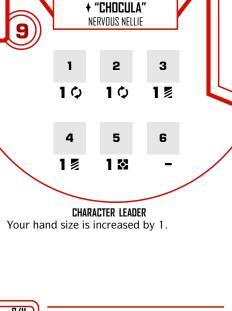
G**36**

J

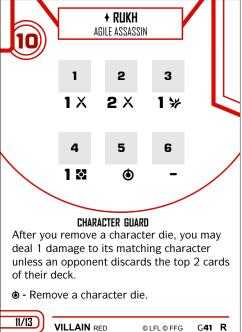


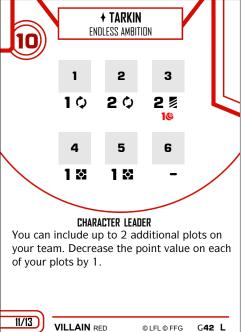






VILLAIN RED ©LFL © FFG G40 R







EXPUNGE

EVENT

Spot 4 Red cards to name a card. Then search an opponent's deck and discard pile for all copies of the named card and set them aside. That opponent shuffles their deck.

VILLAIN RED

© LFL © FFG

G**43**

J



LOFTY ASPIRATIONS

Ambush. (After you play this card, gain 1 action.)

Remove a die showing a value equal to

or less than the number of plots you

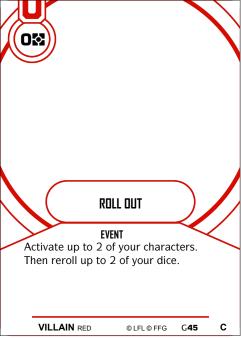
VILLAIN RED

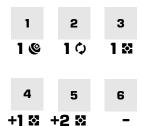
control.

© LFL © FFG

G**44**

:





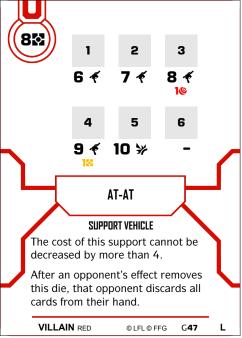
TARKIN INITIATIVE

PLŌT

Action - Exhaust this plot and spot a Red character to roll this die into your pool. Then you may spot Tarkin to reroll this die.

00000000

3





MOUSE DROID

SUPPORT DROID

This support can be activated.

After you activate this support, you may turn one of your dice to a side showing a value of 1. Then you may activate a Red droid you control to

draw a card VILLAIN RED

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SUPREME LOYALTY

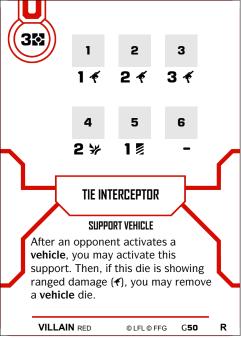
SUPPORT

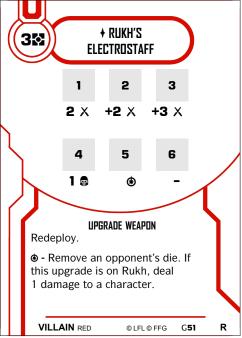
Action - Exhaust this support and resolve one of your dice showing a discard 图 to remove a die.

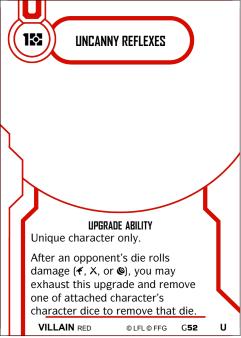
VILLAIN RED

©LFL©FFG G49

С







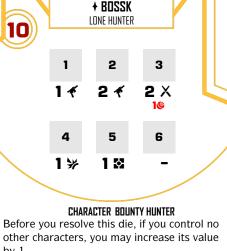


character, ignoring play restrictions. After the upkeep phase begins, you may deal 3 indirect damage to an opponent unless they discard a support or upgrade they

control. 15/19 VILLAIN YELLOW

@ LFL @ FFG

G**53**

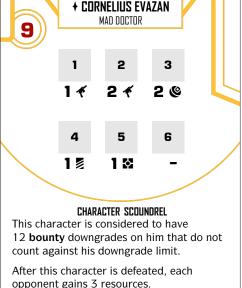


by 1.

10/13 VILLAIN YELLOW

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G54 R



7/10

VILLAIN YELLOW

@ LFL @ FFG

G55 R



card you control into your pool.

9/11 VILLAIN YELLOW

@ LFL @ FFG

G56 S



BRANDISH

EVENT

Spot any number of Yellow cards and spend that number of resources to remove that many dice showing damage (*, X, or *).

VILLAIN YELLOW

©LFL©FFG G**57**



HUTT HOSPITALITY

EVENT

Choose a character and remove one of its character dice and one of its upgrade dice.

VILLAIN YELLOW

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S



SAVAGE IMPULSE

EVENT

Remove one of your character dice to discard a support, upgrade, or downgrade from play with a cost equal to or less than the value showing on that die.

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G**59**

VILLAIN YELLOW



ILL-GOTTEN GAINS

SUPPORT

After an opponent's card leaves play, you may exhaust this support to gain 1 resource.

VILLAIN YELLOW

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G**60**

C







SCUM AND VILLAINY

SUPPORT

Action - Exhaust this support and resolve one of your dice showing a disrupt (¾) to deal 2 indirect damage (⑤) to an opponent.

VILLAIN YELLOW



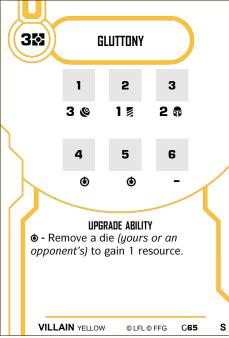
VILLAIN YELLOW

or 🕲).

© LFL © FFG

G**64**

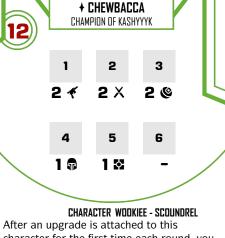
S





DOWNGRADE POISON

After the upkeep phase begins, deal 1 unblockable damage to attached character, or 2 unblockable damage instead if there are 2 or more **poison** downgrades on it.



character for the first time each round, you may deal 1 indirect damage (©) to an opponent.

11/15

HERO GREEN

© LFL © FFG

G**67**

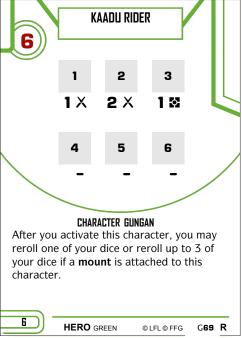


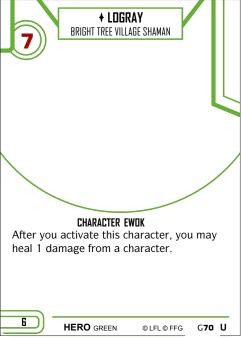
Deal 1 damage to a character. You may turn a die to any side.

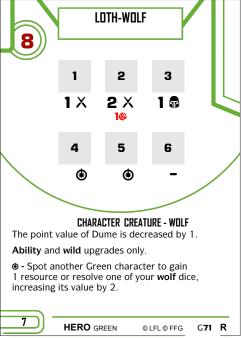
12/16

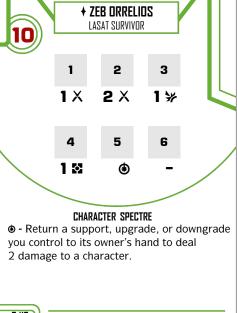
HERO GREEN © LFL © FFG

G68 L









9/12 HERO GREEN @

© LFL © FFG

G**72 R**



Return a support or upgrade you own in play to your hand.

BACK TO BASICS

Renew - 18 (You may play this card from your discard pile for its Renew cost. Set it aside.)

HERO GREEN

©LFL©FFG G**73**

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CYCLE OF LIFE

EVENT

Place 2 non-event cards from your discard pile on the bottom of your deck in any order.

Renew - 18 (You may play this card from your discard pile for its Renew

HERO GREEN

-

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G**74**

J



EXPLORE

EVENT

Choose a color. Then reveal a random card in an opponent's hand. If that card matches the chosen color, gain 1 resource.

HERO GREEN

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GREATER GOOD

Remove one of your Green character dice to heal 2 damage from each of your other characters.



HARMONIZE

Reveal 2 cards from your hand that have the same cost to remove a die. If those cards have the same title, draw 2 cards.



LOCAL CAMOUFLAGE

LUGAL GAMUUI LAU

Give a character 1 shield, or 2 shields instead if your battlefield is in play.



EVENT

Move a card attached to one of your characters to another one of your characters. You may spot 5 Green cards to remove a die.

MUTUAL ACCORD



PRIMEVAL ENDURANCE

EVENT

Return a support or upgrade card you control to its owner's hand to remove a die showing a value equal to or less than that card's cost.

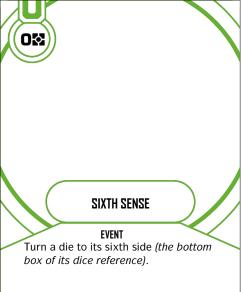
HERO GREEN

@ LFL @ FFG G**80**

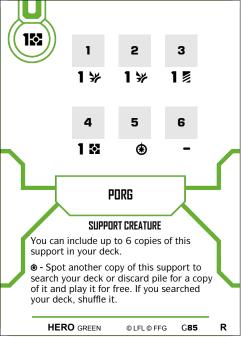




Renew - 28 (You may play this card from your discard pile for its Renew cost. Set it aside.)









PRIMAL PROTECTION

SUPPORT

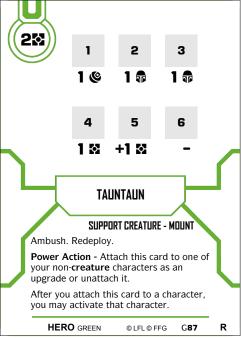
Action - Exhaust this support and resolve one of your dice showing a special (**(4)**) to heal 1 damage from a character.

HERO GREEN

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G**86**

С



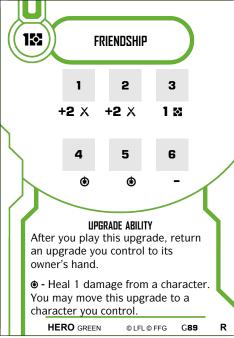


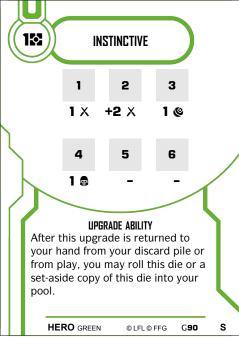
character, activate any number of your characters and supports that share a subtype with it.

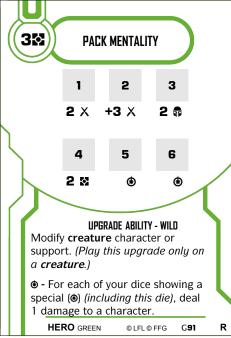
HERO GREEN © LFL © FFG

G**88**

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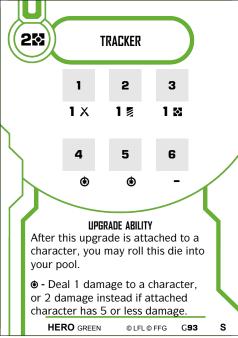


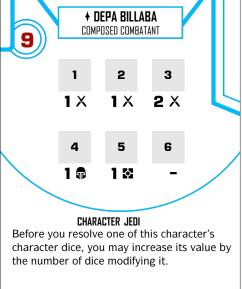


UPGRADE ABILITY

After you activate attached character, you may heal 1 damage from it.

After this upgrade is discarded from play, you may return it to your hand.





9/12 **HERO** BLUE

@ LFL @ FFG

G94



Power Action - Discard an upgrade you

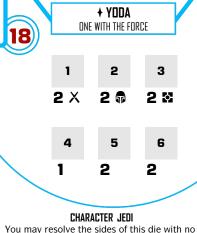
control. Then play an upgrade from your hand, decreasing its cost by the cost of the discarded upgrade. Return the discarded upgrade to its owner's hand.

14/18

HERO BLUE

@ LFL @ FFG

G**95**



symbol as if they were any symbol showing on another one of your dice.

Power Action - Turn a die to any side.

• - Spot a non-Yoda die showing a special to use its special ability.

19/23/2

HERO BLUE

@ LFL @ FFG

G**96** L



© LFL © FFG

G**97**

HERO BLUE



GRIM DETERMINATION

EVENT

Spot a Blue character with 2 or more upgrades on it to remove a die showing a value of 2 or less.

HERO BLUE



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G**98**

С



KNOWLEDGE AND DEFENSE

EVENT Ambush. (After you play this card, gain

Draw 2 cards and give a character 2 shields.

HERO BLUE

1 action.)

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G**99**



+ .IFDI ARCHIVES

SUPPORT LOCATION

During the action phase, play with the top card of your deck revealed. **Action -** Exhaust this support to play the top card of your deck (paying its cost). You may spend 1 resource to ready this support.

HERO BLUE © LFL © FFG G100



SENTIMENTAL MEMORIES

SUPPORT

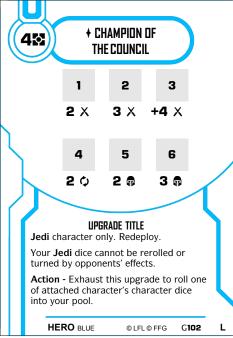
Action - Exhaust this support and resolve one of your dice showing a shield (a) to draw a card.

HERO BLUE

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G**101**

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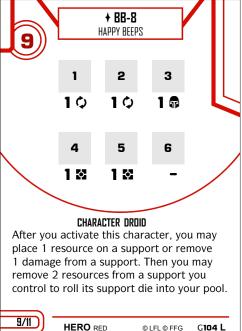
UPGRADE ABILITY

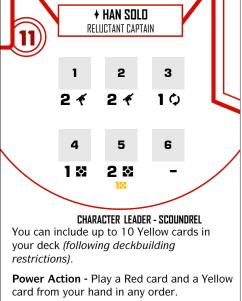
Before attached character takes damage, block that damage. Then discard this upgrade.

HERO BLUE

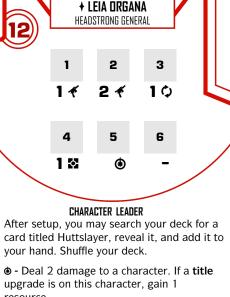
© LFL © FFG

G103





12/15 HERO RED © LFL © FFG G105 R

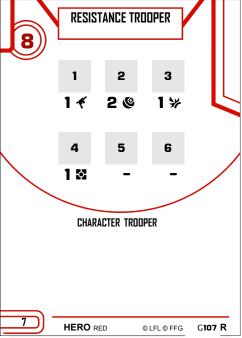


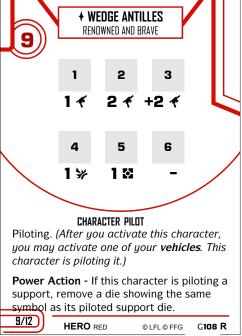
resource.

12/15
HERO RED

© LFL © FFG

G106 S







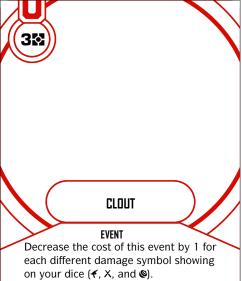
HERO RED

BATTLE FURY

Resolve one of your character's character dice showing damage (*, X, or *). Then resolve any number of its other sides in the order of your choice and set it aside.

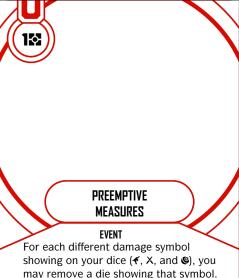
@ LFL @ FFG

G109



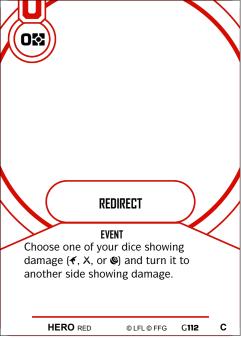
Remove a die.

HERO RED © LFL © FFG G110



may remove a die showing that symbol.

HERO RED © LFL © FFG G111





LEADING THE CHARGE

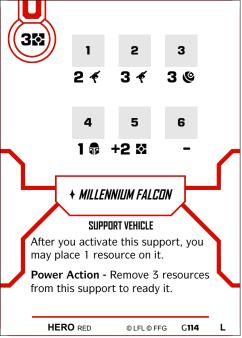
SUPPORT

Action - Exhaust this support and resolve one of your dice showing a focus (4), increasing its value by 1.

HERO RED

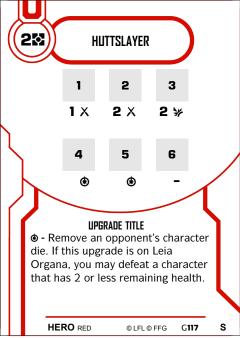
©LFL © FFG G113

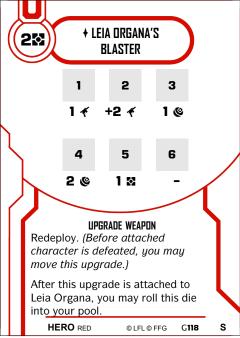
С

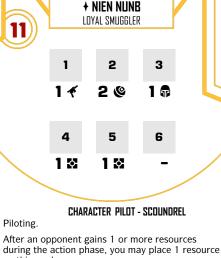










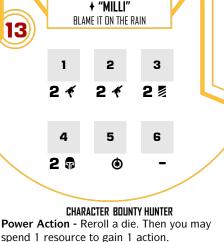


on this card. Resources on this card can be used to pay for the first event you play each round.

13/15 HERO YELLOW

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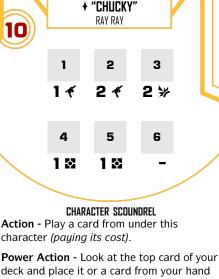
G119 R



 Gain 1 resource or resolve a character die in an opponent's pool as if it were in your pool.

HERO YELLOW © LFL

© LFL © FFG G120 L



facedown under this character (you can look at them at any time). G121 L

10/13 **HERO** YELLOW © LFL © FFG



A GAME OF SARACC

EVENT

Play only if you have 3 or more resources.

Each player reveals 2 cards from their hand. Then the player whose revealed cards have the highest combined cost takes 1 resource from each other player (ignore if there is a tie).

HERO YELLOW

© LFL © FFG G122



HASTE

EVENT Ambush. (After you play this card, gain 1 action.)

Play an event from your hand (paying its cost).

HERO YELLOW © LFL © FFG G123



SOLICIT

EVENT

Spot up to 4 Yellow cards to reroll that many dice. Then gain resources equal to the number of different values showing on those dice.

HERO YELLOW

© LFL © FFG

G124



SPOILS OF WAR

EVENT

Reroll up to 2 of an opponent's dice. If that opponent claimed the battlefield this round, resolve any number of their dice as if they were in your pool.

HERO YELLOW

© LFL © FFG

G**125**

J



SUBTERFUGE

EVENT

Spot 3 Yellow cards to reroll an opponent's die. Then remove that die if it is showing the same symbol as another die in that opponent's pool.

HERO YELLOW

©LFL©FFG G126



SWAGGER

EVENT

Each opponent with 4 or more dice in their pool chooses and removes their dice until they have 3 dice in their pool.

HERO YELLOW © LFL © FFG G127

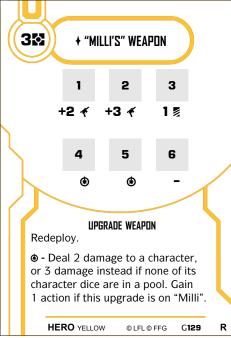


SMUGGLER'S INTUITION

SUPPORT

Action - Exhaust this support and resolve one of your dice showing a resource (☑) to gain 1 resource.

HERO YELLOW © LFL © FFG G128





I**⊗**

HERDIC INTENTIONS

EVENT

Reroll one of your dice. Then you may resolve that die, increasing its value by 2.

HERO GRAY © LFL © FFG G131

+ BOUSHH'S HELMET

UPGRADE EQUIPMENT

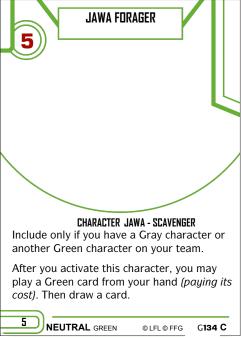
Action - Exhaust this upgrade to turn one of attached character's character dice to a side showing damage (*, X, or *) or a special (*).

HERO GRAY



After you play a **disaster** event, you may remove a die.

NEUTRAL GREEN © LFL © FFG G133 L





DOMNORADE INJURI

Action - If attached character has damage on it equal to or more than half of its health, exhaust this downgrade to remove one of its character or upgrade dice.

G135



NEUTRAL GREEN © LFL © FFG G136

R



DESCEND INTO THE DEEP

EVENT Search your deck for up to 3 different cards and discard them. Shuffle your deck.

NEUTRAL GREEN



© LFL © FFG G137



FROM THE DEPTHS

EVENT

Set aside any number of Green cards from your discard pile to play a Green card from your hand, decreasing its cost by that number.

NEUTRAL GREEN



G**138**

С





INTO THE WILDS

EVENT

Spot a Green character to choose a value and reroll a die. Then, if that die just rolled the chosen value, remove it.

NEUTRAL GREEN © LFL © FFG G140



INVIGORATE

EVENT

Spot a Green character to play a Green card from your hand, decreasing its cost by 1.

NEUTRAL GREEN © LFL © FFG G141



LIVING OFF THE LAND

Spot a Yellow character to gain 1 resource.



NATURAL SELECTION

EVENT

Search the top 3 cards of your deck for a Green card, reveal it, and add it to your hand. Place the remaining cards on the bottom of your deck in any order.

NEUTRAL GREEN

© LFL © FFG

G**143**

S



NATURE'S WRATH

EVENT DISASTER

Spot 3 Green cards to remove a die.
Then set that die and this event aside.

NEUTRAL GREEN

© LFL © FFG

G**144**

14



ONE WITH NATURE

EVENT

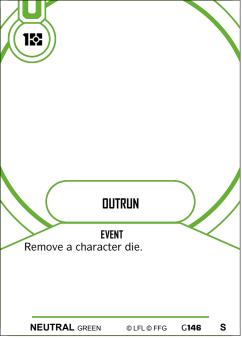
Search your deck for a **wild** upgrade, reveal it, and add it to your hand. Shuffle your deck.

NEUTRAL GREEN

© LFL © FFG

G**145**

s





PLAYFUL SPIRIT

EVENT

Reroll up to 3 dice (yours and/or opponents'). If you paid this event's Renew cost, draw a card.

Renew - 1₺ (You may play this card from your discard pile for its Renew

NEUTRAL GREEN © LFL © FFG G147



PRIMAL URGE

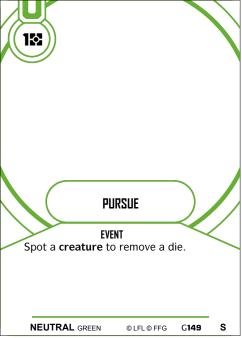
FVFNT

Resolve one of your **creature** dice, increasing its value by 1.

NEUTRAL GREEN © LFL © FFG

G**148**

S





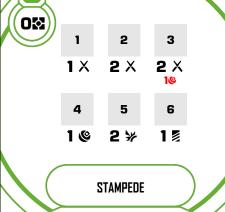
EVENT

SPECIAL BOND

Activate a character and a **creature** you control. Then heal 1 damage from a character.

Renew - 1™ (You may play this card from your discard pile for its Renew

NEUTRAL GREEN © LFL © FFG G150



Spend up to 8 resources. For each resource spent, roll this die into your pool and resolve it. If you spent 4 or more resources, deal 1 damage to each of an opponent's characters.

NEUTRAL GREEN @

©LFL©FFG G**151**

R



STOMPING GROUND

EVENT

Discard the top 3 cards of your deck to remove a die showing a value of 1 or less.

NEUTRAL GREEN © LFL © FFG G152



EVENT
Spot a Red character to remove up to 2 dice.



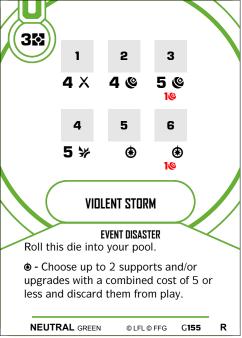
TUSKEN CALL

EVENT Choose and do 1 or, if the battlefield is on

- Tatooine, choose and do up to 3:
 - Use the claim ability on the battlefield.
 - Turn a die to a side showing a cost.Remove a die showing a value of 3.

NEUTRAL GREEN © LFL © FFG G154

S





WANDERLUST

Spot 3 Green cards to switch the battlefield with your battlefield. Spot a **location** to gain 1 resource.

NEUTRAL GREEN © LFL © FFG G156



WILD HORIZONS

EVENTRemove a Blue, Red, or Yellow die.

Renew - 28 (You may play this card from your discard pile for its Renew cost. Set it aside.)

NEUTRAL GREEN



G**157**

8

CALL OF THE WILD

PLOT

Bring 8 different Green events to the game, ignoring deckbuilding restrictions, and place them facedown under this plot in a random order.

After you resolve a Green die, you may exhaust this plot to draw the top card from under it.

2

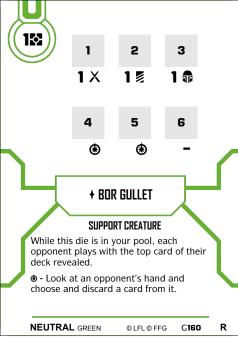
TRAVERSE THE GALAXY

PLOT MISSION

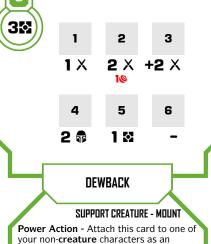
Bring 4 additional different battlefields to the game and place them facedown under this plot.

After you activate a unique Green character, you may exhaust this plot to set a card from under it aside, faceup. Then, if all cards under it are set aside, use each claim ability and power action on them.

2







upgrade or unattach it. After this card is attached to a character, you may give that character 1 shield. Gain 1 action.

NEUTRAL GREEN

© LFL © FFG

G162

R



♦ SURVIVAL OF THE FITTEST

SUPPORT

After the upkeep phase begins, deal 1 damage to each character that has the lowest remaining health.

NEUTRAL GREEN

© LFL © FFG

G**163**

J



TEMPERAMENTAL

SUPPORT

After one of your creature or wild dice is rolled, you may exhaust this support to reroll that die.

NEUTRAL GREEN

@ LFL @ FFG G164



VITALIZATION

SUPPORT

Before you play a Green event, you may exhaust this support to decrease its cost or Renew cost by 1.

NEUTRAL GREEN

© LFL © FFG G165



VULPTEX

SUPPORT CREATURE

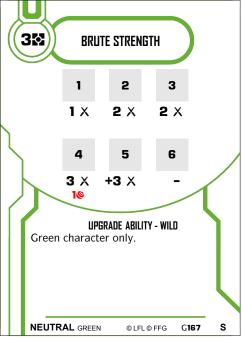
This support can be activated.

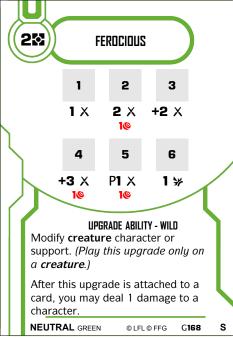
After you activate this support, you may spot a Green character to discard the top card of a deck.

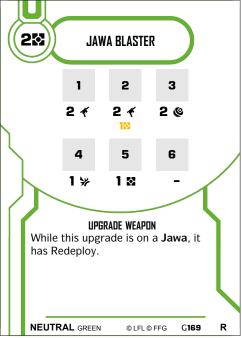
NEUTRAL GREEN

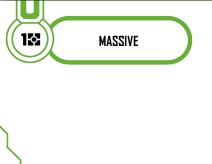


G166









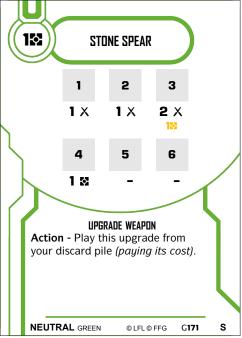
UPGRADE WILD

Modify creature character or support. (Play this upgrade only on a creature.)

You may distribute indirect damage (6) to this upgrade as if it were a character with 3 health (do not discard it if it has 3 or more damage).

NEUTRAL GREEN

© LFL © FFG G170



GREAT PIT OF CARKOON TATOOINE

BATTLEFIELD

Claim - Resolve one of your dice, increasing its value by 1 if it is Green.

© LFL © FFG



ALTERING THE DEAL

EVENT

Choose up to one die in each player's pool. For each chosen die, turn it to any side or remove it. Spot 4 Blue cards to draw a card.

NEUTRAL BLUE

@ LFL @ FFG

G**173**

С



ASSURED STRIKE

EVENT MOVE

Turn up to 2 of your dice to sides showing melee (X) damage and resolve them, decreasing each of their values by 1. Then you may spot a card titled Juyo Mastery to deal 1 unblockable damage to a character.

© LFL © FFG

G174

NEUTRAL BLUE



DECISIVE CONFRONTATION

EVENT

Spot 4 Blue cards to force an opponent to choose a die in their pool. Then resolve that die as if it were in your pool.

NEUTRAL BLUE

© LFL © FFG G175



LIGHTSABER PROWESS

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Spot any number of **form** upgrades to remove that many dice.

NEUTRAL BLUE

UE © LFL © FFG G176



MIND OVER MATTER

EVENT

- Choose and do 1 or, if your battlefield is in play, choose and do up to 3:

 Draw 2 cards. Discard a card from your
 - hand.
 - Remove 2 shields from a character.

- Remove a die showing a value of 0.

NEUTRAL BLUE © LEL® FEG G177



PURGE

EVENT

Each player may choose one support they control. Discard all supports from play that were not chosen.

NEUTRAL BLUE

© LFL © FFG

G**178**

J



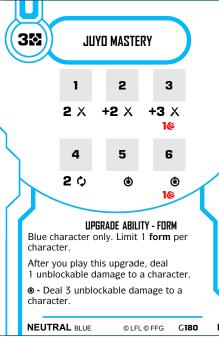
SWIFT FLANK

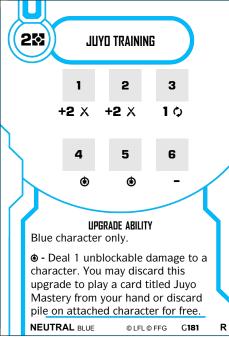
EVENT MOVE Activate one of your characters. Then, if

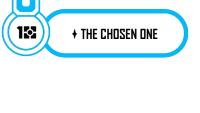
you just rolled a die showing damage (₹, X, or ७), deal 1 damage to a character, or 2 unblockable damage instead if the activated character has a card titled Juyo Mastery on it NEUTRAL BLUE

@ LFL @ FFG

G179







UPGRADE TITLEAnakin Skywalker, **Jedi**, or **Sith**character only.

After you activate attached

NEUTRAL BLUE

character, remove a villain die if there are more villain dice in all pools than hero dice, or vice versa.

© LFL © FFG

G**182 U**

LOST JEDI TEMPLE LOTHAL

BATTLEFIELD

Power Action - Draw a card.

© LFL © FFG



DEMOLISH

EVENT

Resolve one of your dice, increasing its value by 1 for each different damage symbol (*, X, and *) showing on all dice (including itself).

NEUTRAL RED

©LFL © FFG G184

S



EVENT

Resolve one of your dice, increasing its value by 1 if an opponent's die is showing the same symbol as it.

NEUTRAL RED

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G**185**



GUIDANCE

EVENT

Turn one of your dice to any side.

Renew - 1≅ (You may play this card from your discard pile for its Renew

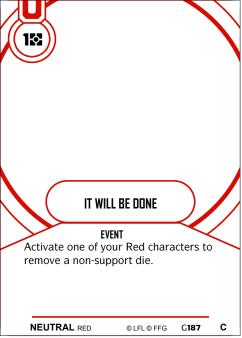
NEUTRAL RED

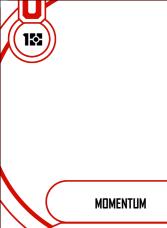
cost. Set it aside.)

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G**186**

S





EVENT Spot any number of Red cards to ready a character with a point value equal to that number. Set this event aside.

NEUTRAL RED

© LFL © FFG

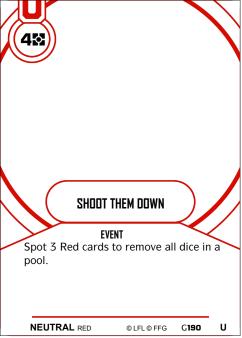
G188



NEUTRAL RED

© LFL © FFG

G189





STAY ON TARGET

EVENT

Choose and do 1 or, if you control the battlefield, choose and do up to 3:

Remove a die showing a value of 1.

- Activate one of your characters or supports.
- Turn one of your character dice to any side.

NEUTRAL RED

©LFL©FFG G191



THUMBS UP

EVENT Each other player turns one of their dice to any side. Then you turn one of your dice to any side.

NEUTRAL RED

© LFL © FFG

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G**192**

)





BESIEGE

SUPPORT After an opponent's effect causes

them to draw 1 or more cards or gain 1 or more resources, you may deal 1 indirect damage (©) to them.

After the upkeep phase begins, discard this support.

NEUTRAL RED ©LFL © FFG G194



EMPIRE AT WAR

SUPPORT

Each die in any pool is showing indirect damage (@) instead of its symbol (it keeps its value).

After the upkeep phase begins, discard this support from play.

NEUTRAL RED

@ LFL @ FFG G**195**

MURII 17F THE RESERVES

PLOT

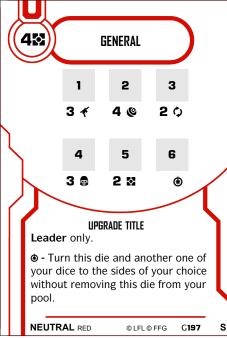
After the upkeep phase begins, you may set this plot aside. Then spot a character to add a set-aside character that is 8 or fewer points, and of the same color and affiliation as that character, to your team.

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CONTESTED BATTLEGROUND

BATTLEFIELD

this battlefield to an opponent After you play a card, you may remove a die showing a value equal to the cost of that card. Then give control of NEUTRAL

© LFL © FFG



Power Action - Choose a die on a card an opponent controls and have them roll it into their pool. Then deal damage to a character equal to the value showing on that die, to a maximum of 2

9/12 NEUTRAL YELLOW

©LFL © FFG G199 R



BURST OF FLAME

EVENT

Discard any number of Yellow cards from your hand to remove that many dice.

NEUTRAL YELLOW

© LFL © FFG G**200**



CONFINE

EVENT

Look at an opponent's hand. Then you may spend resources equal to the cost of a card in their hand to discard it.

NEUTRAL YELLOW © LFL © FFG G201



DISARMING SHOT

EVENT

Remove an upgrade die. If it is an equipment or weapon die, you may spend 2 resources to discard its matching card from play.

NEUTRAL YELLOW



DNIIRI F RI LIFF

EVENT

Name a card. Then an opponent may say "call". If they do not, you may play that card from your hand to gain 2 resources. If they do, reveal your hand

and deal 3 indirect damage to them if

@ LFL @ FFG

G203

that card is not in your hand NEUTRAL YELLOW



ENTRAP

EVENT

Reroll 2 dice. Then, if those dice are showing different symbols, deal 2 damage each to up to 2 different characters.

NEUTRAL YELLOW

© LFL © FFG G204



FLY CASUAL

EVENT

Choose and do 1 or, if you do not control the battlefield, choose and do up to 3:

- Reroll up to 2 dice.
- Resolve up to 2 of your dice.

Remove a die showing a value of 2.

NEUTRAL YELLOW

© LFL © FFG G205



HIJINKS

EVENT Reroll a die (yours or an opponent's).

Gain 1 action.

Renew - 1≅ (You may play this card from your discard pile for its Renew

NEUTRAL YELLOW

cost. Set it aside.)

©LFL©FFG (

G**206**

6



I DON'T LIKE YOU, EITHER

EVENT

Remove one of your dice to remove up to 2 dice each showing a value of 2 or less.

NEUTRAL YELLOW

©LFL © FFG G207



ILLICIT SHIPMENT

EVENT

Gain 1 resource unless an opponent discards an event from their hand



INTERFERE

EVENT

Reroll 2 of an opponent's dice. Then, if those dice are showing the same symbol, you may remove one of them.

NEUTRAL YELLOW

©LFL © FFG G209

S



OPPRESSION

EVENT

Each opponent with 4 or more resources loses resources until they have 3 resources.

NEUTRAL YELLOW © LFL © FFG

G210



NWUUMUHS

EVENT An opponent rerolls one of their dice.

Then reroll one of your dice. The player whose die is showing the higher value between those dice deals 2 damage to a

character (both players deal 2 damage if tied). **NEUTRAL** YELLOW

© LFL © FFG

G211



TAUNT

EVENT

Choose a die on a card an opponent controls and have them roll it into their pool. Then spot 4 Yellow cards to gain 1 resource.

NEUTRAL YELLOW

©LFL © FFG G212

C

UNDER THE RADAR

PLOT

You cannot play more than 2 cards from your hand each round.

Before you play a Yellow card, you may exhaust this plot to decrease its cost by 1.

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+ THE MODAL NODES

SUPPORT

There is one additional upkeep phase after the first upkeep phase each round.

NEUTRAL YELLOW

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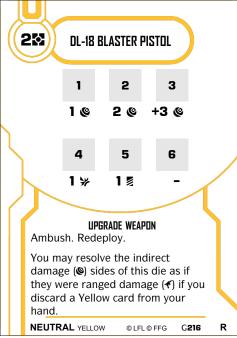
G**214**

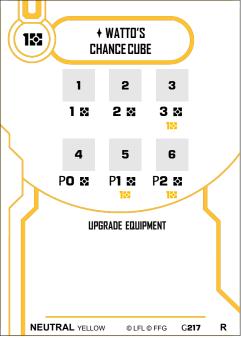
14 l



LIPERADE WEAPONAfter a character takes damage from this die, you may play a setaside Poisoned (G67) on that character for free.

NEUTRAL YELLOW © LFL © FFG G215





TATODINE

JABBA'S THRONE ROOM

BATTLEFIELD

Claim - Gain 1 resource. Then, if an opponent has no resources, deal 1 indirect damage (@) to them.

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FLOW OF BATTLE

SUPPORT

After a character is defeated, you may exhaust this support to have an opponent lose 1 resource.

After a character is added to your team, you may exhaust this support to gain 1 resource.

NEUTRAL GRAY

© LFL © FFG

G**219**

U



STAND TOGETHER

EVENT

Spot a Blue card to remove a support die. Spot a Green card to remove a character die. Spot a Red card to remove an upgrade die. Spot a Yellow card to remove a downgrade or event die.

NEUTRAL GRAY

(C)

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G**220**

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TAME

EVENT

Remove a **creature** or **wild** die.

INGENUITY

PLOTYour deck limit is increased by 10.

After you draw a card from an effect, you may exhaust this plot to draw a card.

00000000

WORTHY CAUSE

PLOT

Action - Exhaust this plot and deal indirect damage to yourself equal to the number of characters you control to remove a die showing a value of 2 or less

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3

DUNE SEA Tatodine

BATTLEFIELD

and removes it unless they spend 1 resource. **Power Action** - Each opponent chooses one of their dice

© LFL © FFG

NEUTRAL

FETID SWAMP DAGOBAH

Power Action - Use the claim ability on this battlefield.

card in a discard pile aside.

Claim - Discard the top card of a deck. You may set a

BATTLEFIELD

© LFL © FFG

NEUTRAL

ICE CAVERN 플

BATTLEFIELD

card attached to it.

Power Action - Deal 1 damage to a character with a

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NEUTRAL