

16**✦ JABBA'S RANCOR**
SAVAGE MONSTROSITY**1****1** ✕**2****2** ✕**3****3** ✕**1** ☹**4****P1** ✕**5****1** ☹**6**

☹

CHARACTER CREATURE**Wild** upgrades only.

☹ - Deal 2 damage to a character. Then, if that character has 2 or less remaining health, defeat it.

KRAYT DRAGON

25

1

2 X

2

3 X

3

4 X



4

5 X



5

1



6

-

CHARACTER CREATURE

Wild upgrades only.

After this character enters play, set aside all but one of its character dice.

After the upkeep phase begins, you may have this character gain one of its character dice that was set aside.

8

✦ MALAKILI

ATTENTIVE BEASTMASTER

1

1 X

2

2 X

3

1 ↺

4

1 

5



6

-

CHARACTER SCAVENGER

While this character's character die is in your pool, opponents cannot resolve feral sides on your **creature** dice.

☼ - Gain 1 resource and you may turn one of your **creature** dice to any side.

NEXU

9

1

1 X

2

2 X

3

2 X

4

P1 X

2☹

5

P2 X

1☹

6

1☹

CHARACTER CREATURE

Wild upgrades only.

After you activate this character, if its character die rolled a feral side, you may deal 1 damage to a damaged character.

9

VILLAIN GREEN

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G4 R

7

TUSKEN PLUNDERER

CHARACTER SCAVENGER

After you activate this character, you may discard the top 2 cards of your deck. Then return a random card from your discard pile to your hand.

6

VILLAIN GREEN

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WAMPA

10

1

1 X

2

2 X

3

3 X



4

P2 X



5

1

6

1

CHARACTER CREATURE

Wild upgrades only.

After an opponent's character takes damage from this die, you may play a set-aside Mangled (G7) on it for free. Then, if the battlefield is on Hoth, deal 1 damage to that character.

10

VILLAIN GREEN

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G6 R



MANGLED

DOWNGRADE INJURY

Damaged character without a Mangled on it only.

Attached character has -1 upgrade limit.



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.



3

DECIMATE

EVENT

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

**1****1 X****2****2 X****3****+2 X****4****P1 X****5****1** **6****1**

HUNTING PACK

EVENT

You can include up to 3 copies of this 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.



INFEST

EVENT

Ambush.

Return a support, upgrade, or downgrade an opponent controls to its owner's hand. That opponent gains resources equal to its cost.



ON THE PROWL

EVENT

Either exhaust a support, or spend 1 resource to ready a **creature** support.



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.



PRIMITIVE STRIKE

EVENT

Deal 1 damage to any number of damaged characters.



2

RUMMAGE

EVENT

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

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



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 ☹).



THRILL OF THE HUNT

EVENT

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



THROUGH THE TRAP DOOR

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.



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.

**1****1** ✕**2****2** ⚡**3****2** 🛡️**4****5****6****-****⚡ BUBO****SUPPORT CREATURE**

🌟 - Gain 1 resource or remove a die showing damage (⚡, ✕, or 🌀).

**1****1** ✕**2****2** ✕**3****3** **1** **4****P2** **5****1** **6****1**

RAMPAGING RATHTAR

SUPPORT CREATURE

After you play this support, you may 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.

**1****1** ✕**2****2** ✕**3****1** ✂**4****1** ▨**5****1** ☉**6****-**

♦ **SALACIOUS B.
CRUMB**

SUPPORT CREATURE

After this die is rolled into your pool, reroll up to 2 dice. Then spot Jabba the Hutt to force an opponent to choose and discard a card from their hand.

**1****3 X****2****4 X****1** **3****P2 X****3** **4****5****1** **6****2** **⚡ SARLACC****SUPPORT CREATURE**

Power Action - Defeat a character you control to ready this support.

- Deal 4 damage to a character or discard another support from play.

**1****2****3****2** X**3** X**P1** X**1** ☹**2** ☹**4****5****6****3** 🌿**2** 🧐

☹

TERENTATEK**SUPPORT CREATURE**

☹ - Deal 2 damage to a character. If 1 or more of this damage was not blocked, play a set-aside Poisoned (G67) on that character for free.



TRAMPLE

SUPPORT

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



KILLER INSTINCT

1

1 X

2

2 X



3

+2 X

4

P1 X



5

P2 X



6

1

UPGRADE ABILITY - WILD

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

After you activate attached **creature**, you may reroll one of your Green dice.

12

GRAND INQUISITOR

COLD AND CALCULATING

1

2 ✕

2

3 ✕

1 

3

1 

4

1 

5

1 

6

-

CHARACTER INQUISITOR

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.

"FRANKENBERRY"

7

1

1 X

2

2 X



3

+2 X



4

1

5

1

6

-

CHARACTER SCAVENGER

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

7

VILLAIN BLUE

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10

♦ **PALPATINE**
MASTER MANIPULATOR

1**1** ↻**2****2** ↻**3****2** ↻**4****1** ▨**5****1** ☉**6****-**

CHARACTER LEADER - SITH

The focus (↻) sides on this die can be used to turn dice in all pools.



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 discard pile to your hand.



INQUISITION

EVENT

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



SPINNING BLADES

EVENT MOVE

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.

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.



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.

3 **FORCE GRIP****1****+3** ✕**2****2** ↺**3****2** ≡**4****5****6****-****UPGRADE ABILITY**

Blue character only.

☼ - Deal 2 damage to a character, or 3 damage instead if this upgrade is exhausted. Then you may exhaust this upgrade to reroll this die instead of removing it.

2 **"BEATSTICK"****1****X X****2****+X X****3****+X X****4****X** **5****X** **6****-****UPGRADE WEAPON**

The X value on this die is equal to the number of Blue characters you control.

DROIDEKA

8

1

1 

2

+2 

3

2 

4

1 



5

1 

6

-

CHARACTER DROID

Before this character takes ranged damage () or indirect damage () by an opponent's effect, you may spot one of this character's character dice to block 1 of that damage.

9

✦ "CHOCULA"
NERVOUS NELLIE

1

1 ↺

2

1 ↺

3

1 ▨

4

1 ▨

5

1 ⚙

6

-

CHARACTER LEADER

Your hand size is increased by 1.

10**✦ RUKH****AGILE ASSASSIN****1****1** ✕**2****2** ✕**3****1** ✎**4****1** ☒**5**

☒

6**-****CHARACTER GUARD**

After you remove a character die, you may deal 1 damage to its matching character unless an opponent discards the top 2 cards of their deck.

☒ - Remove a character die.

10

⚡ **TARKIN**
ENDLESS AMBITION

1**1** ↺**2****2** ↺**3****2** ⚡**1** ⚡**4****1** ⚡**5****1** ⚡**6****-**

CHARACTER LEADER

You can include up to 2 additional plots on your team. Decrease the point value on each of your plots by 1.



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.



LOFTY ASPIRATIONS

EVENT

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 control.



ROLL OUT

EVENT

Activate up to 2 of your characters.
Then reroll up to 2 of your dice.

1**1** **2****1** **3****1** **4****+1** **5****+2** **6****-**

TARKIN INITIATIVE

PLOT

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.

3



1

6 

2

7 

3

8 

10 

4

9 

10 

5

10 

6

-

AT-AT

SUPPORT VEHICLE

The cost of this support cannot be decreased by more than 4.

After an opponent's effect removes this die, that opponent discards all cards from their hand.



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.



SUPREME LOYALTY

SUPPORT

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



1

1

2

2

3

3

4

2

5

1

6

-

TIE INTERCEPTOR

SUPPORT VEHICLE

After an opponent activates a **vehicle**, you may activate this support. Then, if this die is showing ranged damage () , you may remove a **vehicle** die.

3 

⚡ RUKH'S ELECTROSTAFF

1**2** ✕**2****+2** ✕**3****+3** ✕**4****1** **5****6****-**

UPGRADE WEAPON

Redeploy.

⚡ - Remove an opponent's die. If this upgrade is on Rukh, deal 1 damage to a character.



UNCANNY REFLEXES

UPGRADE ABILITY

Unique character only.

After an opponent's die rolls damage (⚡, X, or ☹), you may exhaust this upgrade and remove one of attached character's character dice to remove that die.

13

⚡ BLACK KRRSANTAN FEROCIOUS GLADIATOR

1

2 ✕

2

4 ✕



3

2 ⚡



4

1 ⚡

5

1 ⚡

6

-

CHARACTER WOOKIEE - BOUNTY HUNTER

You can play **wild** upgrades on this 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.

10**◆ BOSSK**
LONE HUNTER**1****1** **2****2** **3****2** **1** **4****1** **5****1** **6****-****CHARACTER BOUNTY HUNTER**

Before you resolve this die, if you control no other characters, you may increase its value by 1.

9

✦ CORNELIUS EVAZAN
MAD DOCTOR

1

1 

2

2 

3

2 

4

1 

5

1 

6

-

CHARACTER SCOUNDREL

This character is considered to have 12 **bounty** downgrades on him that do not count against his downgrade limit.

After this character is defeated, each opponent gains 3 resources.

7/10

VILLAIN YELLOW

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9

⚡ JABBA THE HUTT

CRIME LORD

1

2 

2

1 

3

1 

4

1 

5

1 

6

-

CHARACTER LEADER - SCOUNDREL

After you activate this character, you may spend 1 resource to roll a **creature** die on a card you control into your pool.



BRANDISH

EVENT

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

HUTT HOSPITALITY

EVENT

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



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.



ILL-GOTTEN GAINS

SUPPORT

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



1

2

2

3



3

2

4

1

5

3



6

-

⚡ *KHETANNA*

SUPPORT VEHICLE

After you activate this support, you may have each player gain 1 resource.

**1****1 X****2****2 X****3****2 X****4****1** **5****2** **6****-**

PALACE GUARDS

SUPPORT GUARD

After you play this support, you may give a character 1 shield or give Jabba the Hutt 2 shields.



SCUM AND VILLAINY

SUPPORT

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

**1****1** **2****3** **3****1** **4****1** **5****1** **6****-**

WEEQUAY THUG

SUPPORT PIRATE - SCOUNDREL

After you play this support, you may remove a die showing damage (, , or).

3

GLUTTONY

1**3** **2****1** **3****2** **4****5****6****-**

UPGRADE ABILITY

- Remove a die (*yours or an opponent's*) to gain 1 resource.

2H**POISONED****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.

12

⚡ **CHEWBACCA**
CHAMPION OF KASHYYYK

1**2** ⚡**2****2** ✖**3****2** 🌀**4****1** 🛡️**5****1** 🧩**6****-**

CHARACTER WOOKIEE - SCOUNDREL

After an upgrade is attached to this character for the first time each round, you may deal 1 indirect damage (🌀) to an opponent.

12

⚡ **DUME**
FIGHT TOGETHER

1**2** ✕**2****2** ✕**3****1** ↻**4****1** ☀**5****6**

CHARACTER CREATURE - WOLF - LEADER

You can include up to 5 non-villain Blue cards in your deck. You cannot have Kanan Jarrus on your team.

Ability and **wild** upgrades only.

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

KAADU RIDER

6

1

1 X

2

2 X

3

1 

4

-

5

-

6

-

CHARACTER GUNGAN

After you activate this character, you may reroll one of your dice or reroll up to 3 of your dice if a **mount** is attached to this character.

6

7

✦ **LOGRAY**

BRIGHT TREE VILLAGE SHAMAN

CHARACTER EWOK

After you activate this character, you may heal 1 damage from a character.

6

HERO GREEN

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LOTH-WOLF

8

1

1 X

2

2 X

1 

3

1 

4



5




6

-

CHARACTER CREATURE - WOLF

The point value of Dume is decreased by 1.

Ability and **wild** upgrades only.

 - Spot another Green character to gain 1 resource or resolve one of your **wolf** dice, increasing its value by 2.

10

⚡ **ZEB ORRELIDS**
LASAT SURVIVOR

1

1 ✕

2

2 ✕

3

1 ⚡

4

1 ☀

5

☀

6

-

CHARACTER SPECTRE


☀ - Return a support, upgrade, or downgrade you control to its owner's hand to deal 2 damage to a character.



BACK TO BASICS

EVENT

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


Renew - 1  (You may play this card from your discard pile for its Renew cost. Set it aside.)



CYCLE OF LIFE

EVENT

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

Renew - 1  (You may play this card from your discard pile for its Renew cost. Get it ready.)



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.



GREATER GOOD

EVENT

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



HARMONIZE

EVENT

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

EVENT

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



MUTUAL ACCORD

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.



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.



REGROWTH

EVENT

Return a Green card not titled Regrowth from your discard pile to your hand.



REVIVE

EVENT

Heal 2 damage from a character.

Renew - 2 \blacksquare *(You may play this card from your discard pile for its Renew cost. Set it aside.)*



SIXTH SENSE

EVENT

Turn a die to its sixth side (*the bottom box of its dice reference*).

TOSS

EVENT

Spot a **wolf** to deal 1 damage to a character and remove all of that character's character dice.

**1****1** **2****1** **3****1** **4****1** **5****6****-****PORG****SUPPORT CREATURE**

You can include up to 6 copies of this support in your deck.

⌚ - Spot another copy of this support to search your deck or discard pile for a copy of it and play it for free. If you searched your deck, shuffle it.



PRIMAL PROTECTION

SUPPORT

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



1

1

2

1

3

1

4

1

5

+1

6

-

TAUNTAUN

SUPPORT CREATURE - MOUNT

Ambush. Redeploy.

Power Action - Attach this card to one of your non-**creature** characters as an upgrade or unattach it.

After you attach this card to a character, you may activate that character.



ALPHA STATUS

UPGRADE ABILITY

Leader character only.

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



FRIENDSHIP

1

+2 ✕

2

+2 ✕

3

1

4



5



6

-

UPGRADE ABILITY

After you play this upgrade, return an upgrade you control to its owner's hand.

- Heal 1 damage from a character. You may move this upgrade to a character you control.



INSTINCTIVE

1

1 ✕

2

+2 ✕

3

1 🎯

4

1 🛡️

5

-

6

-

UPGRADE ABILITY

After this upgrade is returned to your hand from your discard pile or from play, you may roll this die or a set-aside copy of this die into your pool.



3 

PACK MENTALITY

1**2** **2****+3** **3****2** **4****2** **5****6**

UPGRADE ABILITY - WILD

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

 - For each of your dice showing a special () (*including this die*), deal 1 damage to a character.



SELF-PRESERVATION

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.

2

TRACKER

1**1** ✕**2****1** **3****1** **4****5****6****-**

UPGRADE ABILITY

After this upgrade is attached to a character, you may roll this die into your pool.

- Deal 1 damage to a character, or 2 damage instead if attached character has 5 or less damage.

9**† DEPA BILLABA**
COMPOSED COMBATANT**1****1 X****2****1 X****3****2 X****4****1** **5****1** **6****-****CHARACTER JEDI**

Before you resolve one of this character's character dice, you may increase its value by the number of dice modifying it.

13**⚡ MACE WINDU**
PARTY CRASHER**1****1** ✕**2****2** ✕**3****3** ✕**4****1** **5****1** **6****-****CHARACTER JEDI**

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.

18**⚡ YODA****ONE WITH THE FORCE****1****2****3****2** ✕**2** 🏠**2** 🏠**4****5****6****1****2****2****CHARACTER JEDI**

You may resolve the sides of this die with no 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.



FEND

EVENT

Give a character 1 shield.

Renew - 0  *(You may play this card from your discard pile for its Renew cost. Set it aside.)*



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.

25

KNOWLEDGE AND DEFENSE

EVENT

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

Draw 2 cards and give a character 2 shields.



⚡ JEDI 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.



SENTIMENTAL MEMORIES

SUPPORT

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

4 

✦ CHAMPION OF THE COUNCIL

1**2** ✕**2****3** ✕**3****+4** ✕**4****2** ↺**5****2** **6****3** 

UPGRADE TITLE

Jedi character only. Redeploy.

Your **Jedi** dice cannot be rerolled or turned by opponents' effects.

Action - Exhaust this upgrade to roll one of attached character's character dice into your pool.



**MAY THE FORCE
BE WITH YOU**

UPGRADE ABILITY

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

9**⚡ BB-8**

HAPPY BEEPS

1**1** ↺**2****1** ↺**3****1** 🤖**4****1** ⚙️**5****1** ⚙️**6****-****CHARACTER DROID**

After you activate this character, you may place 1 resource on a support or remove 1 damage from a support. Then you may remove 2 resources from a support you control to roll its support die into your pool.

11

♦ HAN SOLO
RELUCTANT CAPTAIN

1

2 

2

2 

3

1 

4

1 

5

2 1 

6

-

CHARACTER LEADER - SCOUNDREL

You can include up to 10 Yellow cards in your deck (*following deckbuilding restrictions*).

Power Action - Play a Red card and a Yellow card from your hand in any order.

12

⚡ LEIA ORGANA
HEADSTRONG GENERAL

1

1 ⚡

2

2 ⚡

3

1 ↻

4

1 ☀

5

☀

6

-

CHARACTER LEADER

After setup, you may search your deck for a card titled Huttslayer, reveal it, and add it to your hand. Shuffle your deck.

☀ - Deal 2 damage to a character. If a **title** upgrade is on this character, gain 1 resource.

RESISTANCE TROOPER

8

1

1 

2

2 

3

1 

4

1 

5

-

6

-

CHARACTER TROOPER

7

HERO RED

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9

♦ WEDGE ANTILLES

RENOWNED AND BRAVE

1

1 

2

2 

3

+2 

4

1 

5

1 

6

-

CHARACTER PILOT

Piloting. (After you activate this character, you may activate one of your **vehicles**. This character is piloting it.)

Power Action - If this character is piloting a support, remove a die showing the same symbol as its piloted support die.



4

BATTLE FURY

EVENT

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.



3 

CLOUT

EVENT

Decrease the cost of this event by 1 for each different damage symbol showing on your dice (⚡, X, and ☹).

Remove a die.



PREEMPTIVE MEASURES

EVENT

For each different damage symbol showing on your dice (⚡, X, and ☹), you may remove a die showing that symbol.



REDIRECT

EVENT

Choose one of your dice showing damage (⚡, X, or ☹️) and turn it to another side showing damage.



LEADING THE CHARGE

SUPPORT

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



1

2 

2

3 

3

3 

4

1 

5

+2 

6

-

✦ *MILLENNIUM FALCON***SUPPORT VEHICLE**

After you activate this support, you may place 1 resource on it.

Power Action - Remove 3 resources from this support to ready it.

**1****1** **2****2** **3****3** **4****1** **5****1** **6****-**

SNOWSPEDER

SUPPORT VEHICLE

After you activate this support, you may spend 1 resource or spot another Snowspeeder to exhaust a support.



✦ STAR MAP

SUPPORT

After you use a power action, you may draw a card. Then place a card from your hand on the bottom of your deck.

2 **HUTTSLAYER****1****1** ✕**2****2** ✕**3****2** ✂**4****5****6****-****UPGRADE TITLE**

- Remove an opponent's character die. If this upgrade is on Leia Organa, you may defeat a character that has 2 or less remaining health.

2 

✦ LEIA ORGANA'S BLASTER

1**1** **2****+2** **3****1** **4****2** **5****1** **6****-**

UPGRADE WEAPON

Redeploy. *(Before attached character is defeated, you may move this upgrade.)*

After this upgrade is attached to Leia Organa, you may roll this die into your pool.

11**† NIEN NUNB**
LOYAL SMUGGLER**1****1** **2****2** **3****1** **4****1** **5****1** **6****-****CHARACTER PILOT - SCOUNDREL**

Piloting.

After an opponent gains 1 or more resources during the action phase, you may place 1 resource on this card.

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

13

✦ "MILLI"

BLAME IT ON THE RAIN

1

2 

2

2 

3

2 

4

2 

5




6

-

CHARACTER BOUNTY HUNTER

Power Action - Reroll a die. Then you may spend 1 resource to gain 1 action.

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

10

♦ "CHUCKY"
RAY RAY

1

1 

2

2 

3

2 

4

1 

5

1 

6

-

CHARACTER SCOUNDREL

Action - Play a card from under this character (*paying its cost*).

Power Action - Look at the top card of your deck and place it or a card from your hand facedown under this character (*you can look at them at any time*).



A GAME OF SABACC

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*).



HASTE

EVENT

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

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

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.



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.



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.

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.




SMUGGLER'S INTUITION

SUPPORT

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

3 **✦ "MILLI'S" WEAPON****1****+2** **2****+3** **3****1** **4****5****6****-****UPGRADE WEAPON**

Redeploy.

 - Deal 2 damage to a character, or 3 damage instead if none of its character dice are in a pool. Gain 1 action if this upgrade is on "Milli".



✦ "CHUCKY'S" BLASTER

1

1 ✦

2

1 ✦

3

+2 ✦



4

1 ✦

5

1 ✦

6

-

UPGRADE WEAPON

After you play this upgrade, if you did not play it from your hand, you may roll its die into your pool.

While this upgrade is on "Chucky", your copies of it are non-unique.



HEROIC INTENTIONS

EVENT

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



✦ 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 (⚙).

13

✦ **BENDU**

THE ONE IN THE MIDDLE

1

2 

2

1 

3

2 

4

2 

5

2 

6

-

CHARACTER CREATURE

You can include Blue neutral cards in your deck.

This character is Green and Blue when checking spot and play restrictions.

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

JAWA FORAGER

5

CHARACTER JAWA - SCAVENGER

Include only if you have a Gray character or another Green character on your team.

After you activate this character, you may play a Green card from your hand (*paying its cost*). Then draw a card.

5

NEUTRAL GREEN

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G134 C



MORTAL WOUND

DOWNGRADE INJURY


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.


2**1****2****3****2** **3** **4** **1** **4****5****6****2** **1** **1** 

AVALANCHE

EVENT DISASTER

Spot a Green character to roll this die into your pool and resolve it.

 - Deal 2 damage to each of an opponent's characters.



DESCEND INTO THE DEEP

EVENT

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



2

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.



INSTILLED BY THE FORCE

EVENT

Spot a Blue character to turn a die to any side.



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.



INVIGORATE

EVENT

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



LIVING OFF THE LAND

EVENT

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.

4

NATURE'S WRATH

EVENT DISASTER

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



ONE WITH NATURE

EVENT

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



OUTRUN

EVENT


Remove a character die.



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 cost. Get it aside.*)



PRIMAL URGE

EVENT

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



PURSUE

EVENT


Spot a **creature** to remove a die.



SPECIAL BOND

EVENT

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 cost. See its side.)

**1****1** ✕**2****2** ✕**3****2** ✕**4****1** 🌀**5****2** 🌿**6****1** 📊

STAMPEDE

EVENT DISASTER

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.



STOMPING GROUND

EVENT

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

2

SYMBIOSIS

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.


3 **1****2****3****4** **4** **5** **10****4****5****6****5** **10**

VIOLENT STORM

EVENT DISASTER

Roll this die into your pool.

 - Choose up to 2 supports and/or upgrades with a combined cost of 5 or less and discard them from play.



WANDERLUST

EVENT

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



WILD HORIZONS

EVENT

Remove a Blue, Red, or Yellow die.

Renew - 2 ⬢ *(You may play this card from your discard pile for its Renew cost. Set it aside.)*

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.

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.

**1****1** ✕**2****1** ⚡**3****1** 🛡️**4****5****6****-****⚡ BOR GULLET****SUPPORT CREATURE**

While this die is in your pool, each opponent plays with the top card of their deck revealed.

🔍 - Look at an opponent's hand and choose and discard a card from it.

**1****2** **2****2** **3****1** **4****1** **5****1** **6****-**

DESERT SKIFF

SUPPORT VEHICLE

After you activate this support, if the battlefield is on Tatooine, you may activate one of your characters.



1

1 X

2

2 X

3

+2 X

1

4

2

5

1

6

-

DEWBACK

SUPPORT CREATURE - MOUNT

Power Action - Attach this card to one of your non-creature characters as an upgrade or unattach it.

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



⚡ SURVIVAL OF THE FITTEST

SUPPORT

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



TEMPERAMENTAL

SUPPORT

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



VITALIZATION

SUPPORT

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



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.

3 

BRUTE STRENGTH

1

1 X

2

2 X

3

2 X

4

3 X



5

+3 X

6

-

UPGRADE ABILITY - WILD
Green character only.

2

FEROCIOUS

1

1 X

2

2 X

3

+2 X



4

+3 X



5

P1 X



6

1 ✖

UPGRADE ABILITY - WILD

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

After this upgrade is attached to a card, you may deal 1 damage to a character.

2 

JAWA BLASTER

1**2** **2****2** **3****2** **4****1** **5****1** **6****-**

UPGRADE WEAPON

While this upgrade is on a **Jawa**, it has Redeploy.



MASSIVE

UPGRADE WILD

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

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



STONE SPEAR

1

1 X

2

1 X

3

2 X



4

1

5

-

6

-

UPGRADE WEAPON

Action - Play this upgrade from your discard pile (*paying its cost*).

GREAT PIT OF CARKDON

TATDINE

BATTLEFIELD

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

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.



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.



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.



LIGHTSABER PROWESS

EVENT

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



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.



4 

PURGE

EVENT

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



SWIFT FLANK

EVENT MOVE

Activate one of your characters. Then, if you just rolled a die showing damage (⚡, X, or ☺), deal 1 damage to a character, or 2 unblockable damage instead if the activated character has a card titled Juyo Mastery on it.

3

JUYO MASTERY

1**2** ✕**2****+2** ✕**3****+3** ✕**4****2** ↻**5****6**

UPGRADE ABILITY - FORM

Blue character only. Limit 1 **form** per character.

After you play this upgrade, deal 1 unblockable damage to a character.

☼ - Deal 3 unblockable damage to a character.

2

JUYO TRAINING

1**+2** **2****+2** **3****1** **4****5****6****-**

UPGRADE ABILITY

Blue character only.

- Deal 1 unblockable damage to a character. You may discard this upgrade to play a card titled Juyo Mastery from your hand or discard pile on attached character for free.



✦ THE CHOSEN ONE

UPGRADE TITLE

Anakin Skywalker, **Jedi**, or **Sith** character only.

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

LOST JEDI TEMPLE

LOTHAL

BATTLEFIELD

Power Action - Draw a card.

DEMOLISH**EVENT**

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



FIRST HIT

EVENT


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



GUIDANCE

EVENT

Turn one of your dice to any side.

Renew - 1  (You may play this card from your discard pile for its Renew cost. Set it aside.)



IT WILL BE DONE

EVENT

Activate one of your Red characters to remove a non-support die.



MOMENTUM

EVENT

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



RECLAIM

EVENT

Take control of an opponent's card you own. You may spot 5 Red cards to deal 1 damage to a character.



4

SHOOT THEM DOWN

EVENT

Spot 3 Red cards to remove all dice in a pool.



STAY ON TARGET

EVENT

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

- Activate one of your characters or supports.
- Turn one of your character dice to any side.
- Remove a die showing a value of 1.



THUMBS UP

EVENT

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

VANISH**EVENT**

Play only if you control the battlefield.

Choose a damage symbol (⚡, X, or ☹).
Then remove all of an opponent's dice
showing that symbol.



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.



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.

MOBILIZE 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.

4 **GENERAL****1****3** **2****4** **3****2** **4****3** **5****2** **6****UPGRADE TITLE****Leader only.**

- Turn this die and another one of your dice to the sides of your choice without removing this die from your pool.

CONTESTED BATTLEGROUND

HOTH

BATTLEFIELD

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

9

✦ "VANILLI"

EATING BADDIES FOR LUNCH

1

2

3

2 2 1 1 

4

5

6

1 1 

-

CHARACTER BOUNTY HUNTER - DROID

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.



BURST OF FLAME

EVENT

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



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.



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.



DOUBLE BLUFF

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 that card is not in your hand.

ENTRAP**EVENT**

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



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.



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 cost. Set it aside.*)



**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.



ILLCIT 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.



OPPRESSION

EVENT

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



SHOWDOWN

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*).



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.

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.



⚡ THE MODAL NODES

SUPPORT

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



DART SHOOTER

1

1 



2

1 



3

1 

4

1 

5

1 

6



-

UPGRADE WEAPON

After a character takes damage from this die, you may play a set-aside Poisoned (G67) on that character for free.

2 **DL-18 BLASTER PISTOL****1****1** **2****2** **3****+3** **4****1** **5****1** **6****-****UPGRADE WEAPON**

Ambush. Redeploy.

You may resolve the indirect damage () sides of this die as if they were ranged damage () if you discard a Yellow card from your hand.



⚡ WATTO'S CHANCE CUBE

1

1

2

2

3

3



4

P0

5

P1



6

P2



UPGRADE EQUIPMENT

JABBA'S THRONE ROOM

TATTOOINE

BATTLEFIELD

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



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.

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.



TAME

EVENT

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

INGENUITY

PLOT

Your deck limit is increased by 10.

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



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.

DUNE SEA

TATODINE

BATTLEFIELD

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

FETID SWAMP

DAGOBAH

BATTLEFIELD

Claim - Discard the top card of a deck. You may set a card in a discard pile aside.

Power Action - Use the claim ability on this battlefield.

ICE CAVERN

HOTH

BATTLEFIELD

Power Action - Deal 1 damage to a character with a card attached to it.