CHARACTER - INQUISITOR

- Deal 3 damage to an opponent’s character unless they discard 1 card from their hand, or 2 cards instead if that character has no shields.
CHARACTER - TROOPER

You cannot play Blue abilities on this character.

Before resolving this die, if this character has an upgrade on it, you may remove 1 shield from a character.
CHARACTER - INQUISITOR

After you activate this character, turn an opponent’s die to a symbol showing on one of this character’s character dice.

- Turn another one of your character dice to any side and resolve it, increasing its value by 1, or by 2 instead if it is showing the same symbol as an opponent’s die.
After you activate this character, if there are no dice showing shields in play, you may spend 1 resource to deal 2 damage to a character.

**Power Action** - Spot up to two other Blue characters to turn that many of an opponent’s dice to any side.
Detect.

Before an opponent discards a card from hand, if it is not detected, you may force them to switch that card with one of their detected cards, if able. (*The detected card will be discarded.*)
After setup, you may look at the top 4 cards of your deck, reveal a weapon from among them, and add it to your hand.

Power Action - Roll a die on a weapon on this character into your pool and resolve it if able. Otherwise, remove it.
Detect.

After the battlefield is claimed, you may give this character shields equal to the number of detected cards in an opponent’s hand.
Detect.

After an opponent plays a detected card, you may deal 1 damage to a character.

Power Action - Remove this die showing a resource to place or remove up to 2 resources on a non-character card.
Detect.

Before you resolve this die showing damage, you may increase its value by one for each detected card in an opponent’s hand.

After you activate this character, if an opponent has 2 or more detected cards in their hand, gain 1 action.
**Haxion Brood Droid**

**Power Action** - Deal 1 damage to another Haxion Brood Droid to resolve one of this character’s character dice for free.
CHARACTER - WITCH

You may include Blue villain **curses** in your deck.

After setup, add a set-aside Nightsister Zombie (♀ 4) to your team.

**Power Action** - Exhaust an opponent’s character with a **curse** attached to it. Then roll that character’s character and upgrade dice into their pool.
CHARACTER - JEDI

You cannot play non-Blue upgrades on this character.

Before you resolve this die, increase its value by 1 if you have an equipment, weapon and ability attached to this character.
After you activate this character, you may reveal the top card of your deck. If it is Blue, you may draw it. Otherwise, discard it.
Detect.

You can include up to 4 different intel cards in your deck, ignoring affiliation and color.

**Power Action** - Play a Yellow card from your hand. Then you may spot a leader to ready a non-character card.
CHARACTER - Spy

Detect.

After an opponent chooses to discard a detected card, you may gain 1 resource.

**Action** - Defeat this character to exhaust a character or support.
Detect.
Detected cards cannot be played by opponents.

**Power Action** - Discard a card from your hand to discard a detected card from an opponent’s hand.
CHARACTER - ENGInEER

This character cannot be dealt melee or ranged damage from vehicle dice.

Power Action - Discard a card from your hand to either turn a droid die to any side, or play a droid from any discard pile decreasing its cost by 1.
CHARACTER - ENGINEER - PILOT

Piloting.
After you activate this character, choose a number. Reveal the top card of your deck. If the revealed card’s cost is the same as the number chosen, turn up to two of your dice to any side. Otherwise, force an opponent to remove one of your dice.
After the last card in your hand is discarded, discard the top card of your deck to deal 1 indirect damage to an opponent.
After this die is rolled or turned during the action phase, if this character is elite, deal 1 indirect damage to yourself.