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.
PURGE TROOPER

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.
SECOND SISTER
EXPERT DUELIST
11

CHARACTER - INQUISITOR

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

糟 - 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.
TARON MALICOS
FALLEN MASTER

2
2
1

CHARACTER - JEDI - NIGHTBROTHER

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.
PEACE IS A LIE

EVENT

Play only if all of your characters in play are Blue. Spot a Sith or Inquisitor to remove all shields from all characters.
SIPHONING ANGER

EVENT

Turn one of your dice to a side showing a blank. Then, if an opponent has two or more dice showing a blank, gain 1 resource.
UNENDING HATE

EVENT

Spot a Sith or Inquisitor to turn an opponent’s die to a side showing a blank. Then deal damage to a character equal to the number of dice in that opponent’s pool showing a blank.
Vicious Rebuttal

EVENT

Choose an opponent’s die showing damage. That opponent may resolve it for free without removing it from their pool. You may resolve that die.
THE INQUISITORIUS

PLOT

Include only if each character on your team is an Inquisitor.

Action - Exhaust this plot to turn an opponent’s character die to a side showing a blank.
PAINFUL LESSONS

SUPPORT

After you play this support, spot any number of Blue characters to place that much damage on this support.

Action - Move 1 damage from this support to one of your Blue characters to reroll a die.
Inquisitor Lightsaber

Upgrade - Weapon

After this die rolls a blank, if this upgrade is on an Inquisitor, you may exhaust this upgrade to reroll it.

Action - Discard a card to reroll this die. Any player may use this action.
SITH WARBLADE

UPGRADE - WEAPON

Redeploy.
Before you resolve this die, deal 1 damage to attached character.
TARON'S LIGHTSABER

UPGRADE - WEAPON

While this upgrade is on Taron Malicos, your copies of it are non-unique.

After you play this upgrade, remove all shields from a character. If 3 or more shields are removed this way, deal 1 damage to that character.
ISB AGENT

CHARACTER - SPY

Detect.

Before an opponent discards a card, you may force them to discard one of their detected cards instead. *(The opponent chooses the card)*
FN-2199
FIERCE FIGHTER

CHARACTER - TROOPER

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.
EXPOSING DISLOYALTY

EVENT

Look at 2 random cards in an opponent’s hand. Then, if those cards do not share a color, discard one of them.
EXTERRMINATION ORDER

EVENT

Spot a Red trooper to deal 3 indirect damage to an opponent. Then spot a Red leader to gain 2 resources.
Raze

Event

Spot a Red character to discard an exhausted support or upgrade from play. Then deal indirect damage to its controller equal to half its cost rounded down.
TIE STRIKER

SUPPORT - VEHICLE

**Action** - If an opponent activated a vehicle during their last turn this round, you may discard another card from your hand to play this vehicle from your hand for free. After the upkeep phase begins, discard this support from play unless you discard the top 4 cards of your deck.
**FN-2199’S RIOT BATON**

**UPGRADE - WEAPON**

After attached trooper character takes damage, you may exhaust this upgrade to roll this die into your pool and resolve it, if able. Otherwise, remove it.

- Deal 3 damage to a non-unique character or remove a unique character’s character or upgrade die.
Bala Tik
Reclaiming Debts

Character - Spy - Leader

Detect.

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

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

11

CHARACTER - DROID

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

12/15

VILLAIN  YELLOW
EXTORT COOPERATION

DOWNGRADE - INTEL

When you resolve this die showing a resource, place those resources on this downgrade instead of gaining them.

Action - Remove a number of resources equal to the point value of attached character from this downgrade and discard it to take control of attached character.
BOOBY TRAP

EVENT

Discard a detected card to deal indirect damage equal to its cost to that card’s owner.
Bounty Averted

Event

Spot a bounty hunter and discard any number of bounties from an opponent’s character. Then remove that number of that character’s character or upgrade dice.
ROTTEN DEAL

EVENT

Force an opponent to look at the top 2 cards of their deck, then reveal one of them. You may play either of those two cards for free. Then the opponent may play the remaining card for free.
KYUZO PETAR

UPGRADE - WEAPON

If attached character is Yellow, you may resolve this die as if it did not have a modifier.
**DISCORD**

**EVENT**

Spot two characters that share a color and deal 1 unblockable damage to each of them to choose up to 2 of your dice. Then turn each of those dice to sides showing a different symbol than each other.

You must pass on your next turn this round.
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.
CHARACTER - JEDI

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.
EVENT

Turn one of your Blue character dice to any side. Then you may play a move event from your hand or discard pile.
PROTECT THE YOUNGLINGS

EVENT

Remove one of your Jedi character dice to give one of your apprentice characters 3 shields.
PURSUIT OF PERFECTION

SUPPORT

Play only if you spot a **Jedi**.

This support enters play exhausted.

**Action** - Exhaust this support, discard it, and remove any number of shields from your characters to resolve that many of your Blue dice in any order.
BD-1

UPGRADE - EQUIPMENT - DROID

Power Action - Spot a Jedi character to move this upgrade to it.

- Heal 2 damage from attached character.
CAL KESTIS’ LIGHTSABER

UPGRADE - WEAPON

Power Action - If this upgrade is on Cal Kestis, turn this die to any side. If this die is showing a non-damage side, you may roll a set-aside copy of this die into your pool. Set that die aside after it is resolved or removed.
FORCE REPULSE

UPGRADE - ABILITY

*Jedi* character only.

- Turn each other character’s character dice to sides showing a blank. Then, for each die turned, deal 1 damage to its matching character.
Jaro Tapal's Lightsaber

Upgrade - Weapon

Discard this upgrade from play if you control Cal Kestis' Lightsaber.

While this upgrade is on Jaro Tapal, it has redeploy.

Power Action - Discard this upgrade from play to play Cal Kestis' Lightsaber from your hand on attached character for free.
CASSIAN ANDOR
EFFICIENT AGENT

CHARACTER - SPY

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.
Galen Erso
Conscripted Physicist

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.

10/12

Claudia Gironi: Fan Made Card
JYN ERSO
REBELLION OPERATIVE

13

CHARACTER - SPY - LEADER

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.
MEDIC!

EVENT

Ambush.

Spot any number of Red characters to heal that much damage from a character.
REBEL SCHEMES

EVENT

Activate a character you control with detect. Then, instead of triggering their detect, reveal an opponent’s hand and choose a card from it. That card remains revealed until the end of the action phase. *(It is detected)*
SECRET MISSION

EVENT

Draw cards equal to the number of detected cards in an opponent's hand. Then, if you drew 1 or more cards, set aside a card from your hand facedown. For the rest of the game, you may play that card as if it were in your hand.
CASSIAN’S BLASTER

UPGRADE - WEAPON

Redeploy.

**Action** - Resolve this die showing ranged damage, increasing its value by 1. If this upgrade is on Cassian Andor, that damage is unblockable.
JYN ERSSO'S BLASTER

UPGRADE - WEAPON

Red character only.

After you play this upgrade choose and do 1, or choose 2 if this upgrade is on Jyn Erso:
- Roll this die into your pool.
- Resolve one of your dice.
- Activate a character.
MASTER OF DISGUISE

UPGRADE - TITLE

Spy character only.
After you play this upgrade, choose a character in play.
Attached character gains the subtypes of the chosen character.

- Resolve a character die that shares a subtype with the attached character.
BABU FRIK
MASTER DROIDSMITH

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.
**Greez Dritus**
Cantankerous Pilot

**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.
REBEL PARTISAN

CHARACTER - PARTISAN
After the last card in your hand is discarded, discard the top card of your deck to deal 1 indirect damage to an opponent.
Saw Gerrera
Ruthless Extremist

Character - Partisan - Trooper

After this die is rolled or turned during the action phase, if this character is elite, deal 1 indirect damage to yourself.
CHANGE OF PLANS

EVENT

Play only if all of your characters in play are Yellow. Resolve one of your Yellow support dice as if it was showing a different symbol.
EXPLOSIVE COCKTAIL

EVENT

Resolve one of your dice showing indirect damage to remove a die.
Hey Hey!

Event

Spend any number of resources. Then spot an engineer to resolve one of your support dice, increasing its value by the number of resources you just spent.
RECKLESS AMBUSH

EVENT
Spot a scoundrel or partisan to deal 2 indirect damage to yourself and remove a non-character die.
SCROUNGING PARTS

EVENT

Spot any number of engineers to gain that many resources. Reveal your hand.
STINGER MANTIS

SUPPORT - VEHICLE

After you exhaust this support, you may discard a card from your hand to draw a card.

Power Action - Exhaust this support to force an opponent to lose 1 resource, or 2 resources instead if you have fewer characters in play than that opponent.
You may resolve the ranged sides of this die as if they were a modifier with no resource cost.
SAW'S RPS-6 ROCKET LAUNCHER

UPGRADE - WEAPON

This die cannot modify other dice.

**Power Action** - Resolve this die against yourself, as if it were not showing a modifier. Then deal indirect damage to an opponent equal to the number of damaged characters you can spot plus 1.
UNITY

EVENT

Spot two characters that share a color to remove a die. Then gain 1 resource.
INTELLIGENCE OPERATION

PLOT - MISSION

Include only if each character on your team is a spy. This card does not ready during the upkeep phase.

Action - Exhaust this plot to play a detected card.
MERRIN
 Nightsister Survivor

**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.
FORCE AFFINITY

EVENT

Spot any number of apprentice, Sith, or Jedi characters to draw that many cards. Spot a Jedi to gain 1 resource. Spot a Sith to deal 1 damage to a character.
FORM DRILLS

EVENT

Choose 2 different set-aside move events, reveal them, and shuffle them into your deck.
**SARLACC SWEEP**

**EVENT - MOVE**

Remove one of your character or upgrade dice showing damage to deal damage equal to half its value rounded up to two characters. Return this card to your hand if that character has an upgrade titled Shii-Cho Mastery on it.
WILL OF THE FORCE

EVENT - MOVE

Resolve one of your dice showing a shield without removing it from your pool. Then resolve that die again. Spot a card with the word “Mastery” in its title to gain 1 resource.
PRESCIENT LEAP

SUPPORT - MOVE

After you resolve 2 or more Blue dice in the same action, you may place 1 resource on this card.

Action - Discard this support to discard an opponent’s upgrade or downgrade with a cost less than or equal to the number of resources on this support.
SHII-CHO MASTERY

UPGRADE - ABILITY - FORM

Blue character only.

Limit 1 form per character. After you play this upgrade, you may spend 2 resources to discard a weapon from play.

- Turn a die showing damage to a side not showing damage. Then turn a die to a side showing melee damage.
SHII-CHO TRAINING

UPGRADE - ABILITY

Blue character only.

- Turn a die showing damage to a side not showing damage. You may discard this upgrade to play a card titled Shii-Cho Mastery from your hand or discard pile on attached character for free.
PLANNED OPERATION

EVENT

Spot a Red character to heal 2 damage from a character. Spot 2 Red characters to turn a die to any side. Spot 3 Red characters to resolve a die, increasing its value by 1.
SUPPORT - LOCATION

After you resolve a Red die, you may place 1 resource on this support.

**Action** - If this support has 11 or more resources on it, discard it and spend 2 resources to add a set-aside non-unique trooper character that matches your team’s affiliation to your team.
TACTICAL ADVANTAGE

SUPPORT

After an opponent takes an action, if you have claimed the battlefield this round, you may set this support aside to gain 1 action that you can take even if you would otherwise be forced to decline.
PROTON BOMBS

UPGRADE - MOD

Modify vehicle support.

After this die is resolved, place 1 damage on this upgrade.

Discard this upgrade from play if it has 2 or more damage on it.
R3 ASTROMECHE

UPGRADE - MOD - DROID

Modify vehicle support.

Action - Exhaust this upgrade and spend 1 resource to add or remove a token on the attached support or on one of the attached support's upgrades. *(Damage tokens are always added/removed in increments of 1 damage)*
BURNED

DOWNGRADE - INTEL

Before this downgrade enters play, any player may spend 2 resources to discard it instead.

Discard all **titles** attached to attached character.
TAILED

DOWNGRADE - INTEL

After attached character is activated, force its controller to choose one of attached character’s character dice. Then you may spot an exhausted character or discard this downgrade to turn that die to any side.
DEMAND TRIBUTE

EVENT

Spot a **scoundrel** to discard a random card from an opponent’s hand for each color among characters they control.
FALTERING ALLEGIANCES

EVENT

Deal 1 damage to a Blue character. Deal 1 damage to a Red character. Deal 1 damage to a Yellow character.
FOREWARNED

EVENT - INTEL

Remove a die showing a value less than the cost of a detected card in an opponent’s hand.
SELLING INTEL

EVENT - INTEL

Choose a detected card in an opponent’s hand and gain 1 resource, or 2 resources instead if the chosen card’s cost is 3 or more. The chosen card is undetected.
TRASH TO TREASURE

EVENT

Play a weapon upgrade or vehicle support from an opponent’s discard pile, decreasing its cost by 1 for each Yellow character or scavenger you can spot.
EXTREMIST CAMPAIGN

PLOT - MISSION

You can only include Yellow characters on your team. During setup, you lose the starting character roll. After setup, shuffle 2 set-aside copies each of Disable (137), Rebel (112), and Act of Cruelty (38) into your deck.
INCENDIARY STOCKPILE

SUPPORT

You can resolve your Yellow dice showing resources or disrupt as melee damage against this support, placing damage on this card equal to the damage dealt.

**Action** - Discard this support to deal indirect damage to an opponent equal to the amount of damage on it.
SLICED TERMINAL

SUPPORT

Before an opponent’s card would be resolved after being played, you may discard this support from play to discard that card instead. Then that opponent may play a card from hand for free.
VIBROSWORD

UPGRADE - WEAPON

Redeploy.

Decrease the cost of this upgrade by 1 if you play it on a Yellow character.

Before you resolve this die, increase its value by 1 if attached character is unique and increase its value by 1 if attached character is elite.
RESTRAINING BOLT

DOWNGRADE - MOD

Modify opponent’s droid character or support. The attached character or support’s dice cannot be turned.
SNEAKY DIVERSION

EVENT

Choose a detected card to switch it with the top card of its owner’s deck. *(The card from the deck inherits the effect from detect when switched and will be detected)*
PIRATE SLUGTHROWER

UPGRADE - WEAPON

Redeploy.
This upgrade cannot be discarded from play.
Before you play this upgrade, choose a color. Reduce the cost of this upgrade by the number of characters you can spot of the chosen color.
STOLEN DATAPAD

UPGRADE - EQUIPMENT

Spy or scoundrel character only.

Before one of your dice would be removed by an opponent, discard this upgrade to have that die not be removed instead.