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.
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.
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.
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.
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.
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.
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.
**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.
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.