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.
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.
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.
If attached character is Yellow, you may resolve this die as if it did not have a modifier.
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.
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.
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.
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.**)
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.
**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.
For 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.
UPGRADE - EQUIPMENT - DROID

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

Heal 2 damage from attached character.
Redeploy.

**Action** - Resolve this die showing ranged damage, increasing its value by 1. If this upgrade is on Cassian Andor, that damage is unblockable.
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.
DL-18 BLASTER

UPGRADE - WEAPON

You may resolve the ranged sides of this die as if they were a modifier with no resource cost.
SAW’S RPS-G 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.