

damage to a character.

Power Action - Deal 1 indirect damage to yourself to remove a die showing damage.

1∳











CHARACTER

After you activate this character, you may play a Blue card from your hand, decreasing its cost by 1.

After you claim the battlefield, you may draw 1 card. Spot Owen Lars to heal 1 damage from a character.













Power Action - Choose an opponent's die showing damage and force them to resolve it. Then you may resolve one of your dice showing damage, increasing its value by 1.

 Deal 3 unblockable indirect damage to an opponent.

14/17

1₩

⊛







CHARACTER - APPRENTICE - WOOKIEF

Power Action - Remove one of this character's character dice showing damage to play an event from hand, reducing its cost by 1.



16

1∳











Before an opponent's character is defeated you may move one of their **weapon** or **equipment** upgrades to this character. "Now all I need's a new hat."













battlefield, draw a card.

Power Action - Discard a card from your hand to turn a trooper die to any side.



1∳



















































10/12 HERO

HERO

OW SWDRenewedHope.com: Fan Made

value by 1 if he has 6 or more damage.



BLUE SWDRenewedHope.com: Fan Made Card



• - 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.



+3X

1ℤ

10

⊛











HERO

ELLOW SW

SWDRenewedHope.com: Fan Made C















SWDRenewedHope.com: Fan Made Card





After you resolve this die showing damage, you may draw a card.

"Karahast!"



+3X

1∳





















Before a Yellow character would be dealt damage, you may place that amount of damage on this card instead.

After an opponent loses 1 or more resources, remove 1 damage from this support.



during the action phase, place resources on this support equal to the amount of resources that opponent gained.

Action - Remove 5 resources from this support and spend 4 resources to ready a Blue character Set this card aside













CHARACTER - BOUNTY HUNTER

Power Action - Play an upgrade on this character, giving it Ambush.

After you activate this character, you may remove one of its character dice showing damage to gain resources equal to half that die's value rounded up.

14/18/22

2X

2%

26













character













opponent's pool showing a blank, to a maximum of 2

