

◆ ANAKIN SKYWALKER  
RECKLESS ONE

10



1X

2X

4X



1



1



-

CHARACTER - JEDI - LEADER

Parallel die Anakin Skywalker (♣53).

After you activate this character, deal 1 damage to him and 2 damage to another character. Then, if that character was just defeated, flip this character.

12/15

HERO

BLUE

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Ryan Valle

1A

◆ DARTH VADER  
DRIVEN BY ANGER

15



CHARACTER - SITH

Parallel die Darth Vader (♣10).

**Power Action** - Either remove all shields from a character, or resolve one of your dice as melee damage, increasing its value by 1. If an opponent has a defeated character, you may do both in any order.

2X

3X

2

1

1

-

17/21

VILLAIN

BLUE

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Audrey Holte

1B

◆ LUKE SKYWALKER  
SEEKING THE PATH

9



CHARACTER - APPRENTICE

Parallel die Luke Skywalker (↙31).

Team Up 1: Obi-Wan Kenobi, Yoda.

After the upkeep phase begins, if this character has 3 or more shields and 3 or more Blue upgrades with dice, you may spend 2 resources to flip him.

1 ⚡

2 ⚡

1 X

1 🛡️

1 🎲

-

9/12

HERO

BLUE

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↘ Jacob Murray

🛡️ 2A

◆ LUKE SKYWALKER  
FULFILLING HIS DESTINY

15



CHARACTER - JEDI

Parallel die Luke Skywalker (U35).

**Power Action** - Either give this character 2 shields, or remove 2 shields from him to deal 2 damage to a character. If this character has 3 or more Blue upgrades, you may do both in any order.

2X

3X

1

1

1

-

17/20

HERO

BLUE

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Audrey Holte

2B

✦ **OBI-WAN KENOBI**  
WISE PROTECTOR

10



CHARACTER - JEDI

Guardian.

After this character is defeated, return him to play flipped and ready.

**Action** - Spot another Blue character to remove a die showing damage. Defeat this character and, if he is elite, remove up to 3 dice.

9/12

HERO

BLUE

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3A

4

# † OBI-WAN KENOBI'S SPIRIT

3

2

3

3

2

2



## SUPPORT - JEDI

Parallel die One With the Force (U42).  
If this support would leave play, set it aside instead.

**Power Action** - Give a Blue character 1 shield and reroll any number of its character and upgrade dice.

HERO

BLUE

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Javier Charro Martinez

3B



## SWEEPER DROID INFILTRATION

### PLOT

After setup, if this plot is elite, add an additional copy of it to your team.

**Action** - Play an event from your hand to reroll a die. Then flip this plot.

3/5

VILLAIN

RED

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Robert Laskey

4A



## DEMOLITION DROID

### PLOT - BOMB

**Action** - Play a non-event card from your hand to deal 1 indirect damage to an opponent. If 2 or more **bomb** plots are in play, you may set them all aside and deal 4 indirect damage to an opponent. If you do not, flip this plot.





## SEND IN THE TROOPERS

### PLOT

**Action** - If you control the battlefield and 5 or more dice in your pool are showing damage, force an opponent to name a character. Then flip this plot. If they did not name this character, make it elite.

◆ **ARC TROOPER ECHO**  
COURAGEOUS AND RESOLUTE

8



CHARACTER - TROOPER

After you activate this character, if it is elite, you may roll a character die on a character into its controller's pool. If you control the battlefield, you may roll a character die on a character into its controller's pool.

8/11

HERO

RED

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Andreas Zafiratos

5B



## SEND IN THE TROOPERS

### PLOT

**Action** - If you control the battlefield and 5 or more dice in your pool are showing damage, force an opponent to name a character. Then flip this plot. If they did not name this character, make it elite.

◆ **ARC TROOPER FIVES**  
ARC-5555

9



**CHARACTER - TROOPER**

After you activate this character, roll a Clone Trooper (♣38) die into your pool, or 2 Clone Trooper dice instead if this character is elite.

After a Clone Trooper die is rolled into your pool, you may reroll it. If you control the battlefield, you may reroll it again.

8/11

HERO

RED

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JB Casacop

5C



## SEND IN THE TROOPERS

### PLOT

**Action** - If you control the battlefield and 5 or more dice in your pool are showing damage, force an opponent to name a character. Then flip this plot. If they did not name this character, make it elite.

◆ CLONE COMMANDER WOLFFE  
STAUNCH STRATEGIST

8



CHARACTER - LEADER - TROOPER

After you activate this character, you may roll a Clone Trooper (♣38) die into your pool and activate one of your Red characters. If this character is elite and you control the battlefield, spot any number of unique Red characters to deal that much indirect damage to an opponent.

8/11

HERO

RED

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Aleksander Karcz

5D



## CLOSING IN

### PLOT

Team Up 1: Each unique **bounty hunter**. After you deal melee or ranged damage to a character with a **bounty** on it, you may exhaust this plot and flip it to attach it to that character.

4

VILLAIN

YELLOW

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Adam Lane

6A

# CAPTURED



## DOWNGRADE - BOUNTY

If this downgrade would leave play, set it aside instead.

Attached character cannot be activated.

**Action** - Give the player that controls this downgrade 1 resource to flip it.  
Any player may use this ability.



VILLAIN

YELLOW

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Javier Charro Martinez

6B





## RESCUE HAN SOLO

### PLOT - MISSION

Team Up 1: Chewbacca, Lando Calrissian, Leia Organa, Luke Skywalker.

**Action** - Play a card from your hand with a cost equal to the number of resources on this plot. Its cost cannot be decreased. Then place 1 resource on this plot and if it has 5 resources, flip it and exhaust it.

2/3

HERO

YELLOW

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Cassandra Bolan

7A

◆ HAN SOLO  
COOL AND CONFIDENT

12



2 ⚡

3 ⚡  
1 ☘

2 🌿

1 ☘

1 ☘

-

CHARACTER - PILOT - SCOUNDREL

Piloting. Parallel die Han Solo (U46).

After you activate this character, remove 1 resource from him to gain 1 resource.

After this character is defeated, lose all of your resources. Each opponent gains that many resources.

10/13

HERO

YELLOW

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7B



## CHOOSE YOUR DESTINY

### PLOT

Infinite format only. Choose 3 sets. You can only include other cards on your team and in your deck from those sets.

After you play a card, if you played cards from all 3 sets this round, flip this plot.

-1

NEUTRAL

GRAY

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Andrea Ugrai

8A



## I WILL NOT TURN

### PLOT

Your dice cannot be turned by opponents.  
Before the round ends, gain 1 resource.  
After an opponent plays a card, if they played cards from 3 different sets this round, flip this plot.

NEUTRAL

GRAY

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Joshua Cairós

88



## UNITED

### PLOT

Include only if each character on your team is the same color.

After an opponent removes one of your dice, you may roll it into your pool. Set this plot aside, or if it's elite, flip it instead.

0/1

NEUTRAL

GRAY

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Adam Lane

9A



## WE STAND

### PLOT

After an opponent removes one of your character dice, you may spend 2 resources and discard 2 cards from your hand to ready that character. Set this plot aside.

NEUTRAL

GRAY

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Martin de Diego Sádaba

9B

**MORTIS (DAY)**  
ETHEREAL SPACE

After the upkeep phase begins, heal 1 damage from each character. Flip this card.

**Claim** - Heal 1 damage from a character. You may flip this card.

NEUTRAL

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Frej Agelli

10A

**MORTIS (NIGHT)**  
ETHEREAL SPACE

After the upkeep phase begins, deal 1 damage to each character. Flip this card.

**Claim** - Deal 1 damage to a character. You may flip this card.

NEUTRAL

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Alexander Eichew

10B