

Jabba the Hutt

3 3 2 1



Legendary Creature — Hutt Rogue

6/6

Defender

☞: Put a bounty counter on target creature.

☞, ☞: Create a tapped 4/4 red Hunter creature token. It fights target creature an opponent controls with a bounty counter on it. Activate this ability only any time you could cast a sorcery.

6/6

192/271 R
ADAM GILLESPIE

For noncommercial purposes only

Millennium Falcon

3



Legendary Artifact Creature — Starship

5/4

Flash

Spaceflight

When Millennium Falcon enters the battlefield, creatures you control gain hexproof until end of turn.

Darek Zabrocki

For noncommercial purposes only 146/271

5/4

Slave I

3



Legendary Artifact Creature — Starship

3/3

First strike, spaceflight

Whenever a creature dealt damage by Slave I this turn dies, put two +1/+1 counters on Slave I.

"Don't get in my way."

—Boba Fett

Ben Zweifel

For noncommercial purposes only 216/271

3/3

Orbital Bombardment

3 3 3



Sorcery

6/6

Destroy all non-Starship creatures.

026/271 R
MADELINE BONI

For noncommercial purposes only

Echo Base Commando

1 1 1



Creature — Human Rebel

3/3

Protection from Beasts (This creature can't be blocked, targeted, dealt damage, or enchanted by anything Beast.)

Activated abilities of creatures your opponents control cost 2 more to activate.

181/271 R
RYAN BARGER

For noncommercial purposes only

3/3

Ki-Adi-Mundi

3 1 1



Legendary Creature — Cerean Jedi

4/4

When Ki-Adi-Mundi enters the battlefield, put a +1/+1 counter on each other creature you control.

Meditate 1 (Return this creature to its owner's hand. Meditate only as a sorcery.)

142/271 R
ZACH JORDAN

For noncommercial purposes only

4/4

Chief Chirpa

2 1 1



Legendary Creature — Ewok Warrior

2/2

2 1 1: Monstrosity 2 (If this creature isn't monstrous, put two +1/+1 counters on it and it becomes monstrous.) (If this creature isn't monstrous, put two +1/+1 counters on it and it becomes monstrous.)

Whenever a green creature you control dies, you may put a +1/+1 counter on another target Ewok creature you control.

When Chief Chirpa becomes monstrous, create three 1/1 green Ewok creature tokens.

2/2

172/271 R
STAR WARS GALAXIES GALACTIC HUNTERS For noncommercial purposes only

Han Solo

3 2



Legendary Creature — Human Rogue

4/3

First strike

At the beginning of combat on your turn, target Starship creature you control gets +2/+2 and gains haste until end of turn.

108/271 R
ANTHONY FOTI

For noncommercial purposes only

4/3

Lando Calrissian

3 1



Legendary Creature — Human Rogue

4/3

First strike

At the beginning of combat on your turn, target Starship creature you control gets +2/+2 and gains vigilance until end of turn.

021/271 R
ANTHONY FOTI

For noncommercial purposes only

4/3

IG-88B

1



Legendary Artifact Creature — Droid Hunter



Deathtouch

Whenever IG-88B deals combat damage to a player, that player loses life equal to the number of bounty counters on creatures he or she controls.

Repair 3 (When this creature dies, put three repair counters on it. At the beginning of your upkeep, remove a repair counter. Whenever the last is removed, you may cast it from your graveyard until end of turn.)

1/4

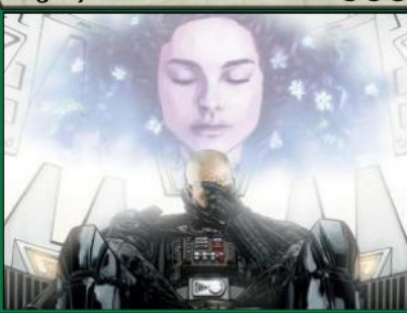
079/271 R

RYAN VALLE

For noncommercial purposes only

Legacy of the Beloved

3



Sorcery



As an additional cost to cast Legacy of the Beloved, sacrifice a creature.

Search your library for up to two creature cards that each have a lower converted mana cost than the sacrificed creature's converted mana cost and put them onto the battlefield, then shuffle your library.

143/271 R

JOE CORRONEY

For noncommercial purposes only

Qui-Gon Jinn

2



Legendary Creature — Human Jedi



Vigilance

Whenever Qui-Gon Jinn attacks alone, it gets +2/+2 and gains lifelink until end of turn.

When Qui-Gon Jinn leaves the battlefield, you may exile target card from a graveyard.

Meditate 1* (Return this creature to its owner's hand. Meditate only as a sorcery.)

4/4

205/271 R

ZACH JORDAN

For noncommercial purposes only

Kamino Cloning Facility



Land



☞: Add ♦ to your mana pool.

☞: Add one mana of any color to your mana pool. Spend this mana only to cast a Trooper spell.

5, ☞: Create a 1/1 white Trooper creature token.

246/271 R

THE FORCE UNLEASHED II

For noncommercial purposes only

Bib Fortuna

1



Legendary Creature — Twi'lek Advisor



When Bib Fortuna enters the battlefield, search your library for a card, then shuffle your library and put that card on top of it. You lose 1 life.

When Bib Fortuna dies, shuffle your library.

"I make it my business to know things about people like you."

—Bib Fortuna

2/1

068/271 R

MICHAEL KOMARCK

For noncommercial purposes only

Darth Maul

1



Legendary Creature — Zabrak Sith



Double strike, haste

Hate — Whenever Darth Maul attacks, if an opponent lost life from a source other than combat damage this turn, target creature can't block Darth Maul this turn.

"Fear. Fear attracts the fearful, the strong, the weak, the innocent, the corrupt. Fear. Fear is my ally."

—Darth Maul

2/2

178/271 R

LUCIO PARRILLO

For noncommercial purposes only

Bossk

1



Legendary Creature — Trandoshan Hunter



Deathtouch

Whenever a land enters the battlefield under your control, if you control five or more lands, put a bounty counter on target creature an opponent controls.

Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, you may search your library for a basic land card, reveal it, and put it into your hand. If you do, shuffle your library.

3/3

131/271 R

ADAM GILLESPIE

For noncommercial purposes only

Acklay of the Arena

1



Creature — Insect Beast



2 ☞☞☞☞☞: **Monstrosity 1** (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.) (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.)

Whenever a creature you control becomes monstrous, it fights target creature an opponent controls.

5/4

161/271 R

IAN DUURSEMA

For noncommercial purposes only

Chewbacca

2



Legendary Creature — Wookiee Warrior



Vigilance

Whenever Chewbacca attacks or blocks, another target creature you control gets +3/+3 until end of turn.

"The most famous wookiee in the Galaxy."

—Spinda Caveel

4/5

171/271 R

MICHAEL KOMARCK

For noncommercial purposes only

Cunning Abduction

1



Sorcery

Target opponent reveals his or her hand. You choose a nonland card from that player's hand an exile it. You may cast that card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell.

175/271 R
PAUL POPE

For noncommercial purposes only

Asajj Ventress

1



Legendary Creature — Dathomirian Sith

Double strike

When Asajj Ventress becomes blocked, she gets +1/+1 for each creature blocking her until end of turn.

Hate — Whenever Asajj Ventress attacks, if an opponent lost life from a source other than combat damage this turn, target creature blocks this turn if able.

3/2

164/271 R
LAMIN MARTIN

For noncommercial purposes only

Nute Gunray

*



Legendary Creature — Neimoidian Advisor

Whenever an artifact enters the battlefield under your control, you may pay 1. If you do, draw a card.

1, Sacrifice a nontoken artifact: Create a 1/1 colorless Droid artifact creature token.

2/3

199/271 R
CHRIS TREVAS

For noncommercial purposes only

Bantha Herd

1



Creature — Beast

*******: Monstrosity X (If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.). (If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.)

When Bantha Herd becomes monstrous, create X 1/1 white Tusken Raider tokens.

"Sand people always ride single file to hide their numbers."

—Ben Kenobi

2/2

003/271 R
JOEL HUSTAK

For noncommercial purposes only

Sith Lord

2



Creature — Human Sith

Menace

Sith Lord enters the battlefield with X +1/+1 counters on it, where X is the total life lost by your opponents this turn.

2/2

090/271 R
PETER ORTIZ

For noncommercial purposes only

Rocket Trooper

1



Creature — Human Trooper

Trooper creatures you control have "Whenever this creature enters the battlefield, it deals 1 damage to target creature an opponent controls."

Knock knock.

2/2

118/271 R
DARREN TAN

For noncommercial purposes only

Blind Worship

2



Enchantment — Aura

Enchant creature

Enchanted creature has "Whenever this creature attacks, each other creature you control gets +X/+X until end of turn, where X is this creature's power."

166/271 R
JASON JUTA

For noncommercial purposes only

Jar Jar Binks

2



Legendary Creature — Gungan

Jar Jar Binks can't block.

When Jar Jar Binks enters the battlefield, target opponent gains control of it.

At the beginning of combat on your turn, tap the creature you control with the highest power. If two or more creatures are tied for the greatest power, you choose one of them.

0/1

042/271 R
DAVE DORMAN

For noncommercial purposes only

Jedi Mind Trick

6



Sorcery

You control target player during that player's next turn.

"These aren't the droids you're looking for."

044/271 R
ERICH SCHREINER

For noncommercial purposes only

Zam Wesell

2



Legendary Creature — Shapeshifter Hunter

When you cast Zam Wesell, target opponent reveals his or her hand. You may choose a creature card from it and have Zam Wesell enter the battlefield as a copy of that creature card.

"You're no lady."

"Sometimes I am."

2/2

064/271 R
MYSTIC-ORACLE

For noncommercial purposes only

Maintenance Hangar

2



Enchantment

At the beginning of your upkeep, remove an additional repair counter from each card in your graveyard.

Starship creatures you control and starship creature cards in your graveyard have Repair 6. (When this creature dies, you may put six repair counters on it. At the beginning of your upkeep, remove a repair counter. Whenever the last is removed, you may cast it from your graveyard until end of turn.)

023/271 R
ANTHONY SCROGGINS

For noncommercial purposes only

C-3PO and R2D2

2



Legendary Artifact Creature — Droid

When C-3PO and R2D2 leaves the battlefield, you gain 4 life and draw a card.

Repair 2 (When this creature dies, put two repair counters on it. At the beginning of your upkeep, remove a repair counter. Whenever the last is removed, you may cast it from your graveyard until end of turn.)

2/2

169/271 R
MILLVOI CERAN

For noncommercial purposes only

Grand Moff Tarkin

3



Legendary Creature — Human Advisor

At the beginning of each opponent's upkeep, destroy target creature that player controls unless that player pays 2 life. If a player pays life this way, draw a card.

2/2

075/271 R
ALLEN DOUGLAS

For noncommercial purposes only

Force Mastery

3



Enchantment

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You gain life equal to its converted mana cost.

May the Force be with you.

184/271 R
ANTHONY FOTI

For noncommercial purposes only

Princess Leia

3



Legendary Creature — Human Rebel

When Princess Leia enters the battlefield, create three 1/1 white Rebel creature tokens.

Princess Leia gets +1/+1 for each other Rebel creature you control.

Other Rebel creatures you control get +1/+1.

2/2

204/271 R
DARREN TAN

For noncommercial purposes only

Mace Windu

3



Legendary Creature — Human Jedi

Flash

When Mace Windu enters the battlefield, return target spell or creature you don't control to its owner's hand.

Meditate 1 (Return this creature to its owner's hand. Mediate only as a sorcery.)

2/3

047/271 R
CLARK MITCHELL

For noncommercial purposes only

Admiral Ackbar

4



Legendary Creature — Calamari Rebel

When you cast Admiral Ackbar, create two 2/3 blue Rebel Starship artifact creature tokens with spaceflight named B-Wing.

At the beginning of each upkeep, untap all Starships you control.

Whenever two or more Starship creatures you control attack, draw a card.

2/3

035/271 R
ANDREW OLSON

For noncommercial purposes only

Plo Koon

3



Legendary Creature — KelDor Jedi

You may activate meditate abilities any time you could cast an instant.

Meditate 1 (Return this creature to its owner's hand. Meditate only as a sorcery.)

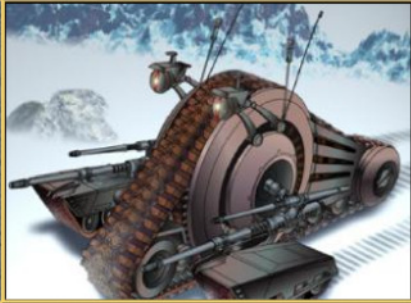
4/4

027/271 R
CHRIS TREVAS

For noncommercial purposes only

Tank Droid

4



Artifact Creature — Droid

Whenever Tank Droid enters the battlefield, attacks, blocks or dies, create a 1/1 colorless Droid artifact creature token.

Repair 3 (When this creature dies, put three repair counters on it. At the beginning of your upkeep, remove a repair counter. Whenever the last is removed, you may cast it from your graveyard until end of turn.)

5/5

218/271 R
HOLONET NEWS VOL. 531

For noncommercial purposes only

AT-ST

5



Artifact Creature — Trooper Construct

Trooper creatures you control get +3/+3.

3/3

128/271 R
ADAM LANE

For noncommercial purposes only

Exogorth

5



Creature — Slug

Flash, trample

Exogorth can block creatures with spaceflight.

Exogorth can only block creatures with spaceflight.

"The cave is collapsing!"

"This is no cave."

8/7

136/271 R
RALPH MCOUARRIE

For noncommercial purposes only

Order 66

7



Sorcery

Put a bounty counter on each creature you don't control, then destroy all creatures you don't control.

"Execute Order 66."

—Darth Sidious

084/271 R
BRUNO WERNECK

For noncommercial purposes only

Greedo

2



Legendary Creature — Rodian Hunter

Creatures blocking or blocked by Greedo have first strike.

When Greedo dies, you may search your library for a Hunter or Rogue card, reveal it, and put it into your hand.

"Going somewhere, Solo?"

4/4

187/271 R
MATT BUSCH

For noncommercial purposes only

Hot Pursuit

2



Enchantment

Each creature your opponent's control with a bounty counter on it gets -1/-1.

Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, you may put a bounty counter on target creature an opponent controls.

188/271 R
KERIM BEYIT

For noncommercial purposes only

Flames of Remembrance

2



Enchantment

At the beginning of your upkeep, you may exile a card from your graveyard. If you do, put a lore counter on Flames of Remembrance.

Sacrifice Flames of Remembrance: Exile the top X cards of your library, where X is the number of lore counters on Flames of Remembrance. Until end of turn, you may play cards exiled this way.

102/271 R
RYAN BARGER

For noncommercial purposes only

Sarlacc Pit

2



Creature — Beast

Defender, hexproof

☠️, Sacrifice a land: Monstrosity 1 (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.). (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.)

When Sarlacc Pit becomes monstrous, it loses hexproof and gains first strike and deathrattle

0/4

208/271 R
DAVID MILLGATE

For noncommercial purposes only

Sith Magic

2



Enchantment

Hate — At the beginning of each combat, if an opponent lost life from a source other than combat damage this turn, you may return target creature card from a graveyard to the battlefield under your control. It gains lifelink and haste. Exile it at the beginning of the next end step or if it would leave the battlefield.

214/271 R
CHARLES URBACH

For noncommercial purposes only

Commander Cody

2 1 1 1 1



Legendary Creature — Human Trooper

Nontoken Trooper creatures you control have “At the beginning of your endstep, create a 1/1 white Trooper creature token.”

7/7

173/271 R
SEAN McNALLY

For noncommercial purposes only

Hunt to Extinction

X 2 1 1



Sorcery

Put a bounty counter on up to two target creatures an opponent controls. Hunt to Extinction deals X damage to each creature. Hunt to Extinction deals an additional X damage to each creature with a bounty counter on it.

189/271 R
KNIGHTS OF THE OLD REPUBLIC (COMIC)

For noncommercial purposes only

Force Lightning

X 2 2



Sorcery

Force Lightning deals X damage to target creature or player. Scry X.

103/271 R
ADMIRA WHAYA

For noncommercial purposes only

Bull Rancor

3 2 1 1 1



Creature — Beast

Trample

3 2 1 1 1: Monstrosity 3 (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.) (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

As long as Bull Rancor is monstrous, creatures you control have menace.

7/7

168/271 R
CHRIS SCALF

For noncommercial purposes only

Precipice of Mortis

2 1 1 1



Enchantment

If a Jedi entering or leaving the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

“A conduit through which the entire Force of the universe flows.”

202/271 R
REDDING CASTLE

For noncommercial purposes only

Iron Fist of the Empire

1 1 1 1



Enchantment

Hate — At the beginning of each end step, if an opponent lost life from a source other than combat damage this turn, you gain 2 life and create a 2/2 red Soldier creature token with first strike named Royal Guard.

191/271 R
ZACH GRAVES

For noncommercial purposes only

Jango Fett

1 2 2



Legendary Creature — Human Hunter

Menace, haste

Whenever Jango Fett attacks, put a bounty counter on target creature an opponent controls.

Whenever Jango Fett attacks, it gains +X/+0, where X is the number of creatures defending player controls with a bounty counter on them.

2/2

111/271 R
ROBIN ROGUE

For noncommercial purposes only

March of the Droids

2 2 1 1



Sorcery

Remove all repair counters from all cards in your graveyard. Return each card with a repair counter removed this way from your graveyard to the battlefield. Create a 1/1 colorless Droid artifact creature token for each Droid you control.

197/271 R
CHRIS SCALF

For noncommercial purposes only

Star Destroyer

4



Artifact Creature — Starship

Spaceflight

2 1: Tap target artifact creature.

2 1: Create a 1/1 black Starship artifact creature token with spaceflight named TIE Fighter.

2 2: Star Destroyer deals 2 damage to target non-Starship creature or player.

6/6

Madeline Boni
For noncommercial purposes only 212/271

Trade Federation Battleship

3



Artifact Creature — Starship

0/6

Spaceflight

Droid creatures you control get +1/+1

☞: Create two 1/1 colorless Droid artifact creature tokens.

The Phantom Menace

For noncommercial purposes only 219/271

0/6