

Swarm the Skies

3



Sorcery



Create three 1/1 black Starship artifact creature tokens with spaceflight named TIE Fighter. (Creatures with spaceflight can only block or be blocked by creatures with spaceflight.)

092/271 C

MADELINE BONI

For noncommercial purposes only

Imperial Gunner

2



Creature — Human Soldier



1, ☉: Imperial Gunner deals 1 damage to target player or Starship creature.

Service. Fealty. Fidelity. Graduate of the Imperial Academy or no, the credo is not forgotten.

1/2

109/271 C

PUPPETER LEE

For noncommercial purposes only

Crossfire

2 2 2



Instant



Crossfire deals 4 damage to target creature and 2 damage to that creature's controller.

100/271 C

ALDO KATAYANAGI

For noncommercial purposes only

Images of the Past

1



Instant



Return up to two target creature cards from your graveyard to the battlefield, then exile those creatures.

190/271 C

TIZIANO BARACCHI

For noncommercial purposes only

Revenge

1



Instant



Target creature you control fights target creature an opponent controls. The creature you control gets +4/+0 until end of turn before it fights if you lost life this turn.

*"Peace is a lie, there is only passion."
—The Sith Code*

117/271 C

GABRIEL HARDMAN

For noncommercial purposes only

Primal Instinct

1



Instant



Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on that creature.

"I could smell the blood and entrails in the snow."

203/271 C

HUGH FLEMING

For noncommercial purposes only

Ewok Ambush

2



Instant



Create two 1/1 green Ewok creature tokens. They gain haste until end of turn.

134/271 C

PUPPETER LEE

For noncommercial purposes only

Dark Decision

1



Sorcery



As an additional cost to cast Dark Decision, pay 1 life.

Search the top 10 cards of your library for a nonland card, exile it, then shuffle your library. Until end of turn, you may cast that card.

177/271 C

CHRIS TREVAS

For noncommercial purposes only

Droid Factory



Land



☉: Add ♦ to your mana pool.

☉, Sacrifice Droid Factory: Search your library for a basic Plains, Island, or Swamp card and put it onto the battlefield tapped. Then shuffle your library.

239/271 C

THE CLONE WARS

For noncommercial purposes only

Jedi Enclave



Land



☞: Add ♦ to your mana pool.

☞, Sacrifice Jedi Enclave: Search your library for a basic Forest, Plains, or Island card and put it onto the battlefield tapped. Then shuffle your library.

243/271 C
KOTOR CONCEPT ART

For noncommercial purposes only

Jungle Village



Land



☞: Add ♦ to your mana pool.

☞, Sacrifice Jungle Village: Search your library for a basic Mountain, Forest, or Plains card and put it onto the battlefield tapped. Then shuffle your library.

245/271 C
CHRIS TREVAS

For noncommercial purposes only

Sith Ruins



Land



☞: Add ♦ to your mana pool.

☞, Sacrifice Sith Ruins: Search your library for a basic Island, Swamp, or Mountain card and put it onto the battlefield tapped. Then shuffle your library.

250/271 C
CHRIS TREVAS

For noncommercial purposes only

Underworld Slums



Land



☞: Add ♦ to your mana pool.

☞, Sacrifice Underworld Slums: Search your library for a basic Swamp, Mountain, or Forest card and put it onto the battlefield tapped. Then shuffle your library.

251/271 C
STAR WARS E13

For noncommercial purposes only

Interrogation



Sorcery



Target player discards a card. Then that player discards another card unless he or she pays 3 life.

"Now, your Highness, we shall discuss the location of your hidden Rebel base."

081/271 C
JASON JUTA

For noncommercial purposes only

Sith Thoughtseeker



Creature — Human Sith



Hate — 2 ♦: Draw a card. Activate this ability only if an opponent lost life from a source other than combat damage this turn.

2/1

091/271 C
BOOK OF SITH

For noncommercial purposes only

Scout Trooper



Creature — Human Trooper Scout



Trooper creatures you control get +1/+1.

A trooper in the bush is worth two in the holding cell.

1/1

154/271 C
KAI LIM

For noncommercial purposes only

Jar'Kai Battle Stance



Instant



Target creature gains double strike until end of turn.

If that creature is a Jedi or Sith, it also gains trample until end of turn.

112/271 C
JEDI: MACE WINDU

For noncommercial purposes only

Novice Bounty Hunter



Creature — Human Hunter



Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, Novice Bounty Hunter deals 2 damage to target player.

"I'll collect. Just you wait."

2/1

114/271 C
THE ART OF STAR WARS

For noncommercial purposes only

Force Denial

1



Instant



Counter target spell unless its controller pays 1.

Hate — If an opponent lost life from a source other than combat damage this turn, counter that spell instead.

Scry 1.

039/271 C
STAR WARS TCG

For noncommercial purposes only

Ortolan Keyboardist

1



Creature — Ortolan



C: Draw a card, then discard a card.

Even the ruthless Jabba was wowed by the little Ortolan's calming song.

1/1

050/271 C
KEVIN SHOEMAKER

For noncommercial purposes only

Sand Trooper

1



Creature — Human Trooper



Trooper creatures you control have vigilance.

"Let me see your identifications. Or else."

2/2

029/271 C
RYAN BARGER

For noncommercial purposes only

Gifted Initiate

1



Creature — Human Jedi



When Gifted Initiate enters the battlefield, you may tap target creature and Gifted Initiate.

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

2/1

014/271 C
RYAN JIA

For noncommercial purposes only

Security Droid

1



Artifact Creature — Droid



When Security Droid enters the battlefield, 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.)

1/1

030/271 C
SLIDESHOW COLLECTIBLES

For noncommercial purposes only

Lightsaber

1



Artifact — Equipment



Equipped creature gets +1/+0 and has first strike.

Equip 3

Lightsaber's equip ability costs 1 if it targets a Jedi or Sith.

234/271 C
CHRIS TREVAS

For noncommercial purposes only

Drone Holocron

2



Artifact



C: Put a charge counter on Drone Holocron.

C, Remove a charge counter from Drone Holocron: Add *, ♠, or ♣ to your mana pool.

C, Remove two charge counters from Drone Holocron: Add *♠ or ♠♣ to your mana pool.

232/271 C
MICHAEL C. HAYES

For noncommercial purposes only

Sith Holocron

2



Artifact



C: Put a charge counter on Sith Holocron.

C, Remove a charge counter from Sith Holocron: Add ♠, ♣, or ♦ to your mana pool.

C, Remove two charge counters from Sith Holocron: Add ♠♣ or ♣♦ to your mana pool.

236/271 C
KIERAN YANNER

For noncommercial purposes only

Wild Holocron

2



Artifact



C: Put a charge counter on Wild Holocron.

C, Remove a charge counter from Wild Holocron: Add ♦, ♠, or * to your mana pool.

C, Remove two charge counters from Wild Holocron: Add ♦♠ or ♠* to your mana pool.

238/271 C
KIERAN YANNER

For noncommercial purposes only

Acquire Target

2



Sorcery



Target player draws two cards and loses 2 life.

Put a bounty counter on up to one target creature an opponent controls.

065/271 C

UDONCREW

For noncommercial purposes only

Droid Commando

2



Artifact Creature — Droid



When Droid Commando dies, target player loses 2 life and you gain 2 life.

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.)

2/2

073/271 C

BEN WOOTTEN

For noncommercial purposes only

Heavy Trooper

2



Creature — Human Trooper



Trooper creatures you control get +0/+1.

"Before the Battle of Naboo, we wore blast armor as an indulgence. Now we consider it a necessity."

—Captain Quarsh Panaka

2/2

078/271 C

RYAN BARGER

For noncommercial purposes only

Force Pull

2



Sorcery



Destroy target creature with spaceflight. Scry 3.

"You have taken everything from me."

—Starkiller

137/271 C

THE FORCE UNLEASHED

For noncommercial purposes only

Ithorian Initiate

2



Creature — Ithorian Jedi



When Ithorian Initiate enters the battlefield, you may search your library for a basic land card, reveal it, and put it into your hand. If you do, shuffle your library.

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

2/1

140/271 C

JENNYSON ROSERO & STANLEY LAU

For noncommercial purposes only

Scout the Perimeter

2



Sorcery



Search your library for a land card, put it onto the battlefield tapped, then shuffle your library.

Put a bounty counter on up to one target creature an opponent controls.

153/271 C

STAR WARS 1313

For noncommercial purposes only

Capture

2



Sorcery



Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. If it has a bounty counter on it, add to your mana pool.

099/271 C

JOE IUSKO

For noncommercial purposes only

Rallying Fire

2



Instant



Creatures you control get +2/+0 until end of turn.

"Those Tusken walk like men, but they're vicious, mindless monsters."

—Cliegg Lars

116/271 C

MIGUEL COIMBRA

For noncommercial purposes only

Speeder Trooper

2



Creature — Human Trooper



Trooper creatures you control have haste.

Speed has never killed anyone. Suddenly becoming stationary, that's what gets you.

2/2

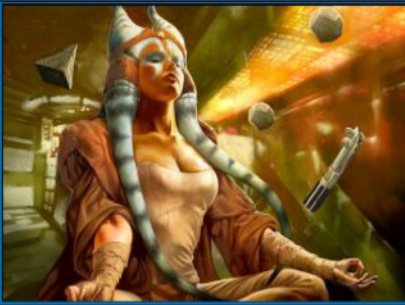
123/271 C

DAVE DORMAN

For noncommercial purposes only

Rumination

2



Sorcery



Draw three cards, then put a card from your hand on top of your library.

"Control is internal. It is the Jedi's ability to recognize the Force in himself."

—Jedi Master Bodo Baas

054/271 C

JOHN STANKO

For noncommercial purposes only

Gungan Captain

2



Creature — Gungan Warrior



Whenever Gungan Captain deals damage to a creature, tap that creature. That creature doesn't untap during its controller's next untap step.

"Gungans no dyin' without a fight. Wesa warriors."

—Jar Jar Binks

041/271 C

BUDDY HANG

For noncommercial purposes only

1/4

Shadow Trooper

2



Creature — Human Trooper



Flash

You may cast Trooper creature cards as though they had flash.

By the time you find them it's too late.

056/271 C

KAI LIM

For noncommercial purposes only

2/2

Surprise Maneuver

1



Instant



Untap up to two target creatures you control.

Creatures your opponents control get -1/-0 until end of turn.

"It's a trap!"

—Admiral Ackbar

060/271 C

DARREN TAN

For noncommercial purposes only

Arrest

2



Enchantment — Aura



Enchant creature

Enchanted creature can't attack or block, and its activated abilities can't be activated.

"You are a part of the Rebel Alliance and a traitor. Take her away!"

—Darth Vader

002/271 C

THE JOURNAL OF MASTER GNOST-DURAL

For noncommercial purposes only

Loyal Tauntaun

2



Creature — Beast



1, Sacrifice Loyal Tauntaun: Regenerate target creature.

"I thought they smelled bad on the outside."

—Han Solo

022/271 C

ANDREW OLSON

For noncommercial purposes only

2/3

Sith Inquisitor

3



Creature — Human Sith



Hate — When Sith Inquisitor enters the battlefield, if an opponent lost life from a source other than combat damage this turn, target player discards a card at random.

No one expects the Sith Inquisition!

5/1

089/271 C

SIMON FETSCHER

For noncommercial purposes only

Repurpose

3



Sorcery



Destroy target creature.

Return up to one target creature card from your graveyard to your hand.

085/271 C

FRED RAMBAUD

For noncommercial purposes only

Ewok Firedancers

3



Creature — Ewok Shaman



Trample

1: Ewok Firedancers gets +1/+0 until end of turn.

135/271 C

DREW BAKER

For noncommercial purposes only

3/3

Strike Team Commando

2



Creature — Human Rebel



When Strike Team Commando enters the battlefield, you may destroy target artifact without spaceflight.

"Take the squad ahead. We'll rendezvous at the shield generator at 0300."

3/3

227/271 C
DARREN TAN

For noncommercial purposes only

Wookiee Raidleader

2



Creature — Wookiee Warrior



Whenever Wookiee Raidleader attacks, another target creature gains trample until end of turn.

"This place is wild and untamed. It stirs the blood and makes one feel, alive."

—Juhani

3/4

229/271 C
FRED RAMBAUD

For noncommercial purposes only

Mon Calamari Initiate

2



Creature — Calamari Jedi



When Mon Calamari Initiate enters the battlefield, draw a card.

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

3/2

049/271 C
ADAM GILLESPIE

For noncommercial purposes only

Probe Droid

1



Artifact Creature — Droid Scout



When Probe Droid enters the battlefield, target player reveals his or her hand.

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.)

1/1

052/271 C
ADAM LANE

For noncommercial purposes only

Ion Cannon

3



Artifact Creature — Construct



Defender

☉: Target creature an opponent controls loses spaceflight until end of turn.

"A weapon that neutralizes all power to our ships, leaving the targets defenseless."

—Plo Koon

4/4

015/271 C
STAR WARS BATTLEFRONT 2015

For noncommercial purposes only

Womp Rat

2



Creature — Rat Beast



4*: 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 one +1/+1 counter on it and it becomes monstrous.)

When Womp Rat becomes monstrous, you may exile target card from a graveyard.

3/2

032/271 C
KEVIN SHOEMAKER

For noncommercial purposes only

Aqualish Bounty Hunter

4



Creature — Aqualish Hunter



Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, target player discards a card.

"An Aqualish and a Bith walk into a cantina..."

—a popular start to a joke

4/3

066/271 C
MATTHEW STARBUCK

For noncommercial purposes only

Wookiee Bounty Hunter

4



Creature — Wookiee Hunter



Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, you gain 3 life.

"That's 'cause droids don't pull people's arms out of their socket when they lose. Wookiees are known to do that."

—Han Solo to C-3PO

4/5

159/271 C
MICHAEL PEDRO

For noncommercial purposes only

Hungry Dragonsnake

4



Creature — Snake Beast



Trample

Whenever a creature enters the battlefield under an opponent's control, put a +1/+1 counter on Hungry Dragonsnake.

4/4

138/271 C
DAXIANG

For noncommercial purposes only

Jedi Instructor

4*



Creature — Twi'lek Jedi



When Jedi Instructor enters the battlefield, you may put a +1/+1 counter on another target creature.

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

4/4

018/271 C
HENDRY IWANAGA

For noncommercial purposes only

Super Battle Droid

5



Artifact Creature — Droid



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.)

4/5

059/271 C
REVENGE OF THE SITH

For noncommercial purposes only

Nightspider

1



Creature — Insect



Deathtouch

Some things on Naboo are better left alone.

1/1

149/271 C
ISTVÁN DÁNYI

For noncommercial purposes only

Outer Rim Slayer

3



Creature — Trandoshan Rogue



When Outer Rim Slayer enters the battlefield, you may put a bounty counter on target creature. If you do, another target creature you control fights that creature.

3/3

201/271 C
RYAN BARGER

For noncommercial purposes only

No Contest

1



Instant



Target creature you control fights target creature with power less than its power.

150/271 C
KAI LIM

For noncommercial purposes only

Force Spark

1



Instant



Force Spark deals 1 damage to target creature or player. Scry 1.

Much more effective than moving your socks on the carpet to shock someone.

105/271 C
KIERAN YANNER

For noncommercial purposes only

Cloaking Device

1



Enchantment — Aura



Enchant creature
Enchanted creature can't be blocked.

Whenever enchanted creature attacks, defending player loses 1 life.

You can't fight what you can't see.

038/271 C
ANTHONY DEVINE

For noncommercial purposes only

Personal Energy Shield

1



Instant



Counter target spell that targets you or a permanent you control.

"The Imperials think I'm somehow immortal, but I just have a good supply of power cells."

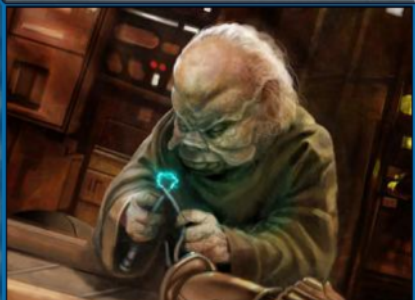
—Kyle Katarn

051/271 C
JOEL HUSTAK

For noncommercial purposes only

Ugnaught Scrap Worker

1



Creature — Ugnaught Artificer



Droid spells you cast cost 1 less to cast.

"These creatures have little fight in them. They will make excellent slaves."

—General Grievous

061/271 C
STEVEN ERHOLM

For noncommercial purposes only

1/2

Vapor Snag



Instant



Return target creature to its owner's hand. Its controller loses 1 life.

"Through passion, I gain strength."

—The Sith Code

062/271 C
DREW BAKER

For noncommercial purposes only

Adroit Hateflyer



Creature — Nautolan Sith



Menace (This creature can't be blocked except by two or more creatures.)

Whenever Adroit Hateflyer attacks, each player loses 2 life.

"Through victory, my chains are broken."

—The Sith Code

3/3

162/271 C
DEREK HERRING

For noncommercial purposes only

Escape Pod



Instant



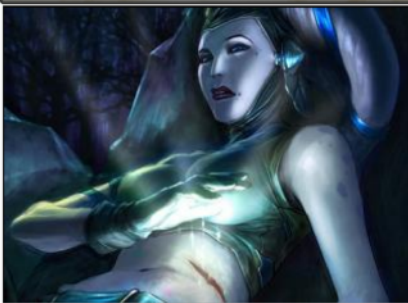
Exile target creature you control. Return that card to the battlefield under your control at the beginning of the next end step.

Don't look at it as retreating, look at it as advancing in another direction.

011/271 C
FANTASTIC-PLASTIC

For noncommercial purposes only

Force Healing



Instant



Prevent the next 4 damage that would be dealt to target creature or player this turn. Scry 1.

"The Force can heal the body, and the soul."

012/271 C
LAN JUN KANG

For noncommercial purposes only

Salvage Squad



Creature — Jawa Artificer



When Salvage Squad enters the battlefield you may sacrifice an artifact. If you do, draw two cards and gain 2 life.

"The Jawas have a tendency to pick up anything that's not tied down."

—Owen Lars

2/2

207/271 C
FRED RAMBAUD

For noncommercial purposes only

Maintenance Droid



Artifact Creature — Droid



• Choose target card you own with a repair counter on it. You may remove a repair counter from it or put another repair counter on it.

Repair 4 (When this creature dies, put four 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.)

1/2

196/271 C
KEVIN SHOEMAKER

For noncommercial purposes only

Massiff Swarm



Creature — Crocodile Beast



6 •: 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 counter on it and it becomes monstrous.)

There's no time like dinnertime.

3/3

145/271 C
RI PALMER

For noncommercial purposes only

Head Hunting



Instant



Put a bounty counter on target creature an opponent controls.

Each opponent loses 1 life.

Draw a card.

077/271 C
STEVE ARGYLE

For noncommercial purposes only

Fulfill Contract



Instant



Destroy target creature with a bounty counter on it. If that creature is destroyed this way, you may put a +1/+1 counter on target Rogue or Hunter you control.

"I see why they call you the best bounty hunter in the galaxy."

—Darth Vader

224/271 C
STAR WARS 1313

For noncommercial purposes only

Cantina Band



Creature — Birth



1, ♣: Tap target nonartifact creature.

*"Does anyone have any requests?"
Yeah, play that one song again."*

—Cantina Band to itself

0/1

006/271 C
RMH

For noncommercial purposes only

Shaak Herd



Creature — Beast



When Shaak Herd dies, you may return another target creature card from your graveyard to your hand.

*"Some people like them to carry things.
I like them on my dinner plate."*

—Sio Bibble

1/2

155/271 C
THE CLONE WARS

For noncommercial purposes only

Outlaw Holocron



Artifact



♣: Put a charge counter on Outlaw Holocron.

♣, Remove a charge counter from Outlaw Holocron: Add ♣, ♠, or ♡ to your mana pool.

♣, Remove two charge counters from Outlaw Holocron: Add ♠♠ or ♡♡ to your mana pool.

235/271 C
CHRIS TREVAS

For noncommercial purposes only

Jedi Holocron



Artifact



♣: Put a charge counter on Jedi Holocron.

♣, Remove a charge counter from Jedi Holocron: Add ♣, ♠, or ♡ to your mana pool.

♣, Remove two charge counters from Jedi Holocron: Add ♠♠ or ♡♡ to your mana pool.

233/271 C
CHRIS TREVAS

For noncommercial purposes only

Bathe in Bacta



Instant



You gain 6 life. If you lost life from a source other than combat damage this turn, you gain 9 life instead.

"Can you get rid of hangovers by dunking yourself in a bacta tank?"

—Thane Kyrell

129/271 C
MARK BROOKS

For noncommercial purposes only

Predator's Strike



Instant



Target creature gets +3/+3 and gains trample until end of turn.

"It could be worse..."

"It's worse."

151/271 C
TONNY HEX

For noncommercial purposes only

Raging Reek



Creature — Beast



Raging Reek attacks each turn if able.

5 ♣: 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.)

Where is the fun in leaving an angry beast alone?

4/4

115/271 C
JACOB MURRAY

For noncommercial purposes only

Neophyte Hateflayer



Creature — Human Sith



♣, Pay 1 life: Each opponent loses 1 life.

"The stronger, darker emotions... these passions empower us."

—Yuthura Ban

1/1

082/271 C
WOJCIECH FUS

For noncommercial purposes only

Sith Evoker



Creature — Chiss Sith



♣, ♣, Sacrifice a creature: You gain life equal to the sacrificed creature's power or toughness.

"Perhaps your way lies with the Sith."

—Kreia

3/3

088/271 C
RAIKOH

For noncommercial purposes only

Syndicate Enforcer

3



Creature — Gand Hunter



When Syndicate Enforcer enters the battlefield, put a bounty counter on target creature an opponent controls.

Whenever a bounty counter is placed on a creature an opponent controls, that creature can't block this turn.

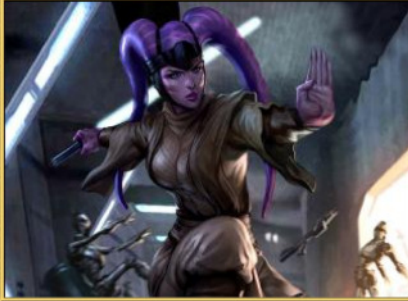
3/2

124/271 C
DEREK HERRING

For noncommercial purposes only

Jedi Sentinel

2



Creature — Twi'lek Jedi



Flash

When Jedi Sentinel enters the battlefield, return another target creature you control and target creature you don't control to their owners' hands.

2/2

194/271 C
STANLEY LAU

For noncommercial purposes only

Sith Ravager

2



Creature — Human Sith



Whenever an opponent loses life from a source other than combat damage, Sith Ravager gets +1/+0 and gains haste and trample until end of turn.

"They never forgot the Jedi. The hatred for the Jedi Order burns in their veins like fire."

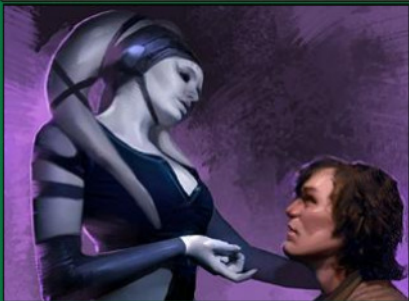
3/1

121/271 C
RYAN VALLE

For noncommercial purposes only

Twi'lek Seductress

1



Creature — Twi'lek Rogue



Twi'lek Seductress must be blocked if able.

Whenever Twi'lek Seductress becomes blocked by a creature, put a bounty counter on that creature.

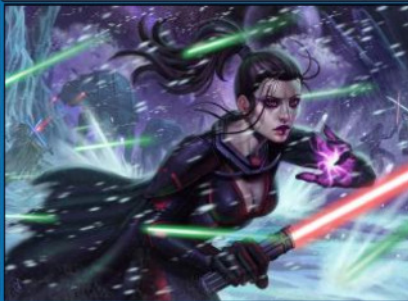
2/1

158/271 C
KIERAN YANNER

For noncommercial purposes only

Sith Sorcerer

2



Creature — Human Sith



When Sith Sorcerer enters the battlefield, scry 2.

Hate — When Sith Sorcerer dies, if an opponent lost life from a source other than combat damage this turn, draw a card.

2/2

058/271 C
SARA FORLENZA

For noncommercial purposes only

Dagobah Maw Slug

2



Creature — Slug



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

As long as Dagobah Maw Slug is monstrous, it has swampwalk.

4/2

176/271 C
RALPH McQUARRIE

For noncommercial purposes only

Force Reflex

1



Instant



Untap target creature. It gets +1/+0 and gains first strike until end of turn. Scry 1. (To scry 1, look at the top card of your library. You may put that card on the bottom of your library.)

015/271 C
RYAN BARGER

For noncommercial purposes only

Jedi Inquirer

2



Creature — Human Jedi



When Jedi Inquirer leaves the battlefield, you may exile target enchantment.

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

2/2

017/271 C
MARAT ARSLANOV

For noncommercial purposes only

Impulsive Wager

2



Sorcery



As an additional cost to cast Impulsive Wager, discard a card at random.

If the discarded card was a nonland card, draw two cards. Otherwise, put a bounty counter on target creature an opponent controls.

110/271 C
CHRIS TREVAS

For noncommercial purposes only

Insatiable Rakghoul

5



Creature — Zombie Mutant

4/6

Insatiable Rakghoul enters the battlefield with a +1/+1 counter on it if a nonartifact creature died this turn.

"The children of all Sith."

—Lord Vader

080/271 C
DUSTIN WEAVER

For noncommercial purposes only

Force Drain

2



Instant

2

Force Drain deals 2 damage to target creature or player. If a player was dealt damage this way, gain 2 life.

Scry 1.

"Through strength, I gain power."

—The Sith Code

074/271 C
KIERAN YANNER

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Force Choke

2



Instant

2

Counter target spell. Its controller may pay life equal to that spell's converted mana cost to return it to its owner's hand. Scry 2.

"I find your lack of faith disturbing."

—Darth Vader

183/271 C
TOM GARDEN

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Terentatek Cub

1



Creature — Beast

2/2

As long as an opponent controls a Jedi or Sith, Terentatek Cub gets +1/+1 and must attack each turn if able.

125/271 C
STEVE ARGYLE

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Tri-Fighter

1



Artifact Creature — Droid Starship

2/2

Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)

Repair 3 (When this creature dies, you may 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.)

Fantasy Flight

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2/2

X-Wing

2



Artifact Creature — Rebel Starship

2/2

Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)

*: X-Wing gains vigilance until end of turn.

Darren Tan

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2/2

N-1 Starfighter

1



Artifact Creature — Starship

2/2

Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)

Whenever N-1 Starfighter deals combat damage to a player, you may pay 1 *. If you do, exile another target creature you control, then return that card to the battlefield under its owner's control.

Kevin Shoemaker

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2/2

Nebulon-B Frigate

3



Artifact Creature — Starship

4/2

Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)

When Nebulon-B Frigate enters the battlefield, creatures you control gains vigilance until end of turn.

Leonid Kozenko

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4/2

Republic Frigate

3



Artifact Creature — Starship

3/3

Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)

Originally built to transport diplomats or the Jedi, the Clone Wars saw many retrofitted with armaments for battle.

The Clone Wars

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3/3

TIE Interceptor

2



Artifact Creature — Starship



Spaceflight *(This creature can only block or be blocked by creatures with spaceflight.)*

Whenever TIE Interceptor attacks, each opponent loses 2 life.

Joel Hustak

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1/1

V-Wing

1



Artifact Creature — Starship



Haste

Spaceflight *(This creature can only block or be blocked by creatures with spaceflight.)*

Indigo Studios

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1/2