

Sith Assassin

2



Creature — Pureblood Sith

3/2

Hate — When Sith Assassin enters the battlefield, if an opponent lost life from a source other than combat damage this turn, you may destroy target nonblack creature.

*"Through power, I gain victory."
—The Sith Code*

3/2

087/271 U
SARA FORLENZA

For noncommercial purposes only

Hutt Palace

Land

Hutt Palace enters the battlefield tapped.

When Hutt Palace enters the battlefield, add 2 to your mana pool.

2: Add or to your mana pool.

242/271 U
CYLONKA

For noncommercial purposes only

Sith Marauder

3



Creature — Human Sith

5/4

Hate — When Sith Marauder enters the battlefield, if an opponent lost life from a source other than combat damage this turn, Sith Marauder deals 3 damage to target creature or player.

5/4

120/271 U
YIGIT KOROLU

For noncommercial purposes only

Senator Padmé Amidala

2



Legendary Creature — Human Advisor

2/2

Whenever you draw a card, you gain 1 life.

2/2

212/271 U
TERRY VANDERSTELT

For noncommercial purposes only

Cruelty of the Sith

3



Instant

Choose one —

- Counter target noncreature spell.
- Target player sacrifices a creature.
- Cruelty of the Sith deals 3 damage to target player. That player discards a card.

174/271 U
STEVE ARGYLE

For noncommercial purposes only

Ravenous Wampa

2



Creature — Beast

4/4

2, Sacrifice another creature: 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.)

When Ravenous Wampa becomes monstrous, you gain life equal to the sacrificed creature's toughness.

4/4

226/271 U
ROBERT POWELL

For noncommercial purposes only

Ewok Village



Land

2

Ewok Village enters the battlefield tapped.

When Ewok Village enters the battlefield, add to your mana pool.

2: Add or to your mana pool.

241/271 U
M. MORGAN COLEMAN

For noncommercial purposes only

Droid Foundry



Land

Droid Foundry enters the battlefield tapped.

When Droid Foundry enters the battlefield, add to your mana pool.

2: Add or to your mana pool.

240/271 U
ATTACK OF THE CLONES

For noncommercial purposes only

Jedi Temple



Land

Jedi Temple enters the battlefield tapped.

When Jedi Temple enters the battlefield, add to your mana pool.

2: Add or to your mana pool.

244/271 U
ORIWANO

For noncommercial purposes only

Moisture Farm



Land

- ☞: Add ♦ to your mana pool.
- ☞: Put a charge counter on Moisture Farm.
- ☞: Remove a charge counter from Moisture Farm: Add one mana of any color to your mana pool.

247/271 U
TINA YOUNG

For noncommercial purposes only

Rogue's Passage



Land

- ☞: Add ♦ to your mana pool.
 - 4, ☞: Target creature can't be blocked this turn.
- "Mos Eisley Spaceport. You will never find a more wretched hive of scum and villainy. We must be cautious."*
—Obi-Wan Kenobi

248/271 U
SCUM AND VILLAINY- WOTC

For noncommercial purposes only

Sith Citadel



Land

- Sith Citadel enters the battlefield tapped.
- When Sith Citadel enters the battlefield, add ♠ to your mana pool.
- ☞: Add ♠ or ♣ to your mana pool.

249/271 U
THE OLD REPUBLIC

For noncommercial purposes only

Bounty Spotter



Creature — Zabrak Hunter

Bounty Spotter doesn't untap during your untap step.

- ☞: Put a bounty counter on target creature an opponent controls.

Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, untap Bounty Spotter.

2/2

070/271 U
DEREK HERRING

For noncommercial purposes only

Death Trooper



Creature — Zombie Trooper

Trooper creatures you control have deathtouch.

In space no one can hear you scream.

1/1

071/271 U
KAI LIM

For noncommercial purposes only

Doom Blade



Instant

Destroy target nonblack creature.

072/271 U
RYAN BARGER

For noncommercial purposes only

Bounty Collector



Creature — Quarren Hunter

- ☞: Untap target land.

Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, untap Bounty Collector.

2/1

132/271 U
THREATS OF THE GALAXY

For noncommercial purposes only

Regression



Instant

Choose target artifact or enchantment. Its owner shuffles it into his or her library.

152/271 U
PETER OLDORF

For noncommercial purposes only

Smash to Smithereens



Instant

Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.

122/271 U
ERTIAN ASAFAT

For noncommercial purposes only

Weequay Beastmaster

1



Creature — Weequay Shaman

1

Monstrosity abilities you activate cost 1 less to activate.

Whenever a creature you control becomes monstrous, put an additional +1/+1 counter on that creature.

2/1

127/271 U
JACOB ATIENZA

For noncommercial purposes only

Sabacc Game

1



Sorcery

1

Choose target permanent an opponent controls. That opponent chooses a permanent you control. Flip a coin. If you win the flip, gain control of the permanent you chose. If you lose the flip, your opponent gains control of the permanent they chose.

055/271 U
GREG & TIM HILDEBRANDT

For noncommercial purposes only

Battle Tactics

2



Sorcery

1

Creatures you control get +2/+1 and gain lifelink until end of turn.

"Our mission today is not to defeat the Empire. What we must do is to keep the Rebel Alliance alive."

—Princess Leia Organa

005/271 U
DARREN TAN

For noncommercial purposes only

Black Market Dealer

2



Creature — Human Rogue

1

Whenever a Rogue or Hunter creature you control dies, put a bounty counter on target creature an opponent controls.

Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, target player loses 1 life and draws a card.

The spice must flow.

2/2

069/271 U
ENTER THE UNKNOWN

For noncommercial purposes only

Rule of Two

3



Enchantment

1

As long as you control exactly two creatures, those creatures get +2/+0 and have deathtouch and lifelink.

"Two there should be; no more, no less. One to embody power, the other to crave it."

—Darth Bane

086/271 U
JOHN JUDE PALENCAR

For noncommercial purposes only

Rumor Monger

1



Creature — Arcona Hunter

1

When Rumor Monger enters the battlefield, put a bounty counter on up to two target creatures your opponents control.

Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, you may move a bounty counter from one target creature to another target creature.

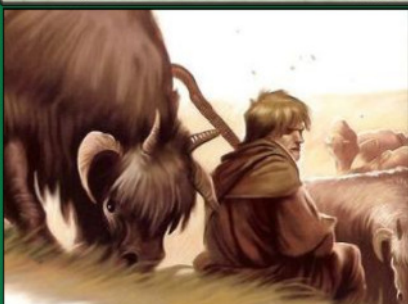
3/3

206/271 U
CHRISTOPHER BURDETT

For noncommercial purposes only

Nerf Herder

2



Creature — Human

1

Monstrosity abilities you activate cost 1 less to activate.

Each creature you control with a +1/+1 counter on it has trample.

Despite their proud history, nerf herder has become a common insult throughout the galaxy.

2/3

147/271 U
WILLIAM O'CONNOR

For noncommercial purposes only

Nexu Stalker

2



Creature — Beast

1

Hexproof, deathtouch

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.)

When Nexu Stalker becomes monstrous, target creature blocks this turn if able.

1/2

148/271 U
BEYOND THE RIM

For noncommercial purposes only

Trooper Commando

3



Creature — Human Trooper

1

Trooper creatures you control have trample.

"If they're anything as good as I hear, they can practically win the war themselves."

—Trooper 35

3/3

157/271 U
GREG KNIGHT

For noncommercial purposes only

Bounty Sniper

2



Creature — Gand Hunter

1

☛: Bounty Sniper deals 1 damage to target creature.

Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, untap Bounty Sniper.

1/3

098/271 U
ARVALIS

For noncommercial purposes only

Force Scream

2



Sorcery

1

Force Scream deals 2 damage to each creature without spaceflight and each player. Scry 1.

*"The Force shall free me."
—The Sith Code*

104/271 U
RYAN BARGER

For noncommercial purposes only

EMP Blast

2



Instant

1

Exile target artifact. Tap all other artifacts.

Have you tried turning it off and on again?

010/271 U
THE CLONE WARS

For noncommercial purposes only

Jedi Battle Healer

2



Creature — Mirialan Jedi

1

Lifelink

When Jedi Battle Healer enters the battlefield, you gain 3 life.

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

2/3

016/271 U
DAVE SEELEY

For noncommercial purposes only

Snow Trooper

2



Creature — Human Trooper

1

Trooper creatures you control have first strike.

The only thing colder than Hoth's winds is the Empire's steely resolve.

2/2

031/271 U
KAI LIM

For noncommercial purposes only

Ancient Holocron

3



Artifact

1

☛: Add one mana of any color to your mana pool.

☛: Add two mana of any combination of colors to your mana pool. Spend this mana only to cast multicolored spells.

"Oh, the secrets they contain."

230/271 U
KIERAN YANNER

For noncommercial purposes only

Jedi Battle Sage

3



Creature — Sullustan Jedi

1

Flash

When Jedi Battle Sage enters the battlefield, target creature gets +2/+2 until end of turn.

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

3/3

141/271 U
MICHEL KOCH & CLAUDE BORDELEAU

For noncommercial purposes only

Show of Dominance

3



Sorcery

1

Put four +1/+1 counters on the creature with the highest power. If two or more creatures are tied for the greatest power, you choose one of them. That creature gains trample until end of turn.

156/271 U
CHRIS REIFF, IAN FULLWOOD

For noncommercial purposes only

Shock Trooper

3



Creature — Human Trooper

1

Trooper creatures you control get +2/+0.

Each trooper is trained in the ancient art of shooting in your general direction.

2/2

119/271 U
CLARK MITCHELL

For noncommercial purposes only

Force Push

3



Instant

Put target creature on top of its owner's library. Scry 1.

"The power of energy over matter, and mind over both."

—Luke Skywalker

040/271 U
FRED RAMBAUD

For noncommercial purposes only

Jedi Battle Mage

3



Creature — Human Jedi

When Jedi Battle Mage enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

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

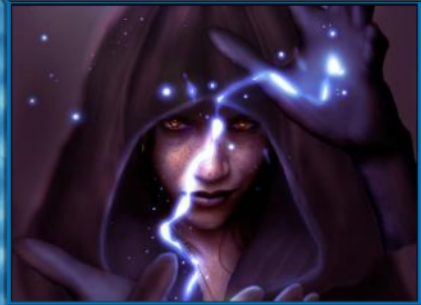
2/4

043/271 U
TOTMOARTSTUDIO2

For noncommercial purposes only

Sith Manipulator

3



Creature — Human Sith

When Sith Manipulator enters the battlefield, return target creature to its owner's hand.

Hate — If an opponent lost life from a source other than combat damage this turn, put that card on top of its owners library instead.

2/2

057/271 U
TANSIE STEPHENS

For noncommercial purposes only

Unruly Sureshot

4



Creature — Human Hunter

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

3: Unruly Sureshot deals 2 damage to target creature with a bounty counter on it.

4/4

095/271 U
THE OLD REPUBLIC

For noncommercial purposes only

Deploy The Troops

4



Instant

Create three 1/1 white Trooper creature tokens.

"The Empire has a legion of loyal soldiers that are in endless supply."

—Darth Vader

008/271 U
KAIZO

For noncommercial purposes only

Droideka

4



Artifact Creature — Droid

2: Change a target of target spell or ability to Droideka.

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.)

3/6

009/271 U
KAI LIM

For noncommercial purposes only

Miraculous Recovery

4



Instant

Return target creature card from your graveyard to the battlefield. Put a +1/+1 counter on it.

I escaped from the jaws of defeat. Literally.

024/271 U
CRISTI BALANESCU

For noncommercial purposes only

Senator Passel Argente

4



Legendary Creature — Koorivar Advisor

Whenever a creature dies, each opponent loses 1 life.

2/2

215/271 U
THE CLONE WARS: ACT ON INSTINCT

For noncommercial purposes only

Ferocity of the Underworld

4



Instant

Choose one —

- Destroy target nonland permanent with converted mana cost 3 or less.
- Copy target instant or sorcery spell. You may choose new targets for the copy.
- Return target card from your graveyard to your hand.

182/271 U
CHRIS TREVAS

For noncommercial purposes only

Senator Bail Organa



Legendary Creature — Human Advisor



As long as you control four or more creatures, creatures you control get +1/+1.

2/2

209/271 U
MAGALI VILLENEUVE

For noncommercial purposes only

Jedi Knight



Creature — Human Jedi Knight



When Jedi Knight leaves the battlefield, return target nonland permanent you don't control to its owner's hand.

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

3/3

193/271 U
STEPHEN KHAN ERVIN

For noncommercial purposes only

Wisdom of the Jedi



Instant



Choose one —

- Prevent all damage that would be dealt to players this turn.
- Target creature you control gets +1/+1 and protection from the color of your choice until end of turn.
- Counter target spell with a converted mana cost of 3 or less.

221/271 U
STEVE ARGYLE

For noncommercial purposes only

Gundark



Creature — Beast



Haste

3: 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.)

When Gundark becomes monstrous, it gets +2/+2 until end of turn.

1/1

107/271 U
MATT ZEILINGER

For noncommercial purposes only

Lightning Bolt



Instant



Lightning Bolt deals 3 damage to target creature or player.

113/271 U
THE FORCE UNLEASHED II

For noncommercial purposes only

Senator Onaconda Farr



Legendary Creature — Rodian Advisor



At the beginning of each combat, target creature you control gets +1/+1 until end of turn.

2/2

211/271 U
HOLONET NEWS VOL 531

For noncommercial purposes only

Might of the Wild



Instant



Choose one —

- Creatures with power 3 or less can't block this turn.
- Destroy target artifact or enchantment.
- Creatures you control gain indestructible until end of turn.

198/271 U
EARL NOREM

For noncommercial purposes only

Wookiee Mystic



Creature — Wookiee Shaman



: Add , , or * to your mana pool. If that mana is spent on a creature spell, it enters the battlefield with a +1/+1 counter it.

2/2

222/271 U
ROGER CHAMBERLAIN

For noncommercial purposes only

Preordain



Sorcery



Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

"Do, or do not. There is no try."
—Master Yoda

034/271 U
KEVIN SHOEMAKER

For noncommercial purposes only

Senator Lott Dod



Legendary Creature — Neimoidian Advisor



Spells your opponents cast that target you cost 2 more to cast.

Spells your opponents cast that target a creature you control cost 1 more to cast.

2/2

210/271 U
KWEH-CHAN

For noncommercial purposes only

Sith Mindseer



Creature — Human Sith



Hate — When Sith Mindseer enters the battlefield, if an opponent lost life from a source other than combat damage this turn, gain control of target creature for as long as Sith Mindseer remains on the battlefield.

3/3

215/271 U
MICHAEL KOMARCK

For noncommercial purposes only

Condemn



Instant



Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.

"You were banished because you were clumsy?"

"Yousa might'n be sayin dat."

007/271 U
JERRY VANDERSTELT

For noncommercial purposes only

Unity of the Droids



Instant



Choose one —

- Prevent all damage that would be dealt to target artifact creature this turn.
- Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard.
- Destroy target nonartifact creature.

220/271 U
JAKE MURRAY

For noncommercial purposes only

Jump Trooper



Creature — Human Trooper



Whenever a Trooper creature you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays 2.

Jetpacks.

1/1

046/271 U
SIDESHOW COLLECTIBLES

For noncommercial purposes only

AAT-1



Artifact Creature — Droid Construct



Whenever a repair counter is removed from a creature card in your graveyard, you may pay 1. If you do, target player loses 1 life and you gain 1 life.

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.)

4/4

160/271 U
THE PHANTOM MENACE

For noncommercial purposes only

Trooper Armor



Artifact — Equipment



Equipped creature gets +1/+1 and is a Trooper in addition to its other types.

Whenever a Trooper enters the battlefield under your control, you may attach Trooper Armor to it.

Equip 2

237/271 U
HENNING LUDVIGSON

For noncommercial purposes only

Dark Trooper



Artifact Creature — Droid Trooper



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.)

"A new stormtrooper that can take out a Rebel base that quickly? I shoulda' kept working for the Empire."

—Kyle Katarn

2/2

231/271 U
TK4528

For noncommercial purposes only

Hazard Trooper



Creature — Human Cyborg Trooper



Trooper creatures you control have intimidate.

Have you ever seen the face of someone who is willing to cut off their limbs to serve the Empire?

3/3

076/271 U
KLAUS WITTMANN

For noncommercial purposes only

Mantellian Savrip

4



Creature — Mantellian Berserker

60

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.)

Creatures with power less than Mantellian Savrip's power can't block it.

4/4

144/271 U
MARK MOLNAR

For noncommercial purposes only

Dark Apprenticeship

1



Enchantment

60

Hate — At the beginning of your end step, if an opponent lost life from a source other than combat damage this turn, Dark Apprenticeship deals 2 damage to target player.

101/271 U
CHRIS TREVAS

For noncommercial purposes only

Jedi Training

1



Enchantment

60

Meditate abilities you activate cost 1 less to activate.

Whenever a Jedi creature you control meditates, scry 1.

045/271 U
CHRIS TREVAS

For noncommercial purposes only

Riding Ronto

2



Creature — Beast

60

3: 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.)

As long as Riding Ronto is monstrous, it has vigilance.

"You're growing faster than a Ronto!"

—Dama Whitesun Bruns, to young Luke Skywalker

2/4

028/271 U
STAR WARS: ANNIVERSARY MAGAZINE

For noncommercial purposes only

Carbonite Chamber

1



Enchantment — Aura

60

Enchant creature

When Carbonite Chamber enters the battlefield, you may remove a bounty counter from target creature.

You control enchanted creature. It can't attack or block, and its activated abilities can't be activated.

170/271 U
RETURN OF THE JEDI

For noncommercial purposes only

Gamorrean Prison Guard

2



Creature — Gamorrean Warrior

60

Whenever a creature enters the battlefield under an opponent's control, if Gamorrean Prison Guard is untapped, it fights that creature.

"The prisoners are escaping!"

2/1

106/271 U
JASON EDMISTON

For noncommercial purposes only

Open Season

1



Enchantment

60

When Open Season enters the battlefield, for each opponent, put a bounty counter on target creature that player controls.

Creatures your opponents control with bounty counters on them can't activate abilities.

Bounty — Whenever a creature an opponent controls with a bounty counter on it dies, that creature's controller loses 2 life. Each other player gains 2 life.

083/271 U
TYLER JAMES

For noncommercial purposes only

Hutt Crime Lord

2



Creature — Hutt Rogue

60

Hutt Crime Lord enters the battlefield a bounty counter on it.

Whenever Hutt Crime Lord attacks, it doesn't untap during its controller's next untap step.

A bounty as large as its stomach.

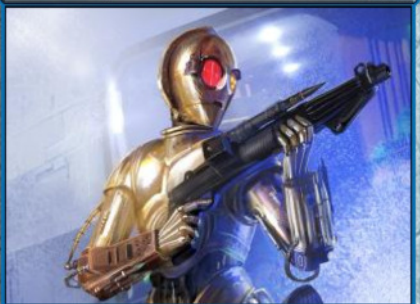
5/5

159/271 U
SCOTT PURDY

For noncommercial purposes only

Armed Protocol Droid

1



Artifact Creature — Droid Rogue

60

Whenever Armed Protocol Droid enters the battlefield, target nonartifact creature gets -2/-0 until end of turn.

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.)

1/3

036/271 U
MIGUEL COIMBRA

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The image shows a 'Jedi Starfighter' card from the Star Wars: The Force Awakens LCG. The card has a tan border with a small icon in the top left corner. The title 'Jedi Starfighter' is at the top. Below it is a large illustration of a Jedi Starfighter in flight against a blue sky with clouds. On the left side of the illustration, there are three circular icons: a '2' in a circle, and two '1' in a circle. Below the illustration, the text 'Artifact Creature — Jedi Starship' is written. In the bottom right corner, there is a small circular icon with a '2' and a '1'. The card's abilities are listed below the title: 'Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)', 'When Jedi Starfighter enters the battlefield, up to two target Jedi creatures you control gain spaceflight until end of turn.', and 'Meditate 1* (Return this creature to its owner's hand. Meditate only as a sorcery.)'. At the bottom, there is a small icon of a lightsaber and the text 'Fantasy Flight', followed by 'For noncommercial purposes only 10/271'. The card's cost is '2/2' in the bottom right corner.

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2/2

The image shows a collectible card for 'A-Wing' from the Star Wars CCG. The card has an orange header with the name 'A-Wing' in white. Below the header is a large image of a Rebel A-wing starfighter. In the top left corner, there is a circular icon with a Rebel Alliance symbol and a smaller circular icon with the number '2'. In the top right corner, there is a circular icon with a Rebel Alliance symbol. Below the image, the text 'Artifact Creature — Rebel Starship' is written in white. Below this, the word 'Haste' is written in white. The main text of the card is in white and reads: 'Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)' and '1: Remove A-Wing from combat. It must attack on your next combat if able.' Below this, a quote is written in white: '“The A-wing is the fastest fighter we have.”' followed by '—General Rieekan'. In the bottom right corner, there is a small icon of a lightsaber and the text 'SKOLO' and '2/2'. At the very bottom, there is a line of small text: 'For noncommercial purposes only 96/271'.

For noncommercial purposes only 96/271

2/2

A detailed illustration of a Y-Wing Rebel Starship, a yellow and white starfighter with two large engines, flying through a dark space filled with stars and nebulae. The ship is angled towards the left, with its red lights visible. The image is framed by a blue border with a circular vignette effect.

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2/3

For noncommercial purposes only 133/271

3/3

For noncommercial purposes only 20/271

3/2

The image shows a game card for the 'Mon Calamari Cruiser'. The card has a blue header with the title 'Mon Calamari Cruiser' in white. Below the title is a circular icon with the number '3'. The main illustration depicts a Mon Calamari Cruiser in space, firing green energy beams at a smaller, darker ship. The card is labeled 'Artifact Creature — Starship' in a blue banner. The text 'Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)' is written in a stylized font. Below this, the card's ability is described: 'Whenever Mon Calamari Cruiser deals combat damage to a player, you may draw a card.' The card is signed 'Anthony Devine' and has a collector's number '48/271'. The bottom right corner features a blue box with the number '4/4'.

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4/4

For noncommercial purposes only 93/271

3/2