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From SWGoH WikiJump to navigationJump to searchExclusive event unit Tier I Player Level 85Stars: 1+Units: Bounty Hunters Unit Level: 50+Gear Level: 6+ 1st Time25Chewbacca Shards x25 1st Time50Crystal 1st Time50KCredits Chewbacca - Gear 8BOSSLando Calrissian - Gear 7ELITEHan Solo - Gear 6Rebel Officer Leia Organa - Gear 6R2-D2 - Gear 6 Tier II Complete Tier IStars: 2+Units: Bounty Hunters Unit Level: 60+Gear Level: 7+ 1st Time25Chewbacca Shards x25 1st Time50Crystal 1st Time100KCredits Chewbacca - Gear 9BOSSLando Calrissian - Gear 8ELITEHan Solo - Gear 7Rebel Officer Leia Organa - Gear 7R2-D2 - Gear 7 Tier III Complete Tier IIStars: 3+Units: Bounty Hunters Unit Level: 70+Gear Level: 8+ 1st Time25Chewbacca Shards x25 1st Time50Crystal 1st Time200KCredits Chewbacca - Gear 10BOSSLando Calrissian - Gear 9ELITEHan Solo - Gear 8Rebel Officer Leia Organa - Gear 8R2-D2 - Gear 8 Tier IV Complete Tier IIIStars: 4+Units: Bounty Hunters Unit Level: 80+Gear Level: 9+ 1st Time25Chewbacca Shards x25 1st Time50Crystal 1st Time350KCredits Chewbacca - Gear 11BOSSLando Calrissian - Gear 10ELITEHan Solo - Gear 9Rebel Officer Leia Organa - Gear 9R2-D2 - Gear 9 Tier V Complete Tier IVStars: 5+Units: Bounty Hunters Unit Level: 85Gear Level: 11+ 1st Time45Chewbacca Shards x45 1st Time50Crystal 1st Time500KCredits Chewbacca - Gear 11BOSSLando Calrissian - Gear 10ELITEHan Solo - Gear 10ELITER2-D2 - Gear 10ELITERebel Officer Leia Organa - Gear 9 Tier VI Complete Tier VStars: 6+Units: Bounty Hunters Unit Level: 85Gear Level: 11+ 1st Time85Chewbacca Shards x85 1st Time50Crystal 1st Time750KCredits Chewbacca - Gear 12BOSSLando Calrissian - Gear 11ELITEHan Solo - Gear 11ELITER2-D2 - Gear 11ELITERebel Officer Leia Organa - Gear 10 Tier VII Complete Tier VIStars: 7Units: Bounty Hunters Unit Level: 85Gear Level: 12+ 1st Time100Chewbacca Shards x100 1st Time50Crystal 1st Time1MCredits Chewbacca - Gear 12BOSSLando Calrissian - Gear 12ELITEHan Solo - Gear 12ELITER2-D2 - Gear 12ELITERebel Officer Leia Organa - Gear 11 To be added Tips To be added Videos To be added Guides This guide is from the Bounty Hunter Faction-specific server (Hunter's Cantina) Deal Physical damage to target enemy and inflict Tenacity Down for 2 turns. Dispel all buffs on all enemies, then deal Physical damage to all enemies. Chewbacca gains Offense Up and Critical Chance Up for 2 turns. This attack ignores Defense. This attack ignores Defense Deal Physical damage to target enemy and Stun them for 1 turn. Then, if the target has no Protection, reset Pulverize's ability cooldown. This attack can't be Evaded. If the target has no Protection, reset Pulverize's ability cooldown At the start of the battle, grant Guard to the weakest ally and Han Solo until Chewbacca is defeated. Chewbacca Assists when a Guarded ally uses any ability during their turn, doing 20% less damage, limited once per turn. When Chewbacca deals damage to an enemy, Chewbacca and all Guarded allies recover 3% Health and 3% Protection.Guard: Can't be Critically Hit, immune to Daze and Stun, +25% Critical Chance When Chewbacca deals damage to an enemy, Chewbacca and all Guarded allies recover 3% Health and 3% Protection Chewbacca is immune to Ability Block and Cooldown Increase. When Chewbacca deals damage to an enemy with an attack, he deals bonus damage equal to 20% of their Max Health. When Chewbacca takes damage from an attack, he gains +25% Offense and +25% Critical Chance until the end of his next turn. When Chewbacca or a Guarded ally takes damage from an attack, reduce Furious Bowcaster's cooldown by 1. Chewbacca is immune to Ability Block and Cooldown Increase Mighty Rebel Attacker who Guards the weakest ally Increases Accuracy, Damage, and Defense Penetration. COMING SOON Last: 2022-11-14 COMING SOON Last: 2025-01-04 COMING SOON Last: 2024-12-23 COMING SOON Last: 2024-12-26 COMING SOON Last: 2025-01-11 COMING SOON Last: 2025-02-15 COMING SOON Last: 2025-04-30 Ends: 2025-07-02 Next: 2025-06-30 Last: 2025-05-31 Next: 2025-07-01 Last: 2025-06-22 Next: 2025-07-01 Last: 2025-06-24 Next: 2025-07-02 Last: 2025-06-04 Next: 2025-07-03 Last: 2025-06-19 Next: 2025-07-03 Last: 2025-06-26 COMING SOON Last: 2025-04-17 MID CYCLE Last: 2025-06-15 Grand Master's Training Mythic COMING SOON Last: 2025-04-19 MID CYCLE Last: 2025-05-25 ENDED RECENTLY Last: 2025-06-20 MID CYCLE Last: 2025-06-08 Galactic Legend: Ahsoka Tano Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. 2015 video gameStar Wars: Galaxy of HeroesStartup screenDeveloper(s)EA Capital GamesEA MobilePublisher(s)Electronic ArtsPlatform(s)Android, iOS, iPadOS, Microsoft WindowsReleaseNovember 24, 2015Microsoft WindowsApril 18, 2024 (only EA app)Genre(s)Role-playing Star Wars: Galaxy of Heroes is a mobile collectible RPG game. The game received a soft launch in Australia during October 2015, and was formally released on November 24, 2015.[1][2][3] A Microsoft Windows port of the game was announced to be in development in the spring of 2024.[4] As of late 2021, the game had surpassed 100 million downloads and had generated over $1.4 billion in revenue.[5] Galaxy of Heroes is set in a cantina in a distant corner of the Star Wars galaxy, where people of varying species compete in simulated holographic battles involving notable figures throughout Star Wars history for fame and fortune.[6] Galaxy of Heroes allows players to collect Star Wars characters from both the main canonical universe established after Lucasfilm was acquired by The Walt Disney Company and the Legends-canon Star Wars: Knights of the Old Republic series, create teams with them, and use them to fight in turn-based battles. There are multiple ways to collect characters: some are given to players immediately, whereas others are gained via game play or as in-game rewards in the form of shards that are earned by players to unlock and or promote their characters. Shards can either be earned from battles or bought from a shop. Maximizing one non-event character's rarity to seven stars unlocks a special shop in which excess shards from seven-star non-event heroes can be exchanged for gear. The shard amount needed for the character to be unlocked will also correspond to their starting star level, which can range from one to seven stars. Characters can be promoted to a max of seven stars with each additional star increasing their power. There are also training droids that can provide varying levels of experience points to level up characters. Gear, mods, and ability parts can all upgrade characters, although some gear can primarily be won only from battles for one particular side of the Force, to encourage players to play on both sides. The maximum level cap in Star Wars: Galaxy of Heroes is 85, which was changed from the previous level cap of 80 (previously 70). The maximum gear level is gear 13; beyond this, characters improve their "Mastery" with Relic Amplifiers, which have a maximum of level 9 (previously 8). Players level up their user level by gaining experience, by completing daily quests, or completing battles. The main currencies of the game are "credits" and "crystals". Credits can be used to train a hero, buy things from the store, obtain a hero when you have enough shards or promote a hero's star rarity. Crystals can be used to buy packs from the store, buy credits, acquire character shards, and energy and arena attempt refreshes. Crystals can be bought with money or can be earned as rewards from arena and daily challenges. Battles are divided up into rounds, with the character with the highest speed stat going first. Each team consists of up to five (six with an ally or summoned unit) different hologram avatars which battle until defeated or retreated. Battles are turn-based, again based on the speed attribute, where the combatants apply various buffs to their own team and inflict debuffs on the opponent all the while trying to deal the most overall damage and have the last character alive. The game also features regularly scheduled limited-time events that encourage daily participation. These events often provide rare rewards or character shards. Progress in the game is gated by energy systems, and players can purchase in-game currency (Crystals) to bypass timers or obtain characters faster through randomized loot mechanics.[7] There are various modes for players to engage in, including squad arena (player vs. player), dark and light side battles, cantina, galactic wars, raids, and various special events. All modes are played versus the computer controlled AI, including the squad arena battles in which the AI controls a player-created team. Center Table: Light Side Characters Campaign: Lead a squad of light side heroes to defeat dark side enemies in 3-wave battles. Dark Side Characters Campaign: Lead a squad of dark side villains to defeat light side enemies in 3-wave battles. Upper Center Table: Shipments: Purchase randomly available character shards and gear with crystals and credits, which change every six hours. Store: Purchase data cards to get characters and consumable resource items, or redeem a Bronzium data card with earned Ally Points. Upper Left Table: Neutral Cantina Campaign: Lead a squad of heroes and villains to defeat unlikely combinations of enemies in 3-wave battles. Neutral Mod Battles Campaign: Engage in 5-wave battles against enemies enhanced by particular mods to earn low-grade mods and slicing parts. Mod Challenges: Win mod battles to earn better mods of a particular stat. Upper Right Tables: Squad Arena: Battle against other player squads in 5-on-5 battles, while competing for daily prizes based on ranking. Galactic Battles: Includes two campaigns: Galactic War , which involves battling 12 player-made teams, and Conquest, a 5-stage mode with two difficulties and exclusive rewards. Lower Left Tables: Daily Challenges: Complete daily challenges to obtain important resources and select gear. Grand Arena Championships: Players at maximum level are grouped into 8 and pitted against three opponents in a mini-Territory Battle with rare gear and slicing parts at stake. Lower Right Tables: Special Event Battles: Participate in special battles reflecting Star Wars scenarios to earn rewards Shard Shop Shipments: Purchase gear or shards for General Grievous with currency redeemed from excess 7-star character shards Scavenger: Make top-gear characters even stronger by pooling together spare parts to upgrade their personal artifacts, called relics. "Back Room" Areas: Far Left, Guilds Guild Raids: Work together to defeat a powerful boss and earn rare gear and shards for a special character. Territory Battles: Work together to drive enemy armies away from a large swath of territory. Guild Shipments: Purchase items with guild tokens earned from guild victories, including character shards. Guild Member Item Requests/Donations: Allows a guild member to donate or request gear items. Guild Management: Review the guild's current statistics along with a list of members. Guild Search: Search for other guilds. Far Right, Ships Fleet Arena: Pit your created fleet against other player's fleets and compete for daily rewards based on ranking. Daily Ship Challenges: Complete daily challenges to earn ship resources. Fleet Arena Store: Use currency earned from arena ranking to buy blueprints, shards and high-grade ability materials. Neutral Fleet Battles: Use your fleet to defeat computer-controlled enemy fleets, composed of heroes, villains or both, in single-wave 3-on-3 battles. Guilds were introduced to the game in April 2016.[8] As with most games, guilds in Star Wars: Galaxy of Heroes consist of players teaming together to achieve common goals. In this game, guilds consist of a maximum of 50 players that can go on raids, and participate in both Territory Wars and Territory Battles. The guild search interfaces received a small update in April 2021.[9] Territory Battles are cooperative events in which guild members work together with characters of a certain faction to defeat enemies of a rival faction across a map broken down into multiple territories, each with their own missions and objectives to complete over the course of several days. The guild is scored on how well they complete the objectives. Territory Wars is a super-multiplayer mode where one guild clashes with another over the course of two days. On the first day, each guild sets up the defense for its territory by assigning characters in squads to each portion of its own territory. On the second day, each guild would then attack the rival guild by sending squads of otherwise unused characters to assault the rival guild's territory, starting from its frontmost regions and working their way towards the rear ones as each region is wiped of enemy characters. The guild that scores the most points at the end of the second day, whether from successful attacks or defenses, is the winner and receives more rewards than the loser. Raids were added to the game in April 2016, with the first raid, called "The Pit", being about a battle against a Rancor in Jabba the Hutt's palace during the events of Return of the Jedi. Guilds send in teams of five hologram avatars at a time to battle multiple powerful bosses across four different stages, with all bosses sharing a universal health bar that is split into fourths, one for each stage, which decreases as the damage the guild inflicts begins to accumulate. Once it empties completely, the raid is won and participating members will be given rewards.[10] Some raids have multiple difficulty levels, with the highest one, called "Heroic", awarding shards of a special character that are otherwise very difficult to acquire, while enforcing a permadeath rule on all characters used in a raid attempt. Several more raids have been released throughout the game's operation, each based on a different era with varying mechanics and difficulties. The second and third raids involved confronting an Armored Assault Tank backed by Separatist forces ("Tank Takedown") and dueling the Sith Triumvirate, Darth Nihilus, Darth Sion and Darth Traya, during the Knights of the Old Republic duology ("The Sith Triumvirate"), respectively. Capital Games then released a fourth raid in 2020, which was a more difficult version of the rancor battle, called "The Rancor Unleashed" and is intended for characters with max gear and enhanced Relics.[11] This fourth raid was criticized by players for its high difficulty on its initial launch, leading Capital Games to fine-tune its mechanics the following year.[12] A fifth raid was also added in the spring of 2023, inspired by the season 2 premiere of the Disney+ streaming series The Mandalorian, "Chapter 9: The Marshal", in which players dispatch squads from a limited set of factions to take on a ferocious krayt dragon. Unlike prior raids, the krayt dragon has infinite health and players are instead scored on how much damage they can inflict on it. A sixth raid was added in late 2023 to celebrate the 40th anniversary of Return of the Jedi, a non-boss raid in which the player's squad members fly speeder bikes to battle Imperial scout troopers in deadly high-speed chases through the forests of Endor. A seventh raid about Jedi surviving Order 66 also launched in June 2025 to commemorate the twentieth anniversary of Revenge of the Sith. Ship battles were added on November 22, 2016. This feature allows players to control various spaceships through their captains and pilots.[13] The vehicles are controlled and played similarly to the main game with the player's characters, with the addition of an unassailable capital ship, which offers leadership bonuses, special abilities, and additional attacks. 23 different ships were available at the launch of the new feature. As of January 2023, there are now 51 ships and 10 capital ships. Ships enhancement mirrors that of characters, each area available for improvement - rarity, level, skill level - requiring a different, special currency. These currencies are acquired through daily challenges and daily reward for fleet arena standing. Mods (short for modifications) are an optional upgrade for characters within the game. Once the player's account reaches level 50, Mods become available to any of their characters that are level 50 or above. There are different categories of mods, each of which yields a different primary effect on the stats of the character that has equipped it. This effect allows players to increase statistical areas of their characters to yield better performance in battle. In the late summer of 2018, EA released an update that significantly changed how mods worked, dubbed "Mods 2.0". The update grants players more freedom on what kinds of mods they would like to acquire by eliminating character faction requirements from the Mod Challenges, and provides suggestions for each character on which mod types should be used. In addition, mods graded as Mark V (the original, typical Mark limit) can be "sliced" to increase their color tier and level up extra secondary stats, and can be sliced once more to reach an extra-higher, exclusive Mark VI tier. In October 2021, players were given the ability to slice their Mark VI mods' color tier[14] to the maximum of tier 6-A (Mark VI, color A). Slicing requires parts acquired from an extra set of very difficult mod battles against characters of a certain faction, while all mod battles now use a separate pool of energy.[15] The slicing materials needed to slice mods from 6-E to 6-A were added as exclusive rewards in the Galactic Challenges, then also to Conquest when the latter was released. ReceptionAggregate scoreAggregatorScoreMetacritic70/100[16] The game has received a mixed response from critics, currently holding a 70/100 rating on Metacritic based on 8 reviews.[16] As of November 2021, the game has had 100 million players.[17] In 2019, one of the game's many characters, the Jedi Knight Guardian, made an appearance in the first issue of the Marvel comic book series Star Wars: Age of Republic - Obi-Wan Kenobi, which identifies her as Jedi Master Tosan.[18] ^ Hodapp, Eli (October 13, 2015). "'Star Wars: Galaxy of Heroes' Soft Launches in Australia". Touch Arcade. Retrieved November 21, 2015. ^ Osborn, Alex (November 24, 2015). "'Star Wars: Galaxy of Heroes Out Now". IGN. Retrieved November 30, 2015. ^ Slater, Harry (November 25, 2015). "Star Wars: Galaxy of Heroes". Pocket Gamer. Retrieved December 3, 2015. ^ Yin-Poole, Wesley. "EA Bringing Star Wars Galaxy of Heroes to PC - 8 Years After It Launched on Mobile". IGN. 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Official website Capital Games website Star Wars: Galaxy of Heroes on Wookieepedia, a Star Wars wiki Retrieved from " Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Battle throughout the galaxy as you fight with dark & light side heroes across iconic locations. Enter the world of Star Wars™ in a PvE & PvP strategy turn-based RPG with characters from The Mandalorian, Star Wars™: The Last Jedi™, Star Wars: The Bad Batch™, and more. Engage in tactical turn-based combat, epic boss fights, and level up your favorite heroes in a Star Wars game with epic turn-based RPG combat.Jedi knight or Sith lord – the choice is yours! Defeat opponents & rise to the top as a hologamer in a far-off cantina. Collect some of your favorite Star Wars characters like Luke Skywalker, Chewbacca, Darth Vader, Han Solo, Yoda & more to construct elite teams ready for the arena. Test your skill with strategic moves & pick teammates with complimentary abilities to enter PvE & PvP turn-based RPG games with unbeatable squads! Equip your heroes with gear & fun abilities to make your squad unstoppable!Join the champions of the holotables with your squad of iconic heroes in an epic turn-based RPG. Galactic combat awaits!STAR WARS™: GALAXY OF HEROES GAMEPLAYCOLLECT CHAMPIONS & CREATE YOUR DREAM TEAM - Unlock legendary Star Wars bounty hunters, Sith, Jedi, heroes & characters: Luke Skywalker, Darth Vader, Han Solo, Yoda, The Mandalorian, & more. Get ready for strategic PVE team RPG combat! - Battle, level up & upgrade hero units to create your dream team - Maximize your heroes with upgradable gearCOMPETE IN GALACTIC SPACESHIP BATTLES - Collect iconic ships such as the Millennium Falcon to construct your war fleet! - Recruit legendary heroes to pilot your mighty armada in RPG turn-based combat! - Enlist custom crews to unlock special ship abilities - Test your turn-based strategy in the Fleet Arena with iconic starships in massive Capital Ships - Gather upgrade materials for legends & gain rewards after battlesJOIN A STRATEGIC TURN-BASED RPG - Team RPG combat: Fight, deploy reinforcements, & turn the tide of battle with the right strategy! - PvP Battles: Conquer territories, collect epic loot, & upgrade your squad - Guild wars: Fight for land in Territory Battles & claim galactic dominance in Territory Wars! - Online RPG & PvP: Lead raids, battle players, & climb the rankings through intense PvP combatBECOME A MASTER OF THE GALAXY - Galactic RPG Games - command & upgrade your favorite heroes & Star Wars game characters. - Unleash Han Solo's "Never Tell Me the Odds", Obi-Wan Kenobi's "Mind Tricks", The Mandalorian's "Disintegrate", & more! - Battle in turn-based strategy gameplay & become champion of the galactic hologames - Become one with The Force in this galactic Star Wars strategy team RPG game!SQUAD UP ONLINE - Lead raids with friends, fight against bosses like rancors & AAT tanks in turn-based RPG battles! - Create a customizable Guild & team up with your friends in Guild Wars - Dominate Territory Battles by deploying your arsenal of characters & ships on an evolving battlefield - Become a legend in turn-based RPG events such as Squad Cantina Battles, Galactic Challenges, PvP Squad Arena, & Squad TournamentsRaid, battle, & experience the Star Wars™ galaxy first-hand with the galactic RPG game, Star Wars™: Galaxy of Heroes!This app: Requires acceptance of EA’s Privacy & Cookie Policy and User Agreement. Requires an Internet connection (network fees may apply). Allows players to communicate via in-game chat. To disable see ""Chat Setting"" in the in-game settings menu. This game includes optional in-game purchases of virtual currency that can be used to acquire virtual in-game items, including a random selection of virtual in-game items. User Agreement: terms.ea.comPrivacy and Cookie Policy: privacy.ea.comVisit help.ea.com for assistance or inquiries.Do Not Sell My Personal Information: may retire online features after 30 days’ notice posted on ea.com/service-updates.Save the world in these epic RPGsSafety starts with understanding how developers collect and share your data. Data privacy and security practices may vary based on your use, region, and age. The developer provided this information and may update it over time.This app may share these data types with third partiesLocation and Device or other IDsThis app may collect these data typesLocation, Financial info and 2 othersData is encrypted in transitYou can request that data be deletedRatings and reviews are verifiedinfo_outlineRatings and reviews are verifiedinfo_outline Flag inappropriateShow review historyThe new system is a shameless advert to buy the conquest pass. Leaves someone not willing to sell their liver to only be able to finish *most objectives. New achievement system is going to lock you out of completed challenges if you dont pay $ for a new character, which you will need more gear for. Capital Games could redesign the process if the community agrees it's bad enough for a coordinated effort. It's SW's biggest finnancial income game in history, but the execs only want more450 people found this review helpfulDid you find this helpful?TWELVE NIGHTS AT FREDDY'S Flag inappropriateShow review historyThis is probably the best turn based RPG for many reasons One, you can play however and wherever you want, on both PC and Mobile, and can have fun whether you have a collector play style, combat play style, etc Two, you can collect all of your favorite characters from star wars and then some, and then watch them fight in stages set across the universe Three, the combat and game design itself, as there are journeys for heroes that have you attain more, and the abilities/combat kits are stunning57 people found this review helpfulDid you find this helpful? Flag inappropriateShow review historyI stopped playing this game for a while and came back to it. I really hoped things would be better off but it's not. Progress is painfully slow without spending money, and the in came currency is ridiculously expensive. It's so much worse than many other of these hero collector style games. The only reason it gets away with it is because it's the only option for star wars. The tragic part is that there really is potential for a cool game here, but it's hoplessly buried under $60 transactions.694 people found this review helpfulDid you find this helpful?Star Wars™: Galaxy of Heroes has been updated with a new type of Datacron & Slice-a-Bundle!Introducing Focused Datacrons! Upgrade these new powerful Datacrons with more abilities & a static set of bonuses.- Know what you will get with a fixed set of bonuses- Each Focused Datacron targets a specific squad to power upSelect your favorite items & build your own bundle with Slice-a-Bundle!- Choose from an array of items to make your own bundle- The more items you pick, the better the discount!flagFlag as inappropriate Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. STAR WARS™: Galaxy of Heroes is Coming to PCBecome Master of the Galaxy! Create and customize your team using characters from every era, including champions from The Mandalorian, Star Wars™: The Rise of Skywalker, and Star Wars™: The Last Jedi™.Defeat opponents and rise to the top as you dominate the galactic hologames in a far-off cantina. Upgrade your heroes’ abilities as you play for even more powerful attacks and bigger wins.Lead Raids with friends, and fight against bosses like the Rancor and AAT Tank when you create a customizable Guild.Rebel leaders? Empire stalwarts? It’s your choice as you construct elite light and dark side teams while collecting heroes and other characters from the Star Wars™ universe. 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