

# STAR WARS GALAXY OF HEROES EA

## Star Wars: Galaxy of Heroes Pack Probabilities

Below is the complete list of crystal packs in the Star Wars: Galaxy of Heroes store and their corresponding drop rates.

All packs guarantee something of value, however there are opportunities to receive significantly higher shard counts in packs as well.

The pack probabilities are not a guarantee of outcome. The probabilities reset with every pack.

Star Wars: Galaxy of Heroes never changes drop rates based on player behavior or status; all probabilities are global unless explicitly described otherwise.

All new pack types, or updates to existing pack types will be announced in advance on our forums before being changed in this document and in-game.

Character Marquee Packs	
One card of a specific character's shards per pack.	
Character Shard Quantity	Probability
5	17.44%
7	69.76%
10	5.48%
12	4.98%
15	1.99%
20	0.07%
25	0.02%
50	0.02%
80	0.02%
145	0.10%
230	0.02%
330	0.10%

Character Marquee Mega Packs	
One card of a specific character's shards per pack.	
Character Shard Quantity	Probability
15	22.98%
17	60.00%
20	2.50%
25	10.00%
30	7.50%
40	0.01%
50	1.00%
60	0.01%
70	0.01%
80	0.15%
90	0.05%
100	0.25%
120	0.01%
145	0.25%
180	0.03%
230	0.03%
330	0.23%

Ship Marquee Packs	
Six cards per pack.	
One card of a specific ship's blueprints, and one card of each of the 5 ship upgrade materials below.	
Ship Blueprint Quantity	Probability
5	17.44%
7	69.76%
10	5.48%
12	4.98%
15	1.99%
20	0.07%
25	0.02%
50	0.02%
80	0.02%
145	0.10%
230	0.02%
330	0.10%

Ship Ability Mk1 Quantity	Probability
1	0.10%
2	0.10%
3	0.20%
4	9.60%
5	90.00%

Ship Ability Mk2 Quantity	Probability
1	1.00%
2	9.00%
3	20.00%
4	40.00%
5	30.00%

Ship Ability Mk3 Quantity	Probability
1	45.00%
2	40.00%
3	9.00%
4	5.00%
5	1.00%

Ship Omega Quantity	Probability
1	92.23%
2	7.77%

Reinforcement Mat	Probability
1	40.00%
2	50.00%
3	8.00%
4	1.90%
5	0.10%

Capital Ship Packs	
Two cards per pack.	
One card of a specific capital ship's blueprints, and one card of ship building materials.	
Ship Blueprint Quantity	Probability
10	92.65%
12	4.98%
15	1.99%
20	0.08%
25	0.08%
50	0.13%
100	0.08%

Ship Bldg Materials Quantity	Probability
45000	75.00%
90000	20.00%
135000	5.00%

Character Faction Packs	
One card per pack. Drops shards of one character out of all of the characters in the faction pack.	
All characters within a faction pack have an equal probability to drop.	
Character Shard Quantity	Probability
10	19.24%
12	38.48%
15	28.86%
20	9.62%
25	2.41%
50	0.96%
80	0.19%
145	0.10%
230	0.05%
330	0.10%

Ship Faction Packs	
One card per pack. Drops blueprints of one ship out of all of the ships in the faction pack.	
All ships within a faction pack have an equal probability to drop.	
Ship Blueprint Quantity	Probability
10	19.24%
12	38.48%
15	28.86%
20	9.62%
25	2.41%
50	0.96%
100	0.43%

Ewok, Nightsister Faction Packs	
Two cards of character shards per pack. One card of "older" characters, one card of "newer" characters, within a faction. Specific characters to the right.	
All characters within each card have an equal probability to drop.	
Character Shard Quantity	Probability
10	19.24%
12	38.48%
15	28.86%
20	9.62%
25	2.41%
50	0.96%
80	0.19%
145	0.10%
230	0.05%
330	0.10%

Ewok / NS Faction Character Details	
Ewok Faction Pack	
Older	Newer
Chief Chirpa	Wicket
Ewok Elder	Logray
Teebo	Paploo
Ewok Scout	

Nightsister Faction Pack	
Older	Newer
Asajj Ventress	NS Spirit
Old Daka	NS Zombie
NS Acolyte	Mother Talzin
Talia	
NS Initiate	

Faction Mega-Packs	
Five cards per pack, plus one extra card.	
Extra card consists of shards of one of the faction-specific characters.	
Specific characters to the right.	
The other five cards drop shards of one of any other character in the faction mega-pack.	
All characters within each card (including the extra card) have an equal probability to drop.	
All cards have the same probability distribution of shards (below).	
Character Shard Quantity	Probability
10	19.24%
12	38.48%
15	28.86%
20	9.62%
25	2.41%
50	0.96%
80	0.19%
145	0.10%
230	0.05%
330	0.10%

Faction Mega-Pack Character Details	
Rebel Bonus Card Characters	
Hoth Rebel Soldier	Hoth Rebel Scout
General Veers	Stormtrooper
Scoundrel Bonus Card Characters	
Vet Smuggler Han	Vet Smuggler Chewbacca

Smuggler Bonus Card Character	
Nest	
Bounty Hunter Bonus Card Characters	
Embo	Aurra Sing
Bossk	

Fleet Data Card (1x, 4x)	
1x is one card per pack. 4x is four cards per pack.	
One card of blueprints of one ship out of all of the ships in the pack.	
Ship Blueprint Quantity	Probability
10	20.20%
15	50.51%
25	24.05%
30	5.00%
65	0.10%
85	0.05%
100	0.10%

Fleet Mega Pack	
Eight cards total. Four ship blueprint cards, paired with four character shard cards.	
The character packs pulled are always one of the crew of the ships pulled, and the crew shard amount always matches the ship blueprint amount.	
For example, if you pull 10 Scimitar blueprints, you will also pull 10 shards of Darth Maul, the pilot of Scimitar.	
If you pull a ship with multiple crew, you will receive shards of ONE of the ship's crew.	
All ships within the pack have an equal probability to drop.	
All shard/blueprint quantities follow the distribution below.	
Shard / Blueprint Quantity	Probability
5	9.62%
8	57.72%
10	28.86%
15	2.41%
25	0.96%
30	0.19%
65	0.10%
85	0.05%
100	0.10%

Chromium Pack (1x, 4x)	
1x is one card per pack. 4x is four cards per pack.	
Each card follows the odds of getting a "full character unlock", or character shards, below.	
A "full character unlock" refers to the minimum number of shards needed to unlock that character.	
All characters within Chromium Packs have the same probability to drop.	
Character / Character Shard Quantity	Probability
Full character unlock	20.00%
5 Shards	1.57%
8 Shards	2.35%
10 Shards	45.49%
12 Shards	4.71%
15 Shards	14.90%
20 Shards	6.27%
25 Shards	4.71%

Light Side & Dark Side Chromium Pack (8x)	
Eight cards per pack.	
All card odds are identical to 1x + 4x odds, above.	
Additionally, one of these eight cards is guaranteed to be a "full character unlock".	
A "full character unlock" refers to the minimum number of shards needed to unlock that character.	
All characters within Light Side or Dark Side Chromium Packs have the same probability to drop.	
Character / Character Shard Quantity	Probability
Full character unlock	1 Guaranteed + 20%
5 Shards	1.57%
8 Shards	2.35%
10 Shards	45.49%
12 Shards	4.71%
15 Shards	14.90%
20 Shards	6.27%
25 Shards	4.71%

Credit Data Card	
One Card. Total credit amount per card varies by level band.	
Probability of a 2x or 3x multiplier on that credit amount follows distributions below.	
Multiplier	Probability
1x	84.00%
2x	14.00%
3x	2.00%

Credit Data Mega-Pack	
Seven normal cards, identical to the Credit Data Card, plus one Extra card.	
Extra card has higher probabilities of a 2x or 3x multiplier, below.	
Multiplier	Probability
1x	60.00%
2x	35.00%
3x	5.00%

Credit Data Ultra-Pack	
Ten cards, plus six extra cards, plus one ultra card.	
Ten cards identical to the Credit Data Card.	
Six extra cards with even higher probabilities of a 2x or 3x multiplier, below.	
One ultra card with even higher probabilities of a 2x or 3x multiplier, below.	
Multiplier	Probability
1x	2.50%
2x	5.00%
3x	92.50%

Ship Building Material Data Card	
One card of a flat amount of ship building materials.	
Probability of a multiplier on that flat amount of materials, below.	
Multiplier	Probability
1x	75.00%
2x	20.00%
3x	5.00%

Ship Building Material Mega Pack	
Eight cards of a flat amount of ship building materials.	
All cards contain probabilities of a multiplier on those materials, below.	
Multiplier	Probability
1x	75.00%
2x	20.00%
3x	5.00%

Ability Materials Mega-Pack	
Two cards of ability materials. One of MkIII, one of Omega.	
Probabilities of ability amounts, below.	
MkIII Quantity	Probability
20	95.00%
50	5.00%

Omega Quantity	Probability
9	95.00%
25	5.00%

Ship Ability Materials Mega-Pack	
Three cards of ability materials. One of MkIII, one of Ship Omega, and one of Reinforcement Abilities.	
Probabilities of ability amounts, below.	
Ship MkIII Quantity	Probability
15	85.00%
20	13.00%
35	2.00%

Ship Omega Quantity	Probability
10	90.00%
15	9.00%
25	1.00%

Reinforcement Material Quantity	Probability
15	75.00%
25	24.00%
50	1.00%

Ewok Gear Pack	
Two cards of gear salvage.	
Both the specific gear salvage, and the amount of salvage, follow the probabilities below.	
Probabilities of the specific gear salvage for each card, below.	
Card 1 Gear Salvage	Probability
MK3 Carbant Sensor Array Salvage	28.60%
MK4 Sorosub Keypad Salvage	21.40%
MK5 A/KT Stun Gun Prototype Salvage	21.40%
MK8 BioTech Implant Component	28.60%

Card 2 Gear Salvage	Probability
MK9 Fabritech Data Pad Component	33.30%
MK10 TaggeCo Holo Lends Salvage	33.30%
MK7 Merr-Sonn Shield Generator Salvage	16.70%
MK3 Czerka Stun Cuffess Salvage	16.70%

Probabilities of the amount of gear salvage per card, below.	
This amount is uniform across both gear salvage cards.	
Quantity	Probability
7	15.00%
10	35.00%
12	20.00%
15	7.50%
20	15.00%
22	5.00%
30	2.50%