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 (5-Shard Variant)

One card of a specific character's shards per pack.
These odds apply to Marquee Packs listed as containing 5-330 Shards

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	2.50%
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%

Character Marquee Packs (10-Shard Variant)

One card of a specific character's shards per pack.
These odds apply to Marquee Packs listed as containing 10-330 Shards

Character Shard Quantity	Probability
10	55.000%
12	30.000%
15	10.000%
20	2.000%
25	1.650%
50	0.750%
80	0.500%
145	0.050%
230	0.025%
330	0.025%

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%

Ship Marquee Packs or Ship Galactic Chase 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 And Event Packs

One card per pack. Drops shards of one character out of all of the characters in the faction pack or event pack.
All characters within a faction pack or event 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-Pack Character Details

Rebel Bonus Card Characters	
Hoth Rebel Soldier	Hoth Rebel Scout
Empire Bonus Card Characters	
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 cards 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%

Character Trove Pack

One card of 330 Shards
All characters within Character Trove Pack have the same probability to drop.

Quantity	Probability
330	100.00%

Journey Guide Character Packs

All characters within Journey Guide Character Packs have the same probability to drop.

Quantity	Probability
5	2.42%
8	24.21%
10	36.32%
12	16.95%
15	7.26%
20	10.90%
25	0.73%
50	1.21%

Advanced Fleet Mastery Squadron Packs

6 cards
All listed characters and ships have the same probability to drop for each card

Quantity	Probability
8 shards of a possible character	100%
3 shards of a possible character	100%
3 shards of a possible character	100%
8 shards of a possible ship	100%
3 shards of a possible ship	100%
3 shards of a possible ship	100%

Journey Guide Ship Packs

All listed characters and ships within Journey Guide Ship Packs have the same probability to drop.

Quantity	Probability
10	5.24%
15	52.32%
25	28.80%
35	7.84%
55	5.24%
100	0.52%
150	0.04%

Content Themed Shard Packs

PROTECTORS OF THE CHILD SHARD PACK
One card of each character listed in the pack.

Quantity	Probability
5	68.03%
8	13.61%
10	13.61%
12	3.40%
15	1.35%

Character Spotlight Packs

One card of a specific character's shards per pack.

Character Shard Quantity	Probability
10	55.000%
12	30.000%
15	10.000%
20	2.000%
25	1.650%
50	0.750%
80	0.500%
145	0.050%
230	0.025%
330	0.025%

Character & Gear Combo Packs

Two Cards, with contents and probabilities as listed below

Card 1 - Character Shards
Character Shards of the Character specified in the Pack

Shards	Quantity	Probability
Character -- As Listed on Pack	15	100.00%

Card 2 - Gear Salvage
Card contains either 5 each, 10 each, or 20 each of the specified salvage listed on the Pack

Quantity	Probability
5 pieces of each specified gear salvage	75.00%
10 pieces of each specified gear salvage	20.00%
20 pieces of each specified gear salvage	5.00%

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 identical to the extra card in the Credit Mega-Pack, above.
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 Pack

Two cards of ability materials. One of MkIII, one of Omega.
Probabilities of ability amounts, below.

MkIII Quantity	Probability
10	95.00%
30	5.00%

Omega Quantity	Probability
3	95.00%
10	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%

Mod Salvage Chance Packs

One card each of the Mk 1 Amplifier, Mk 1 Capacitor, and Mk 2 Pulse Modulator

Quantity	Probability
5	68.03%
8	13.61%
10	13.61%
12	3.40%
15	1.35%

"Mod Haul" Bundles

12 individual Mods, all of the Primary Stat and Rarity as specified on the Bundle Description
Each Mod then determines additional qualities according to the following distributions.
Each Mod and Quality on that mod is determined independently.

Quality 1: Tier

Tier	Probability per Mod
C ("blue")	33.33%
B ("purple")	33.33%
A ("gold")	33.33

Quality 2: Slot

Slot	Probability per Mod
Receiver ("arrow")	16.66%
Transmitter ("square")	16.66%
Holo-array ("triangle")	16.66%
Processor ("diamond")	16.66%
Multiplexer ("cross")	16.66%
Data-Bus ("circle")	16.66%

Padawan Zeta Material Bundle

One card chosen from the 5 groups below, based off the following probabilities.
Both the specific item and quantity follow the probabilities below.

Group 1	Quantity	Probability
Ability Material Zeta	3	45.00%
Ability Material Omega	3	
Ability Material Mk III	12	
Mk 7 Kyrotech Shock Prod Prototype Salvage	15	
Mk 9 Kyrotech Battle Computer Prototype Salvage	15	
Crystals	200	
Group 2	**Quantity**	**Probability**
Ability Material Zeta	5	30.00%
Ability Material Omega	3	
Ability Material Mk III	12	
Mk 7 Kyrotech Shock Prod Prototype Salvage	15	
Mk 9 Kyrotech Battle Computer Prototype Salvage	15	
Crystals	200	
Group 3	**Quantity**	**Probability**
Ability Material Zeta	8	15.00%
Ability Material Omega	3	
Ability Material Mk III	12	
Mk 7 Kyrotech Shock Prod Prototype Salvage	15	
Mk 9 Kyrotech Battle Computer Prototype Salvage	15	
Crystals	200	
Group 4	**Quantity**	**Probability**
Ability Material Zeta	15	8.00%
Ability Material Omega	3	
Ability Material Mk III	12	
Mk 7 Kyrotech Shock Prod Prototype Salvage	15	
Mk 9 Kyrotech Battle Computer Prototype Salvage	15	
Crystals	200	
Group 5	**Quantity**	**Probability**
Ability Material Zeta	25	2.00%
Ability Material Omega	3	
Ability Material Mk III	12	
Mk 7 Kyrotech Shock Prod Prototype Salvage	15	
Mk 9 Kyrotech Battle Computer Prototype Salvage	15	
Crystals	200	

Zeta Material Mega Bundle

TWO Cards, each containing one or more items as specified below.
Both the specific gear salvage, and the amount of salvage, follow the probabilities below.

Card 1 - Mk III & Omega Ability Materials and Kyrotechs
Card awards a fixed amount of the specified items upon purchase

Item	Quantity
Ability Material Omega	10
Ability Material Mk III	30
Mk 7 Kyrotech Shock Prod Prototype Salvage	50
Mk 9 Kyrotech Battle Computer Prototype Salvage	50

Card 2 - Ability Material Zeta
Card contains a varying number of Ability Material Zetas per the following probabilities

Item	Quantity	Probability
Ability Material Zeta	10	40.00%
Ability Material Zeta	15	30.00%
Ability Material Zeta	20	20.00%
Ability Material Zeta	30	8.00%
Ability Material Zeta	40	2.00%

Omega Ability Materials Bundle

Two cards per Bundle. Both the specific item and amount follow the probabilities below.

Card 1
One card containing all the items listed in Group 1.

Group 1	Quantity
Credits	500,000
Ship Building Materials	500,000
Ability Material MK I	15
Ability Material MK II	8
Ability Material MK III	3
Ship Ability Material MK I	15
Ship Ability Material MK II	8
Ship Ability Material MK III	3
Mk 5 A/KT Stun Gun Prototype Salvage	3
Mk 3 Czerka Stun Cuffs Salvage	3
Mk 3 Carbanti Sensor Array Salvage	3
Mk 8 BioTech Implant Component	3

Card 2
One card chosen from the 3 groups below, based off the following probabilities.

Group 1	Quantity	Probability
Ability Material Omega	1	50.00%
Ship Ability Material Omega	1	
Group 2	**Quantity**	**Probability**
Ability Material Omega	2	40.00%
Ship Ability Material Omega	2	
Group 3	**Quantity**	**Probability**
Ability Material Omega	3	10.00%
Ship Ability Material Omega	3	

Zeta Upgrade Pack

One card chosen from the 3 groups below, based off the following probabilities.
Both the specific item and quantity follow the probabilities below.

Group 1	Quantity	Probability
Ability Material Zeta	4	50.00%
Ability Material Omega	3	
Group 2	**Quantity**	**Probability**
Ability Material Zeta	6	45.00%
Ability Material Omega	6	
Group 3	**Quantity**	**Probability**
Ability Material Zeta	10	5.00%
Ability Material Omega	9	
Ability Material Omicron	4	

Galactic Legend Shard Packs

LIGHT OF THE RESISTANCE SHARD PACK	FIRST ORDER SUPREMACY SHARD PACK
REIGN OF THE SITH ETERNAL SHARD PACK	
One card of each character listed in the pack	

Quantity	Probability
5	68.03%
8	13.61%
10	13.61%
12	3.40%
15	1.35%

Galactic Legend Shard Packs

LIGHT OF THE JEDI MASTER SHARD PACK
One card of each character listed in the pack, also contains 4 additional random cards of characters featured in the pack

Quantity	Probability
5	68.03%
8	13.61%
10	13.61%
12	3.40%
15	1.35%

Bounty Hunter Ships Pursuit Bundle

One card containing a set of items chosen from the following 2 groups.
Quantities of items, Shards, and Blueprints follow the probabilities listed below.

Group 1	Quantity	Probability
Slave 1	35	50.00%
Xanadu Blood	20	
Ship Ability Material MK I	25	
Ship Ability Material MK II	15	
Ship Ability Material MK III	5	
Ship Ability Material Omega	2	
Ship Building Materials	500,000	
Group 2	**Quantity**	**Probability**
IG-2000	20	50.00%
Hound's Tooth	20	
Ship Ability Material MK I	25	
Ship Ability Material MK II	15	
Ship Ability Material MK III	5	
Ship Ability Material Omega	2	
Ship Building Materials	500,000	

The Mandalorian's Wayward Bundle

One card per Bundle. Each group has an equal probability to drop.

Group 1	Quantity	Probability
The Mandalorian	50	20.00%
Injector Handle Salvage	50	
Mk 12 ArmaTek Data Pad Prototype Salvage	50	
Mk 5 Arakyd Droid Caller Salvage	50	
Mk 9 Kyrotech Battle Computer Prototype Salvage	100	
Group 2	**Quantity**	**Probability**
Greef Karga	50	20.00%
Injector Cell Salvage	50	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	50	
Mk 5 Arakyd Droid Caller Salvage	50	
Mk 7 Kyrotech Shock Prod Prototype Salvage	100	
Group 3	**Quantity**	**Probability**
Cara Dune	50	20.00%
Injector Head Salvage	50	
Mk 12 ArmaTek Holo Lens Prototype Salvage	50	
MK 8 Neuro-Saav Electrobinoculars Component	50	
Mk 7 Kyrotech Shock Prod Prototype Salvage	100	
Group 4	**Quantity**	**Probability**
Kuiil	50	20.00%
Injector Cell Salvage	50	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	50	
Mk 5 Arakyd Droid Caller Salvage	50	
Mk 7 Kyrotech Shock Prod Prototype Salvage	100	
Group 5	**Quantity**	**Probability**
IG-11	50	20.00%
Injector Handle Salvage	50	
Mk 12 ArmaTek Data Pad Prototype Salvage	50	
Mk 5 Arakyd Droid Caller Salvage	50	
Mk 9 Kyrotech Battle Computer Prototype Salvage	100	

Fleet Admiral Pack

Three Cards per Pack. All characters or ships within a given Card have an equal probability to drop.
Shard and blueprint quantities are determined according to the following.

Card 1

Character Name	Character Shard Quantity
Admiral Piett	10

Card 2
One card of a random unit from the following.

Character Name	Character Shard Quantity
TIE Fighter Pilot	15
Death Trooper	15
Shoretrooper	15
Snowtrooper	15

Exclusive Shard & Gear Pack

One card containing 15 shards of a possible character
All possible characters have the same probability to drop.

Quantity	Probability
15 shards of a possible character	100.00%

One card each of the specified gear.
The probabilities below are for each draw of gear. All draws are separate.

Quantity	Probability
5 pieces of each specified gear	26.30%
7 pieces of each specified gear	61.4%
10 pieces of each specified gear	8.8%
12 pieces of each specified gear	2.6%
15 shards of a possible ship	0.9%

50-50 Gear Pack

One card of either 25 or 50 of the specified gear or salvage

Quantity	Probability
25 pieces of each specified gear	50.00%
50 pieces of each specified gear	50.00%

50-45-5 Gear Pack

One card of either 10 each, 15 each, or 20 each of the specified gear or salvage

Quantity	Probability
10 pieces of each specified gear	50%
15 pieces of each specified gear	45.00%
20 pieces of each specified gear	5.00%

Special Gear Pack

One card of either 25 or 50 of the specified gear

Quantity	Probability
25	50.00%
50	50.00%

Black Market Gear Pack

One Card of Salvage per Item listed on the Bundle Details
Each item determines its quantity independently from the table below.

Item Quantity	Probability
10	50.000%
15	45.000%
25	5.000%

Holiday Gear Grab Pack

One card of either 10 each, 15 each, or 20 each of the specified gear

Quantity	Probability
10 pieces of each specified gear	50%
15 pieces of each specified gear	45.00%
20 pieces of each specified gear	5.00%

Gear Chance Pack

One card of either 10 each, 15 each, or 20 each of the specified gear

Quantity	Probability
10 pieces of each specified gear	90.00%
15 pieces of each specified gear	5.00%
20 pieces of each specified gear	5.00%

Bad Batch Gear Combo Bundle

One card containing a set of shards/items chosen from one of the following 5 groups.
Character shards, the specific gear salvage, and the amount of salvage follow the probabilities below.

Group 1	Quantity	Probability
Tech	25	22.50%
Mk 3 Czerka Stun Cuffs Salvage	10	
Mk 7 CEC Fusion Furnace Salvage	10	
Mk 8 Nubian Design Tech Salvage	10	
Mk 8 Neuro-Saav Electrobinoculars Salvage	10	
Mk 10 Taggeco Holo Lens Salvage	10	
Injector Head Salvage	10	
Group 2	**Quantity**	**Probability**
Wrecker	25	22.50%
Mk 3 Carbanti Sensor Array Salvage	10	
Mk 7 Nubian Design Tech Salvage	10	
Mk 7 CEC Fusion Furnace Salvage	10	
Mk 5 Arakyd Droid Caller Salvage	10	
Mk 8 Nubian Security scanner Salvage	10	
Injector Cell Salvage	10	
Group 3	**Quantity**	**Probability**
Echo	25	22.50%
Mk 3 Czerka Stun Cuffs Salvage	10	
Mk 6 Athakam Medpac Salvage	10	
Mk 8 Nubian Design Tech Salvage	10	
Mk 10 TaggeCo Holo Lens Salvage	10	
Mk 5 Arakyd Droid Caller Salvage	10	
Injector Handle Salvage	10	
Group 4	**Quantity**	**Probability**
Hunter	25	22.50%
Mk 7 Merr-Sonn Thermal Detonator Salvage	10	
Mk 8 Nubian Security scanner Salvage	10	
Mk 5 Arakyd Droid Caller Salvage	10	
Mk 7 Chiewab Hypo Syringe Salvage	10	
Mk 3 Czerka Stun Cuffs Salvage	10	
Injector Handle Salvage	10	
Group 5	**Quantity**	**Probability**
Tech	50	10.00%
Wrecker	50	
Echo	50	
Hunter	50	

Enhanced Bad Batch Gear Combo Bundle

One card containing a set of shards/items chosen from one of the following 6 groups.
Character shards, the specific gear salvage, and the amount of salvage follow the probabilities below.

Group 1	Quantity	Probability
Tech	25	19.00%
Mk 3 Czerka Stun Cuffs Salvage	10	
Mk 7 CEC Fusion Furnace Salvage	10	
Mk 8 Nubian Design Tech Salvage	10	
Mk 8 Neuro-Saav Electrobinoculars Salvage	10	
Mk 10 Taggeco Holo Lens Salvage	10	
Injector Head Salvage	10	
Group 2	**Quantity**	**Probability**
Wrecker	25	19.00%
Mk 3 Carbanti Sensor Array Salvage	10	
Mk 7 Nubian Design Tech Salvage	10	
Mk 7 CEC Fusion Furnace Salvage	10	
Mk 5 Arakyd Droid Caller Salvage	10	
Mk 8 Nubian Security scanner Salvage	10	
Injector Cell Salvage	10	
Group 3	**Quantity**	**Probability**
Echo	25	19.00%
Mk 3 Czerka Stun Cuffs Salvage	10	
Mk 6 Athakam Medpac Salvage	10	
Mk 8 Nubian Design Tech Salvage	10	
Mk 10 TaggeCo Holo Lens Salvage	10	
Mk 5 Arakyd Droid Caller Salvage	10	
Injector Handle Salvage	10	
Group 4	**Quantity**	**Probability**
Hunter	25	19.00%
Mk 7 Merr-Sonn Thermal Detonator Salvage	10	
Mk 8 Nubian Security scanner Salvage	10	
Mk 5 Arakyd Droid Caller Salvage	10	
Mk 7 Chiewab Hypo Syringe Salvage	10	
Mk 3 Czerka Stun Cuffs Salvage	10	
Injector Handle Salvage	10	
Group 5	**Quantity**	**Probability**
Omega	25	19.00%
Mk 3 Czerka Stun Cuffs Salvage	10	
Mk 7 Chiewab Hypo Syringe Salvage	10	
Mk 8 Nubian Security scanner Salvage	10	
Mk 6 Athakam Medpac Salvage	10	
Mk 8 Neuro-Saav Electrobinoculars Component	10	
Injector Head Salvage	10	
Group 6	**Quantity**	**Probability**
Tech	50	5.00%
Wrecker	50	
Echo	50	
Hunter	50	
Omega	50	

Lost Armory Gear Bundle

Card 1 - Gear 12+ Salvage
One card containing the set of items from one of the following 3 groups.

Group 1	Quantity	Probability
Mk 12 ArmaTek Thermal Detonator Prototype Salvage	10	50.00%
Mk 12 ArmaTek Key Pad Prototype Salvage	10	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	10	
Mk 12 ArmaTek Data Pad Prototype Salvage	10	
Mk 12 ArmaTek Holo Lens Prototype Salvage	10	
Mk 12 ArmaTek Stun Gun Prototype Salvage	10	
Group 2	**Quantity**	**Probability**
Mk 12 ArmaTek Thermal Detonator Prototype Salvage	15	40.00%
Mk 12 ArmaTek Key Pad Prototype Salvage	15	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	15	
Mk 12 ArmaTek Data Pad Prototype Salvage	15	
Mk 12 ArmaTek Holo Lens Prototype Salvage	15	
Mk 12 ArmaTek Stun Gun Prototype Salvage	15	
Group 3	**Quantity**	**Probability**
Mk 12 ArmaTek Thermal Detonator Prototype Salvage	20	10.00%
Mk 12 ArmaTek Key Pad Prototype Salvage	20	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	20	
Mk 12 ArmaTek Data Pad Prototype Salvage	20	
Mk 12 ArmaTek Holo Lens Prototype Salvage	20	
Mk 12 ArmaTek Stun Gun Prototype Salvage	20	

Card 2 - Gear 12+ Salvage
One card containing the set of items from one of the following 3 groups.

Group 1	Quantity	Probability
Mk 12 Czerka Sensor Array Prototype Salvage	10	50.00%
Mk 12 Czerka Security Scanner Prototype Salvage	10	
Mk 12 Czerka Stun Cuffs Prototype Salvage	10	
Mk 12 Czerka Shield Generator Prototype Salvage	10	
Mk 12 Czerka Implant Prototype Salvage	10	
Mk 12 Czerka Hypo Syringe Prototype Salvage	10	
Group 2	**Quantity**	**Probability**
Mk 12 Czerka Sensor Array Prototype Salvage	15	40.00%
Mk 12 Czerka Security Scanner Prototype Salvage	15	
Mk 12 Czerka Stun Cuffs Prototype Salvage	15	
Mk 12 Czerka Shield Generator Prototype Salvage	15	
Mk 12 Czerka Implant Prototype Salvage	15	
Mk 12 Czerka Hypo Syringe Prototype Salvage	15	
Group 3	**Quantity**	**Probability**
Mk 12 Czerka Sensor Array Prototype Salvage	20	10.00%
Mk 12 Czerka Security Scanner Prototype Salvage	20	
Mk 12 Czerka Stun Cuffs Prototype Salvage	20	
Mk 12 Czerka Shield Generator Prototype Salvage	20	
Mk 12 Czerka Implant Prototype Salvage	20	
Mk 12 Czerka Hypo Syringe Prototype Salvage	20	

Card 3 - Core Gear
One card containing the set of items from one of the following 3 groups.

Group 1	Quantity	Probability
Mk 5 A/KT Stun Gun Prototype Salvage	15	50.00%
Mk 3 Carbanti Sensor Array Salvage	15	
Mk 3 Czerka Stun Cuffs Salvage	15	
Mk 5 Arakyd Droid Caller Salvage	15	
Mk 8 BioTech Implant Salvage	15	
Group 2	**Quantity**	**Probability**
Mk 5 A/KT Stun Gun Prototype Salvage	30	40.00%
Mk 3 Carbanti Sensor Array Salvage	30	
Mk 3 Czerka Stun Cuffs Salvage	30	
Mk 5 Arakyd Droid Caller Salvage	30	
Mk 8 BioTech Implant Salvage	30	
Group 3	**Quantity**	**Probability**
Mk 5 A/KT Stun Gun Prototype Salvage	50	10.00%
Mk 3 Carbanti Sensor Array Salvage	50	
Mk 3 Czerka Stun Cuffs Salvage	50	
Mk 5 Arakyd Droid Caller Salvage	50	
Mk 8 BioTech Implant Salvage	50	

Spoils of War Gear Bundle

Card 1 - Core Gear
One card containing the set of items from the following group.

Card 1 - Group 1	Quantity	Probability
Mk 5 A/KT Stun Gun Prototype Salvage	20	100.00%
Mk 3 Carbanti Sensor Array Salvage	20	
Mk 3 Czerka Stun Cuffs Salvage	20	
Mk 5 Arakyd Droid Caller Salvage	20	
Mk 8 BioTech Implant Salvage	30	

Card 2 - Gear 12+ Salvage
One card containing the set of items from one of the following 3 groups.

Card 2 - Group 1	Quantity	Probability
Mk 12 ArmaTek Thermal Detonator Prototype Salvage	10	45.00%
Mk 12 ArmaTek Key Pad Prototype Salvage	10	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	10	
Mk 12 ArmaTek Data Pad Prototype Salvage	10	
Mk 12 ArmaTek Holo Lens Prototype Salvage	10	
Mk 12 ArmaTek Stun Gun Prototype Salvage	10	
Mk 12 Czerka Sensor Array Prototype Salvage	20	
Mk 12 Czerka Security Scanner Prototype Salvage	20	
Mk 12 Czerka Stun Cuffs Prototype Salvage	20	
Mk 12 Czerka Shield Generator Prototype Salvage	20	
Mk 12 Czerka Implant Prototype Salvage	20	
Mk 12 Czerka Hypo Syringe Prototype Salvage	20	
Card 2 - Group 2	**Quantity**	**Probability**
Mk 12 ArmaTek Thermal Detonator Prototype Salvage	20	45.00%
Mk 12 ArmaTek Key Pad Prototype Salvage	20	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	20	
Mk 12 ArmaTek Data Pad Prototype Salvage	20	
Mk 12 ArmaTek Holo Lens Prototype Salvage	20	
Mk 12 ArmaTek Stun Gun Prototype Salvage	20	
Mk 12 Czerka Sensor Array Prototype Salvage	10	
Mk 12 Czerka Security Scanner Prototype Salvage	10	
Mk 12 Czerka Stun Cuffs Prototype Salvage	10	
Mk 12 Czerka Shield Generator Prototype Salvage	10	
Mk 12 Czerka Implant Prototype Salvage	10	
Mk 12 Czerka Hypo Syringe Prototype Salvage	10	
Card 2 - Group 3	**Quantity**	**Probability**
Mk 12 ArmaTek Thermal Detonator Prototype Salvage	25	10.00%
Mk 12 ArmaTek Key Pad Prototype Salvage	25	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	25	
Mk 12 ArmaTek Data Pad Prototype Salvage	25	
Mk 12 ArmaTek Holo Lens Prototype Salvage	25	
Mk 12 ArmaTek Stun Gun Prototype Salvage	25	
Mk 12 Czerka Sensor Array Prototype Salvage	25	
Mk 12 Czerka Security Scanner Prototype Salvage	25	
Mk 12 Czerka Stun Cuffs Prototype Salvage	25	
Mk 12 Czerka Shield Generator Prototype Salvage	25	
Mk 12 Czerka Implant Prototype Salvage	25	
Mk 12 Czerka Hypo Syringe Prototype Salvage	25	

Gear Completion Pack

One card containing a set of items chosen from the following 4 groups.
Both the specific gear salvage, and the amount of salvage, follow the probabilities below.

Group 1 Gear Salvage	Quantity	Probability
Mk 7 Kyrotech Shock Prod Prototype Salvage	50	32.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	25	
Group 2 Gear Salvage	**Quantity**	**Probability**
Mk 5 A/KT Stun Gun Prototype Salvage	50	32.00%
Mk 3 Czerka Stun Cuffs Salvage	25	
Group 3 Gear Salvage	**Quantity**	**Probability**
Mk 3 Carbanti Sensor Array Salvage	50	32.00%
Mk 8 BioTech Implant Component	25	
Group 4 Gear Salvage	**Quantity**	**Probability**
Mk 9 Kyrotech Battle Computer Prototype Salvage	50	4.00%
Mk 8 BioTech Implant Component	50	
Mk 3 Czerka Stun Cuffs Salvage	50	

Gear Completion Bundle I

One card containing a set of items chosen from the following 4 groups.
Both the specific gear salvage, and the amount of salvage, follow the probabilities below.

Group 1 Gear Salvage	Quantity	Probability
Mk 7 Kyrotech Shock Prod Prototype Salvage	50	32.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	25	
Group 2 Gear Salvage	**Quantity**	**Probability**
Mk 5 A/KT Stun Gun Prototype Salvage	50	32.00%
Mk 3 Czerka Stun Cuffs Salvage	25	
Group 3 Gear Salvage	**Quantity**	**Probability**
Mk 3 Carbanti Sensor Array Salvage	50	32.00%
Mk 8 BioTech Implant Component	25	
Group 4 Gear Salvage	**Quantity**	**Probability**
Mk 9 Kyrotech Battle Computer Prototype Salvage	50	4.00%
Mk 8 BioTech Implant Component	50	
Mk 3 Czerka Stun Cuffs Salvage	50	

Gear Completion Bundle II

One card containing a set of items chosen from the following 4 groups.
Both the specific gear salvage, and the amount of salvage, follow the probabilities below.

Group 1 Gear Salvage	Quantity	Probability
Mk 7 Kyrotech Shock Prod Prototype Salvage	50	32.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	50	
Mk 5 A/KT Stun Gun Prototype Salvage	25	
Group 2 Gear Salvage	**Quantity**	**Probability**
Mk 5 A/KT Stun Gun Prototype Salvage	50	32.00%
Mk 3 Czerka Stun Cuffs Salvage	50	
Mk 3 Carbanti Sensor Array Salvage	25	
Group 3 Gear Salvage	**Quantity**	**Probability**
Mk 3 Carbanti Sensor Array Salvage	50	32.00%
Mk 8 BioTech Implant Component	50	
Mk 7 Kyrotech Shock Prod Prototype Salvage	25	
Group 4 Gear Salvage	**Quantity**	**Probability**
Mk 9 Kyrotech Battle Computer Prototype Salvage	50	4.00%
Mk 8 BioTech Implant Component	50	
Mk 3 Czerka Stun Cuffs Salvage	50	
Mk 5 A/KT Stun Gun Prototype Salvage	50	
Mk 3 Carbanti Sensor Array Salvage	50	
Mk 7 Kyrotech Shock Prod Prototype Salvage	50	

Core Gear Completion Bundle III

Two or more cards containing a set of items chosen from the following groups.
Each item's quantity is determined independently.

Card 1: Mk 7 Kyrotech Shock Prod Prototype Salvage & Mk 9 Kyrotech Battle Computer Prototype Salvage

Item	Quantity	Probability
Mk 7 Kyrotech Shock Prod Prototype Salvage	50	100.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	50	

Card 2: Mk 5 A/KT Stun Gun Prototype Salvage

Item	Quantity	Probability
Mk 5 A/KT Stun Gun Prototype Salvage	20	50.00%
Mk 5 A/KT Stun Gun Prototype Salvage	35	45.00%
Mk 5 A/KT Stun Gun Prototype Salvage	50	5.00%

Card 3: Mk 3 Carbanti Sensor Array Salvage

Item	Quantity	Probability
Mk 3 Carbanti Sensor Array Salvage	20	50.00%
Mk 3 Carbanti Sensor Array Salvage	35	45.00%
Mk 3 Carbanti Sensor Array Salvage	50	5.00%

Card 4: Mk 3 Czerka Stun Cuffs Salvage

Item	Quantity	Probability
Mk 3 Czerka Stun Cuffs Salvage	20	50.00%
Mk 3 Czerka Stun Cuffs Salvage	35	45.00%
Mk 3 Czerka Stun Cuffs Salvage	50	5.00%

Card 5: Mk 5 Arakyd Droid Caller Salvage

Item	Quantity	Probability
Mk 5 Arakyd Droid Caller Salvage	20	50.00%
Mk 5 Arakyd Droid Caller Salvage	35	45.00%
Mk 5 Arakyd Droid Caller Salvage	50	5.00%

Card 6: Mk 8 BioTech Implant Salvage

Item	Quantity	Probability
Mk 8 BioTech Implant Salvage	20	50.00%
Mk 8 BioTech Implant Salvage	35	45.00%
Mk 8 BioTech Implant Salvage	50	5.00%

Core Gear Enhancement Bundle

Seven cards containing a set of items chosen from the following.
Each card's item and quantity is determined independently.

Card 1

Item	Quantity	Probability
Mk 3 Carbanti Sensor Array Salvage	25	55.00%
Mk 3 Carbanti Sensor Array Salvage	50	40.00%
Mk 3 Carbanti Sensor Array Salvage	75	5.00%

Card 2

Item	Quantity	Probability
Mk 3 Czerka Stun Cuffs Salvage	25	55.00%
Mk 3 Czerka Stun Cuffs Salvage	50	40.00%
Mk 3 Czerka Stun Cuffs Salvage	75	5.00%

Card 3

Item	Quantity	Probability
Mk 5 Arakyd Droid Caller Salvage	25	55.00%
Mk 5 Arakyd Droid Caller Salvage	50	40.00%
Mk 5 Arakyd Droid Caller Salvage	75	5.00%

Card 4

Item	Quantity	Probability
Mk 5 A/KT Stun Gun Prototype Salvage	25	55.00%
Mk 5 A/KT Stun Gun Prototype Salvage	50	40.00%
Mk 5 A/KT Stun Gun Prototype Salvage	75	5.00%

Card 5

Item	Quantity	Probability
Mk 8 BioTech Implant Salvage	25	55.00%
Mk 8 BioTech Implant Salvage	50	40.00%
Mk 8 BioTech Implant Salvage	75	5.00%

Card 6 - Selects from one of the following three groups

Group 1 Items	Quantity	Probability
Mk 7 Kyrotech Shock Prod Prototype Salvage	25	55.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	25	
Group 2 Items	**Quantity**	**Probability**
Mk 7 Kyrotech Shock Prod Prototype Salvage	50	40.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	50	
Group 3 Items	**Quantity**	**Probability**
Mk 7 Kyrotech Shock Prod Prototype Salvage	100	5.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	100	

Card 7 - Equal chance to get one of the following

Item	Quantity
Mk 12 ArmaTek Multi-tool Prototype Salvage	25
Mk 12 ArmaTek Armor Plating Prototype Salvage	25
Mk 12 ArmaTek Medpac Prototype Salvage	25
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	25
Mk 12 ArmaTek Holo Lens Prototype Salvage	25
Mk 12 ArmaTek Data Pad Prototype Salvage	25

Gear XII+ Artificer's Bundles (I, II, and III)

One Card for each Item listed on the Description.
Each Item's quantity is determined according to the following probabilities.
Each Item's quantity is determined independently.

Quantity	Probability
10	35.00%
25	35.00%
50	25.00%
100	5.00%

Gear XII Protocol Bundle

One card containing a set of items from the following three groups.

Group 1 Items	Quantity	Probability
Mk 6 Athakam Medpac Salvage	25	50.00%
Mk 8 Nubian Security Scanner Salvage	25	
Mk 12 Czerka Stun Cuffs Prototype Salvage	25	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	25	
Mk 12 ArmaTek Holo Lens Prototype Salvage	25	
Mk 12 ArmaTek Data Pad Prototype Salvage	25	
Group 2 Items	**Quantity**	**Probability**
Mk 6 Athakam Medpac Salvage	45	35.00%
Mk 8 Nubian Security Scanner Salvage	45	
Mk 12 Czerka Stun Cuffs Prototype Salvage	45	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	45	
Mk 12 ArmaTek Holo Lens Prototype Salvage	45	
Mk 12 ArmaTek Data Pad Prototype Salvage	45	
Group 3 Items	**Quantity**	**Probability**
Mk 6 Athakam Medpac Salvage	75	15.00%
Mk 8 Nubian Security Scanner Salvage	75	
Mk 12 Czerka Stun Cuffs Prototype Salvage	75	
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	75	
Mk 12 ArmaTek Holo Lens Prototype Salvage	75	
Mk 12 ArmaTek Data Pad Prototype Salvage	75	

Outlander's Gear Stash I

One card containing a set of items from the one of following three groups.

Group 1 Items	Quantity	Probability
Mk 12 ArmaTek Multi-tool Prototype Salvage	30	50.00%
Mk 12 ArmaTek Armor Plating Prototype Salvage	30	
Mk 12 ArmaTek Medpac Prototype Salvage	30	
Mk 12 ArmaTek Bayonet Prototype Salvage	30	
Mk 12 ArmaTek Visor Prototype Salvage	30	
Mk 12 ArmaTek Cybernetics Prototype Salvage	30	
Mk 12 ArmaTek Tactical Data Prototype Salvage	30	
Mk 12 ArmaTek Wrist Band Prototype Salvage	30	
Group 2 Items	**Quantity**	**Probability**
Mk 12 ArmaTek Multi-tool Prototype Salvage	45	40.00%
Mk 12 ArmaTek Armor Plating Prototype Salvage	45	
Mk 12 ArmaTek Medpac Prototype Salvage	45	
Mk 12 ArmaTek Bayonet Prototype Salvage	45	
Mk 12 ArmaTek Visor Prototype Salvage	45	
Mk 12 ArmaTek Cybernetics Prototype Salvage	45	
Mk 12 ArmaTek Tactical Data Prototype Salvage	45	
Mk 12 ArmaTek Wrist Band Prototype Salvage	45	
Group 3 Items	**Quantity**	**Probability**
Mk 12 ArmaTek Multi-tool Prototype Salvage	60	10.00%
Mk 12 ArmaTek Armor Plating Prototype Salvage	60	
Mk 12 ArmaTek Medpac Prototype Salvage	60	
Mk 12 ArmaTek Bayonet Prototype Salvage	60	
Mk 12 ArmaTek Visor Prototype Salvage	60	
Mk 12 ArmaTek Cybernetics Prototype Salvage	60	
Mk 12 ArmaTek Tactical Data Prototype Salvage	60	
Mk 12 ArmaTek Wrist Band Prototype Salvage	60	

Outlander's Gear Stash II

One card containing a set of items from the one of following three groups.

Group 1 Items	Quantity	Probability
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	25	50.00%
Mk 12 ArmaTek Holo Lens Prototype Salvage	25	
Mk 12 ArmaTek Thermal Detonator Prototype Salvage	25	
Mk 12 ArmaTek Stun Gun Prototype Salvage	25	
Mk 12 ArmaTek Key Pad Prototype Salvage	25	
Mk 12 ArmaTek Data Pad Prototype Salvage	25	
Group 2 Items	**Quantity**	**Probability**
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	50	40.00%
Mk 12 ArmaTek Holo Lens Prototype Salvage	50	
Mk 12 ArmaTek Thermal Detonator Prototype Salvage	50	
Mk 12 ArmaTek Stun Gun Prototype Salvage	50	
Mk 12 ArmaTek Key Pad Prototype Salvage	50	
Mk 12 ArmaTek Data Pad Prototype Salvage	50	
Group 3 Items	**Quantity**	**Probability**
Mk 12 ArmaTek Fusion Furnace Prototype Salvage	75	10.00%
Mk 12 ArmaTek Holo Lens Prototype Salvage	75	
Mk 12 ArmaTek Thermal Detonator Prototype Salvage	75	
Mk 12 ArmaTek Stun Gun Prototype Salvage	75	
Mk 12 ArmaTek Key Pad Prototype Salvage	75	
Mk 12 ArmaTek Data Pad Prototype Salvage	75	

Smuggler's Kyrotech Stash

One card containing a set of items chosen from the following 8 groups.
Both the specific item, and the amount of each, follow the probabilities below.

Group 1	Quantity	Probability
Mk 7 Kyrotech Shock Prod Prototype Salvage	15	30.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	15	
Group 2	**Quantity**	**Probability**
Mk 7 Kyrotech Shock Prod Prototype Salvage	20	25.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	20	
Group 3	**Quantity**	**Probability**
Mk 7 Kyrotech Shock Prod Prototype Salvage	30	15.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	30	
Group 4	**Quantity**	**Probability**
Mk 7 Kyrotech Shock Prod Prototype Salvage	40	12.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	40	
Group 5	**Quantity**	**Probability**
Mk 7 Kyrotech Shock Prod Prototype Salvage	50	10.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	50	
Group 6	**Quantity**	**Probability**
Mk 7 Kyrotech Shock Prod Prototype	1	5.00%
Mk 9 Kyrotech Battle Computer Prototype	1	
Group 7	**Quantity**	**Probability**
Mk 7 Kyrotech Shock Prod Prototype	2	2.00%
Mk 9 Kyrotech Battle Computer Prototype	2	
Group 8	**Quantity**	**Probability**
Mk 7 Kyrotech Shock Prod Prototype	4	1.00%
Mk 9 Kyrotech Battle Computer Prototype	4	

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 Carbanti Sensor Array Salvage	28.60%
MK4 Sorosuub 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 Cuffss 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%

Contraband Injector Bundle

One card containing a set of items chosen from the following 4 groups.
The specific salvage awarded, and the amount of each, follow the probabilities below.

Group 1 Salvage	Quantity	Probability
Injector Cell Salvage	25	20.00%
Injector Handle Salvage	25	
Injector Head Salvage	25	
Mk 7 Kyrotech Shock Prod Prototype Salvage	15	
Mk 9 Kyrotech Battle Computer Prototype Salvage	15	
Group 2 Salvage	**Quantity**	**Probability**
Injector Cell Salvage	25	45.00%
Injector Handle Salvage	25	
Injector Head Salvage	25	
Mk 7 Kyrotech Shock Prod Prototype Salvage	25	
Mk 9 Kyrotech Battle Computer Prototype Salvage	25	
Group 3 Salvage	**Quantity**	**Probability**
Injector Cell Salvage	25	30.00%
Injector Handle Salvage	25	
Injector Head Salvage	25	
Mk 7 Kyrotech Shock Prod Prototype Salvage	50	
Mk 9 Kyrotech Battle Computer Prototype Salvage	50	
Group 4 Salvage	**Quantity**	**Probability**
Injector Cell Salvage	25	5.00%
Injector Handle Salvage	25	
Injector Head Salvage	25	
Mk 7 Kyrotech Shock Prod Prototype Salvage	100	
Mk 9 Kyrotech Battle Computer Prototype Salvage	100	

Reinforced Kyrotech Bundle

Two cards per bundle.
Each card determines quantity independently.

Card 1

Item Name	Quantity	Probability
Mk 7 Kyrotech Shock Prod Prototype Salvage	100	40.00%
Mk 7 Kyrotech Shock Prod Prototype Salvage	125	30.00%
Mk 7 Kyrotech Shock Prod Prototype Salvage	150	15.00%
Mk 7 Kyrotech Shock Prod Prototype Salvage	175	10.00%
Mk 7 Kyrotech Shock Prod Prototype Salvage	200	5.00%

Card 2

Item Name	Quantity	Probability
Mk 9 Kyrotech Battle Computer Prototype Salvage	100	40.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	125	30.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	150	15.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	175	10.00%
Mk 9 Kyrotech Battle Computer Prototype Salvage	200	5.00%

Energized Core Gear Bundle

One card per Bundle. The specific gear salvage and the quantity of each, follow the groups & probabilities below.

Group 1	Quantity	Probability
Mk 3 Carbanti Sensor Array Salvage	35	40.00%
Mk 5 A/KT Stun Gun Prototype Salvage	35	
Mk 3 Czerka Stun Cuffs Salvage	35	
Mk 5 Arakyd Droid Caller Salvage	35	
Mk 8 BioTech Implant Salvage	35	
Group 1	**Quantity**	**Probability**
Mk 3 Carbanti Sensor Array Salvage	50	30.00%
Mk 5 A/KT Stun Gun Prototype Salvage	50	
Mk 3 Czerka Stun Cuffs Salvage	50	
Mk 5 Arakyd Droid Caller Salvage	50	
Mk 8 BioTech Implant Salvage	50	
Group 1	**Quantity**	**Probability**
Mk 3 Carbanti Sensor Array Salvage	75	15.00%
Mk 5 A/KT Stun Gun Prototype Salvage	75	
Mk 3 Czerka Stun Cuffs Salvage	75	
Mk 5 Arakyd Droid Caller Salvage	75	
Mk 8 BioTech Implant Salvage	75	
Group 1	**Quantity**	**Probability**
Mk 3 Carbanti Sensor Array Salvage	90	10.00%
Mk 5 A/KT Stun Gun Prototype Salvage	90	
Mk 3 Czerka Stun Cuffs Salvage	90	
Mk 5 Arakyd Droid Caller Salvage	90	
Mk 8 BioTech Implant Salvage	90	
Group 1	**Quantity**	**Probability**
Mk 3 Carbanti Sensor Array Salvage	120	5.00%
Mk 5 A/KT Stun Gun Prototype Salvage	120	
Mk 3 Czerka Stun Cuffs Salvage	120	
Mk 5 Arakyd Droid Caller Salvage	120	
Mk 8 BioTech Implant Salvage	120	

May the 4th Relic Enhancement Bundle

One card containing a set of items chosen from the following 4 groups.
Both the specific relic materials and salvage, and the amount of each, follow the probabilities below.

Group 1 Relic Materials and Salvage	Quantity	Probability
Carbonite Circuit Board	160	32.00%
Bronzium Wiring	130	
Fragmented Signal Data	75	
Incomplete Signal Data	75	
Chromium Transistor	75	
Credits	250,000	
Group 2 Relic Materials and Salvage	**Quantity**	**Probability**
Carbonite Circuit Board	40	32.00%
Aurodium Heatsink	35	
Flawed Signal Data	55	
Electrium Conductor	25	
Zinbiddle Card	15	
Credits	250,000	
Group 3 Relic Materials and Salvage	**Quantity**	**Probability**
Bronzium Wiring	50	32.00%
Impulse Detector	15	
Aeromagnifier	15	
Credits	250,000	
Group 4 Relic Materials and Salvage	**Quantity**	**Probability**
Carbonite Circuit Board	200	4.00%
Bronzium Wiring	160	
Fragmented Signal Data	75	
Incomplete Signal Data	75	
Chromium Transistor	75	
Aurodium Heatsink	35	
Flawed Signal Data	55	
Electrium Conductor	25	
Zinbiddle Card	20	
Impulse Detector	20	
Aeromagnifier	20	
Credits	750,000	

Signal Boost Pack

One Card for each Signal Data Item listed on the Description.
Each Item's quantity is determined according to the following probabilities.
Each Item's quantity is determined independently.

Quantity	Probability
30	50.00%
50	40.00%
75	10.00%

Relic Enhancement Bundle

One card containing a set of items chosen from the following 4 groups.
Both the specific relic materials and salvage, and the amount of each, follow the probabilities below.

Group 1 Relic Materials and Salvage	Quantity	Probability
Carbonite Circuit Board	70	32.00%
Bronzium Wiring	70	
Fragmented Signal Data	20	
Group 2 Relic Materials and Salvage	**Quantity**	**Probability**
Bronzium Wiring	30	32.00%
Chromium Transistor	30	
Fragmented Signal Data	20	
Incomplete Signal Data	20	
Group 3 Relic Materials and Salvage	**Quantity**	**Probability**
Chromium Transistor	15	32.00%
Aurodium Heatsink	15	
Fragmented Signal Data	20	
Incomplete Signal Data	20	
Group 4 Relic Materials and Salvage	**Quantity**	**Probability**
Aurodium Heatsink	20	4.00%
Electrium Conductor	20	
Zinbiddle Card	10	
Fragmented Signal Data	20	
Incomplete Signal Data	20	
Flawed Signal Data	20	

Relic Armory Bundle

Four Cards; one for each Relic Material listed. The Quantity and Probabily of each are as follows.
Each Item's quantity is determined independently.

Card 1: Impulse Detector

Item	Quantity	Probability
Impulse Detector	10	44.00%
Impulse Detector	20	30.00%
Impulse Detector	30	21.00%
Impulse Detector	40	5.00%

Card 2: Zinbiddle Card

Item	Quantity	Probability
Zinbiddle Card	20	44.00%
Zinbiddle Card	30	30.00%
Zinbiddle Card	40	21.00%
Zinbiddle Card	50	5.00%

Card 3: Aurodium Heatsink

Item	Quantity	Probability
Aurodium Heatsink	20	44.00%
Aurodium Heatsink	30	30.00%
Aurodium Heatsink	40	21.00%
Aurodium Heatsink	50	5.00%

Card 4: Electrium Conductor

Item	Quantity	Probability
Electrium Conductor	20	44.00%
Electrium Conductor	30	30.00%
Electrium Conductor	40	21.00%
Electrium Conductor	50	5.00%

Relic Advancement Bundle

One card containing a set of items chosen from the following 5 groups.
Both the specific relic materials and salvage, and the amount of each, follow the probabilities below.

Group 1 Relic Materials and Salvage	Quantity	Probability
Fragmented Signal Data	15	45.00%
Incomplete Signal Data	10	
Carbonite Circuit Board	40	
Bronzium Wiring	40	
Chromium Transistor	25	
Group 2 Relic Materials and Salvage	**Quantity**	**Probability**
Fragmented Signal Data	20	25.00%
Incomplete Signal Data	15	
Carbonite Circuit Board	60	
Bronzium Wiring	60	
Chromium Transistor	35	
Group 3 Relic Materials and Salvage	**Quantity**	**Probability**
Fragmented Signal Data	40	15.00%
Incomplete Signal Data	35	
Flawed Signal Data	7	
Carbonite Circuit Board	80	
Bronzium Wiring	80	
Chromium Transistor	50	
Aurodium Heatsink	10	
Group 4 Relic Materials and Salvage	**Quantity**	**Probability**
Fragmented Signal Data	75	10.00%
Incomplete Signal Data	65	
Flawed Signal Data	15	
Carbonite Circuit Board	160	
Bronzium Wiring	160	
Chromium Transistor	90	
Aurodium Heatsink	20	
Group 5 Relic Materials and Salvage	**Quantity**	**Probability**
Fragmented Signal Data	150	5.00%
Incomplete Signal Data	130	
Flawed Signal Data	30	
Carbonite Circuit Board	320	
Bronzium Wiring	320	
Chromium Transistor	180	
Aurodium Heatsink	40	

Reinforced Relic Bundle

One card containing a set of items chosen from the following 3 groups.
Both the specific relic materials and salvage, and the amount of each, follow the probabilities below.

Group 1 Relic Materials and Salvage	Quantity	Probability
Credits	250000	50.00%
Fragmented Signal Data	5	
Incomplete Signal Data	7	
Flawed Signal Data	12	
Carbonite Circuit Board	5	
Bronzium Wiring	8	
Chromium Transistor	5	
Aurodium Heatsink	5	
Electrium Conductor	5	
Zinbiddle Card	5	
Impulse Detector	5	
Aeromagnifier	5	
Group 2 Relic Materials and Salvage	**Quantity**	**Probability**
Credits	500000	45.00%
Fragmented Signal Data	10	
Incomplete Signal Data	13	
Flawed Signal Data	23	
Carbonite Circuit Board	10	
Bronzium Wiring	15	
Chromium Transistor	10	
Aurodium Heatsink	10	
Electrium Conductor	10	
Zinbiddle Card	10	
Impulse Detector	10	
Aeromagnifier	10	
Group 3 Relic Materials and Salvage	**Quantity**	**Probability**
Credits	1000000	5.00%
Fragmented Signal Data	20	
Incomplete Signal Data	25	
Flawed Signal Data	45	
Carbonite Circuit Board	20	
Bronzium Wiring	30	
Chromium Transistor	20	
Aurodium Heatsink	20	
Electrium Conductor	20	
Zinbiddle Card	20	
Impulse Detector	20	
Aeromagnifier	20	

Ambassador's Relic Collection

Three cards per bundle.
The first card awarding a set of items. Cards 2 and 3 drop Gyrda Keypads and Droid Brains, respectively.
Both the specific relic materials and salvage, and the amount of each, follow the probabilities below.

Card 1 Relic Materials and Salvage	Quantity	Probability
Credits	1000000	100.00%
Fragmented Signal Data	8	
Incomplete Signal Data	8	
Flawed Signal Data	15	
Carbonite Circuit Board	5	
Bronzium Wiring	8	
Chromium Transistor	5	
Aurodium Heatsink	5	
Electrium Conductor	5	
Zinbiddle Card	5	
Impulse Detector	5	
Aeromagnifier	5	

Card 2 Relic Materials and Salvage	Quantity	Probability
Gyrda Keypad	2	41.00%
Gyrda Keypad	4	30.00%
Gyrda Keypad	6	18.00%
Gyrda Keypad	8	10.00%
Gyrda Keypad	10	1.00%

Card 3 Relic Materials and Salvage	Quantity	Probability
Gyrda Keypad	2	41.00%
Gyrda Keypad	4	30.00%
Gyrda Keypad	6	18.00%
Gyrda Keypad	8	10.00%
Gyrda Keypad	10	1.00%

Relic Amplifier Pack

One card dropping the following relic salvage. Quantity and probability of the item is as follows.

Item	Quantity	Probability
Carbonite Circuit Board	100	35.00%
Carbonite Circuit Board	150	30.00%
Carbonite Circuit Board	200	20.00%
Carbonite Circuit Board	250	10.00%
Carbonite Circuit Board	300	5.00%

Relic Amplifier Pack

One card dropping the following relic salvage. Quantity and probability of the item is as follows.

Item	Quantity	Probability
Bronzium Wiring	25	35.00%
Bronzium Wiring	35	30.00%
Bronzium Wiring	50	20.00%
Bronzium Wiring	75	10.00%
Bronzium Wiring	100	5.00%

Relic Amplifier Pack

One card dropping the following relic salvage. Quantity and probability of the item is as follows.

Item	Quantity	Probability
Chromium Transistor	15	35.00%
Chromium Transistor	20	30.00%
Chromium Transistor	25	20.00%
Chromium Transistor	30	10.00%
Chromium Transistor	35	5.00%

Relic Amplifier Pack

One card dropping the following relic salvage. Quantity and probability of the item is as follows.

Item	Quantity	Probability
Aurodium Heatsink	5	35.00%
Aurodium Heatsink	10	30.00%
Aurodium Heatsink	15	20.00%
Aurodium Heatsink	20	10.00%
Aurodium Heatsink	25	5.00%

Relic Amplifier Pack

One card dropping the following relic salvage. Quantity and probability of the item is as follows.

Item	Quantity	Probability
Electrium Conductor	5	35.00%
Electrium Conductor	8	30.00%
Electrium Conductor	10	20.00%
Electrium Conductor	12	10.00%
Electrium Conductor	15	5.00%

Relic Lifecycle Bundle

One card containing a set of items chosen from the following groups.
Both the specific relic materials and salvage, and the amount of each, follow the probabilities below.

Group 1 Relic Materials and Salvage	Quantity	Probability
Fragmented Signal Data	15	45.00%
Incomplete Signal Data	10	
Carbonite Circuit Board	40	
Bronzium Wiring	40	
Chromium Transistor	25	
Group 2 Relic Materials and Salvage	**Quantity**	**Probability**
Fragmented Signal Data	20	25.00%
Incomplete Signal Data	15	
Carbonite Circuit Board	60	
Bronzium Wiring	60	
Chromium Transistor	35	
Group 3 Relic Materials and Salvage	**Quantity**	**Probability**
Fragmented Signal Data	40	15.00%
Incomplete Signal Data	35	
Flawed Signal Data	7	
Carbonite Circuit Board	80	
Bronzium Wiring	80	
Chromium Transistor	50	
Aurodium Heatsink	10	
Group 4 Relic Materials and Salvage	**Quantity**	**Probability**
Fragmented Signal Data	75	10.00%
Incomplete Signal Data	65	
Flawed Signal Data	15	
Carbonite Circuit Board	160	
Bronzium Wiring	160	
Chromium Transistor	90	
Aurodium Heatsink	20	
Group 5 Relic Materials and Salvage	**Quantity**	**Probability**
Fragmented Signal Data	150	5.00%
Incomplete Signal Data	130	
Flawed Signal Data	30	
Carbonite Circuit Board	320	
Bronzium Wiring	320	
Chromium Transistor	180	
Aurodium Heatsink	40	

Relic Upgrade Pack

One card containing a set of items chosen from the following 4 groups.
The specific relic materials and the amount of each, follow the probabilities below.

Group 1 Relic Material	Quantity	Probability
Electrium Conductor	12	50.00%
Group 2 Relic Material	**Quantity**	**Probability**
Zinbiddle Card	10	25.00%
Group 3 Relic Material	**Quantity**	**Probability**
Impulse Detector	9	15.00%
Group 4 Relic Material	**Quantity**	**Probability**
Aeromagnifier	6	10.00%