

Star Wars: Galaxy of Heroes

Light Side, Dark Side, Cantina, and Fleet Battles

This document identifies which characters are available in Light Side, Dark Side, Cantina, and Fleet Battles. It is organized by early-level, mid-level, and late-level, so it can help to identify what is accessible at different stages of the game.



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Early Light Side Battles (Hard)



Hard Nodes 1-A through 4-F cost 12 regular Energy per roll.

- 1-A – Ewok Scout
- 1-B – Jedi Consular
- 1-C – Count Dooku
- 1-D – Royal Guard
- 2-A – Rey (Scavenger)
- 2-B – First Order Stormtrooper
- 2-C – Ewok Elder
- 2-D – Talia
- 2-E – Mace Windu
- 2-F – Talia

- 3-A – Resistance Trooper
- 3-B – Jawa
- 3-C – Stormtrooper
- 3-D – Luminara Unduli
- 3-E – Clone Wars Chewbacca
- 3-F – Dathcha
- 4-A – Teebo
- 4-B – Lobot
- 4-C – General Veers
- 4-D – IG-86 Sentinel Droid; Vulture Droid
- 4-E – Poggle the Lesser
- 4-F – Rose Tico

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Early Dark Side Battles (Hard)

- 1-A – Sabine Wren
- 1-B – Clone Sergeant – Phase I
- 1-C – Count Dooku
- 1-D – Jedi Consular
- 2-A – First Order Stormtrooper
- 2-B – Boba Fett
- 2-C – Clone Wars Chewbacca
- 2-D – CT-5555 “Fives”
- 2-E – Luminara Unduli
- 2-F – IG-86 Sentinel Droid

- 3-A – Range Trooper
- 3-B – Hoth Rebel Soldier
- 3-C – Jedi Consular
- 3-D – Teebo
- 3-E – Clone Sergeant – Phase I
- 3-F – Jedi Knight Guardian
- 4-A – Biggs Darklighter
- 4-B – Old Daka
- 4-C – Ahsoka Tano
- 4-D – Vandor Chewbacca
- 4-E – Boba Fett
- 4-F – Jawa



Hard Nodes 1-A through 4-F cost **12** regular Energy per roll.

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Early Cantina Battles

- 1-A – Geonosian Soldier
- 1-B – Luke Skywalker (Farmboy)
- 1-C – Clone Wars Chewbacca
- 1-D – Scarif Rebel Pathfinder
- 1-E – Lando Calrissian
- 1-F – Hera Syndulla
- 1-G – Talia
- 2-A – Nightsister Acolyte
- 2-B – Ezra Bridger
- 2-C – Imperial Super Commando
- 2-D – Jawa



Nodes 1-A
through 2-G cost
8 Cantina Energy
per roll.

- 2-E – Gar Saxon
- 2-F – Obi Wan Kenobi (Old Ben)
- 2-G – First Order Executioner

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- 3-A – Jedi Consular
 - 3-B – Qi'ra
 - 3-C – IG-100 MagnaGuard
 - 3-D – Paploo
 - 3-E – Finn
 - 3-F – Kylo Ren (Unmasked)
 - 3-G – Biggs Darklighter



Nodes 3-A
through 4-G cost
10 Cantina Energy
per roll.

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Mid Light and Dark Side Battles

Light

- 5-A – URoRRuR'R'R
- 5-B – Lobot
- 5-C – Jedi Knight Anakin
- 5-D – Zaalbar
- 5-E – Mon Mothma
- 5-F – URoRRuR'R'R
- 6-A – Juhani
- 6-B – Admiral Piett; Resistance Hero Poe
- 6-C – General Veers
- 6-D – First Order Tie Pilot
- 6-E – Poggle the Lesser (and IG-2000)



Hard Nodes 5-A through 6-E cost 16 regular Energy per roll.

Dark

- 5-A – Ima-Gun Di; Imperial TIE Bomber
- 5-B – Bastila Shan
- 5-C – Barriss Offee
- 5-D – Rey (Scavenger)
- 5-E – Cara Dune
- 5-F – Royal Guard
- 6-A – Hoth Rebel Scout; General Hux
- 6-B – First Order Tie Pilot
- 6-C – Tusken Raider; Sith Trooper
- 6-D – Jolee Bindo
- 6-E – IG-100 MagnaGuard

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Mid Cantina Battles

- 4-A – Mace Windu
 - 4-B – TIE Fighter Pilot
 - 4-C – Kylo Ren
 - 4-D – Geonosian Spy
 - 4-E – IG-86 Sentinel Droid
 - 4-F – Kit Fisto
 - 4-G – Plo Koon
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- 5-A – L3-37
 - 5-B – Aayla Secura
 - 5-C – Canderous Ordo
 - 5-D – Chief Chirpa
 - 5-E – Veteran Smuggler Han Solo



Nodes 3-A through 4-G cost **10** Cantina Energy per roll.

- 5-F – Veteran Smuggler Chewbacca
- 5-G – ARC Trooper
- 6-A – Barriss Offee
- 6-B – T3-M4
- 6-C – Sith Assassin
- 6-D – B2 Super Battle Droid
- 6-E – Sith Marauder
- 6-F – Wedge Antilles
- 6-G – Count Dooku



Nodes 5-A through 6-G cost **12** Cantina Energy per roll. Starting with 5-A, Ship Building Materials can be obtained.

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Mid Fleet Battles (Hard)

- 1-A – Clone Sergeant's ARC-170
 - 1-B – Anakin's Eta-2 Starfighter
 - **1-C – Imperial TIE Fighter**
 - 1-D – Young Lando Calrissian & Lando's Millennium Falcon
 - 1-E – Resistance X-wing
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- **2-A – Sun Fac's Geonosian Starfighter**
 - 2-B – Slave I
 - 2-C – Bistan's U-wing
 - 2-D – Bastila Shan
 - 2-E – Carth Onasi
 - 3-A – Poe Dameron's X-wing
 - 3-B – Umbaran Starfighter
 - 3-C – Zaalbar
 - **3-D – Scimitar**
 - **3-E – Sith Fighter**



Nodes 1-A
through 1-E cost
16 Ship Energy
per roll.



Nodes 2-A
through 5-F cost
20 Ship Energy
per roll.

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Late Light & Dark Side Battles

Light

- 7-A – Threepio and Chewie
- 7-B – Poe Dameron
- 7-C – Ima-Gun Di; BTL-B Y-wing
- 7-D – Luke (Farmboy)
- 8-A – Mother Talzin
- 8-B – Droideka (and Xanadu Blood)
- 8-C – Snowtrooper, Resistance Hero Finn
- 8-D – Jango Fett (and Hound's Tooth)
- 9-A – Darth Sion (and Kylo's Command Shuttle)
- 9-B – Shoretrooper (and the TIE Reaper)
- 9-C – Baze Malbus
- 9-D – Director Krennic (and Geo. Soldier's ship)



Hard Nodes 7-A through 9-D cost **20** regular Energy per roll. Starting with 7-A, Ship Building Materials can be obtained.

Dark

- 7-A – Bastila Shan (Fallen)
- 7-B – Visas Marr
- 7-C – Amilyn Holdo
- 7-D – Emperor's Shuttle
- 8-A – Wicket
- 8-B – Jedi Consular's ship, Hyena Bomber
- 8-C – Embo
- 8-D – Nightsister Zombie
- 9-A – Darth Nihilus
- 9-B – Bossk
- 9-C – (no character – the ship Ghost)
- 9-D – (no character – the ship Phantom II)

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Late Cantina Battles



Nodes 7-A
through 8-G cost
16 Cantina Energy
per roll.

- 7-A – Tusken Raider
- 7-B – Snowtrooper
- 7-C – Aurra Sing
- 7-D – Captain Han Solo
- 7-E – Ima-Gun Di
- 7-F – Nightsister Spirit (and Plo Koon's ship)
- 7-G – Jedi Knight Anakin
- 8-A – Death Trooper
- 8-B – Sith Empire Trooper
- 8-C – (Signal Data)
- 8-D – Geonosian Brood Alpha
- 8-E – Ebon Hawk
- 8-F – (Signal Data)
- 8-G – (Signal Data)

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Late Fleet Battles



Nodes 2-A
through 5-F cost
20 Ship Energy
per roll.

- 4-A – Gauntlet Starfighter
- 4-B – TIE Advanced x1
- 4-C – Greef Karga, Rebel Y-wing
- 4-D – Darth Sion
- 4-E – Jolee Bindo
- 5-A – Shaak Ti
- 5-B – B1 Battle Droid
- 5-C – none
- 5-D – Enfys Nest
- 5-E – The Mandalorian
- 5-F – none