

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		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%

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
Asaji 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

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
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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%

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 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 Caribanti Sensor Array Salvage		28.60%
MK10 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 Halo 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%

Special Gear Pack		
One card of either 25 or 50 of the specified gear		
Quantity		Probability
25		50.00%
50		50.00%