

LEADER UNIT GROUND

**6** **◆ CAD BANE**  
HE WHO NEEDS NO INTRODUCTION



**2** **UNDERWORLD • BOUNTY HUNTER** **8**

**RAID 2** (This unit gets +2/+0 while attacking.)  
**When you play an UNDERWORLD card:** You may choose an opponent. They choose a unit they control. Deal 2 damage to it. Use this ability only once each round.

MARC ESCACHY

LEADER

**◆ CAD BANE**  
HE WHO NEEDS NO INTRODUCTION

**When you play an UNDERWORLD card:** You may exhaust this leader. If you do, an opponent chooses a unit they control. Deal 1 damage to it.

**Epic Action:** If you control 6 or more resources, deploy this leader. **2/8**



UNDERWORLD • BOUNTY HUNTER

MARC ESCACHY

BASE

**TIPOCA CITY**



**30**

KAMINO

SEBASTIAN GUIDBOND

UNIT GROUND

**3** **◆ BOBA FETT**  
DISINTEGRATOR



**3** **UNDERWORLD • BOUNTY HUNTER** **5**

**On Attack:** If this unit is attacking an exhausted unit that didn't enter play this round, deal 3 damage to the defender.

FRENCH CARLOMAGNO

UNIT GROUND

**3** **◆ BOBA FETT**  
DISINTEGRATOR



**3** **UNDERWORLD • BOUNTY HUNTER** **5**

**On Attack:** If this unit is attacking an exhausted unit that didn't enter play this round, deal 3 damage to the defender.

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UNIT GROUND

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FRENCH CARLOMAGNO

UNIT GROUND

**5** **◆ BOSSK**  
DEADLY STALKER



**4** **UNDERWORLD • BOUNTY HUNTER** **5**

**AMBUSH** (After you play this unit, he may ready and attack an enemy unit.)  
**When you play an event:** You may deal 2 damage to a unit.

STEFANO LANDINI

UNIT GROUND

**5** **◆ BOSSK**  
DEADLY STALKER



**4** **UNDERWORLD • BOUNTY HUNTER** **5**

**AMBUSH** (After you play this unit, he may ready and attack an enemy unit.)  
**When you play an event:** You may deal 2 damage to a unit.

STEFANO LANDINI

UNIT GROUND

**5** **SYNDICATE LACKEYS**



**5** **UNDERWORLD** **4**

**AMBUSH** (After you play this unit, it may ready and attack an enemy unit.)

AITOR PRIETO

UNIT GROUND

**2** CRAFTY SMUGGLER



2 UNDERWORLD 2

**SHIELDED** (When you play this unit, give a Shield token to it.)

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UNIT GROUND

**2** CRAFTY SMUGGLER



2 UNDERWORLD 2

**SHIELDED** (When you play this unit, give a Shield token to it.)

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UNIT GROUND

**2** CRAFTY SMUGGLER



2 UNDERWORLD 2

**SHIELDED** (When you play this unit, give a Shield token to it.)

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UNIT GROUND

**2** ◆ BAZINE NETAL  
SPY FOR THE FIRST ORDER



1 UNDERWORLD 3

**When Played:** Look at an opponent's hand. You may discard 1 of those cards. If you do, that player draws a card.

**SMUGGLE** [4] [Shield] [Shield]

LENKA ŠIMEČKOVÁ © LFL © FFG SHO • EN 18/4/202

UNIT GROUND

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SPY FOR THE FIRST ORDER



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LENKA ŠIMEČKOVÁ © LFL © FFG SHO • EN 18/4/202

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LENKA ŠIMEČKOVÁ © LFL © FFG SHO • EN 18/4/202

UNIT GROUND

**7** ◆ CAD BANE  
HOSTAGE TAKER



7 UNDERWORLD • BOUNTY HUNTER 7

**When Played:** This unit captures up to 3 enemy non-leader units with a total of 8 or less remaining HP.

**On Attack:** The defending player may rescue a card they own guarded by this unit. If they do, draw 2 cards.

JAMES DALY © LFL © FFG TWI • EN 18/7/257

UNIT GROUND

**7** ◆ CAD BANE  
HOSTAGE TAKER



7 UNDERWORLD • BOUNTY HUNTER 7

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**On Attack:** The defending player may rescue a card they own guarded by this unit. If they do, draw 2 cards.

JAMES DALY © LFL © FFG TWI • EN 18/7/257

UNIT GROUND

**2** ◆ SIDON ITHANO  
THE CRIMSON CORSAIR



2 UNDERWORLD • PILOT -2

**When played as a unit:** You may attach this unit as an upgrade to an enemy **VEHICLE** unit without a **PILOT** on it.

BENJAMIN PAULUS © LFL © FFG JTL • EN 213/262

UNIT GROUND

2 **◆SIDON ITHANO**  
THE CRIMSON CORSAIR

2

**When played as a unit:** You may attach this unit as an upgrade to an enemy **VEHICLE** unit without a **PILOT** on it.

**◆SIDON ITHANO**  
UNDERWORLD • PILOT

-2

BENJAMIN PAULUS LFL FFG JTL • EN 213/262

UNIT GROUND

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THE CRIMSON CORSAIR

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**◆SIDON ITHANO**  
UNDERWORLD • PILOT

-2

BENJAMIN PAULUS LFL FFG JTL • EN 213/262

UNIT GROUND

5 **◆ZUCKUSS**  
BOUNTY HUNTER FOR HIRE

6

**UNDERWORLD • BOUNTY HUNTER**

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)  
Each friendly unit named 4-LOM gets  $\heartsuit\heartsuit$  and gains **SABOTEUR**.

JOSHUA CARSON LFL FFG SHD • EN 190/262

UNIT GROUND

5 **◆ZUCKUSS**  
BOUNTY HUNTER FOR HIRE

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JOSHUA CARSON LFL FFG SHD • EN 190/262

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JOSHUA CARSON LFL FFG SHD • EN 190/262

UNIT GROUND

4 **◆4-LOM**  
BOUNTY HUNTER FOR HIRE

4

**UNDERWORLD • DROID • BOUNTY HUNTER**

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)  
Each friendly unit named Zuckuss gets  $\heartsuit\heartsuit$  and gains **AMBUSH**.

JOSHUA CARSON LFL FFG SHD • EN 188/262

UNIT GROUND

4 **◆4-LOM**  
BOUNTY HUNTER FOR HIRE

4

**UNDERWORLD • DROID • BOUNTY HUNTER**

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)  
Each friendly unit named Zuckuss gets  $\heartsuit\heartsuit$  and gains **AMBUSH**.

JOSHUA CARSON LFL FFG SHD • EN 188/262

UNIT GROUND

4 **◆4-LOM**  
BOUNTY HUNTER FOR HIRE

4

**UNDERWORLD • DROID • BOUNTY HUNTER**

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)  
Each friendly unit named Zuckuss gets  $\heartsuit\heartsuit$  and gains **AMBUSH**.

JOSHUA CARSON LFL FFG SHD • EN 188/262

UNIT GROUND

3 **◆TORO CALICAN**  
AMBITIOUS UPSTART

5

**BOUNTY HUNTER**

**When you play another BOUNTY HUNTER unit:** You may deal 1 damage to it. If you do, ready this unit. Use this ability only once each round.

AMELIE HUTT LFL FFG SHD • EN 239/262

UNIT GROUND

3 **◆ TORO CALICAN**  
AMBITIOUS UPSTART



3 BOUNTY HUNTER 5

**When you play another BOUNTY HUNTER unit:** You may deal 1 damage to it. If you do, ready this unit. Use this ability only once each round.

AMELIE HUTT © LFL © FFG SHD • EN 239/262

UNIT GROUND

3 **◆ TORO CALICAN**  
AMBITIOUS UPSTART



3 BOUNTY HUNTER 5

**When you play another BOUNTY HUNTER unit:** You may deal 1 damage to it. If you do, ready this unit. Use this ability only once each round.

AMELIE HUTT © LFL © FFG SHD • EN 239/262

UNIT GROUND

7 **◆ MAUL**  
SHADOW COLLECTIVE VISIONARY



7 FORCE • UNDERWORLD 6

**AMBUSH, OVERWHELM**  
**On Attack:** You may choose another friendly UNDERWORLD unit. If you do, all combat damage that would be dealt to this unit during this attack is dealt to the chosen unit instead.

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UNIT GROUND

7 **◆ MAUL**  
SHADOW COLLECTIVE VISIONARY



7 FORCE • UNDERWORLD 6

**AMBUSH, OVERWHELM**  
**On Attack:** You may choose another friendly UNDERWORLD unit. If you do, all combat damage that would be dealt to this unit during this attack is dealt to the chosen unit instead.

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UNIT GROUND

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**AMBUSH, OVERWHELM**  
**On Attack:** You may choose another friendly UNDERWORLD unit. If you do, all combat damage that would be dealt to this unit during this attack is dealt to the chosen unit instead.

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UNIT SPACE

3 **CONTRACTED JUMPMASTER**



2 UNDERWORLD • VEHICLE • TRANSPORT 4

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

SPACE 60005E © LFL © FFG JTL • EN 184/262

UNIT SPACE

3 **CONTRACTED JUMPMASTER**



2 UNDERWORLD • VEHICLE • TRANSPORT 4

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

SPACE 60005E © LFL © FFG JTL • EN 184/262

UNIT SPACE

3 **CONTRACTED JUMPMASTER**



2 UNDERWORLD • VEHICLE • TRANSPORT 4

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

SPACE 60005E © LFL © FFG JTL • EN 184/262

UNIT SPACE

2 **MERCENARY GUNSHIP**



3 UNDERWORLD • VEHICLE • FIGHTER 2

**Action** [4]: Take control of this unit. Any player may use this ability.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SHD • EN 258/262

**2** UNIT SPACE

**MERCENARY GUNSHIP**



**3** UNDERWORLD • VEHICLE • FIGHTER **2**

**Action [4]:** Take control of this unit. Any player may use this ability.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SHD • EN 258/282

**2** UNIT SPACE

**MERCENARY GUNSHIP**



**3** UNDERWORLD • VEHICLE • FIGHTER **2**

**Action [4]:** Take control of this unit. Any player may use this ability.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SHD • EN 258/282

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $\pm 2/\pm 2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.



FRANCOIS CANNELS © LFL © FF6 SOR • EN 082/252

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $\pm 2/\pm 2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.



FRANCOIS CANNELS © LFL © FF6 SOR • EN 082/252

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $\pm 2/\pm 2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.



FRANCOIS CANNELS © LFL © FF6 SOR • EN 082/252

**1** EVENT

**MA KLOUNKEE**

UNDERWORLD • TRICK

Return a friendly non-leader **UNDERWORLD** unit to its owner's hand. If you do, deal 3 damage to a unit.



MILOS SLAVKOVIC © LFL © FF6 SHD • EN 229/282

**1** EVENT

**MA KLOUNKEE**

UNDERWORLD • TRICK

Return a friendly non-leader **UNDERWORLD** unit to its owner's hand. If you do, deal 3 damage to a unit.



MILOS SLAVKOVIC © LFL © FF6 SHD • EN 229/282

**1** EVENT

**MA KLOUNKEE**

UNDERWORLD • TRICK

Return a friendly non-leader **UNDERWORLD** unit to its owner's hand. If you do, deal 3 damage to a unit.



MILOS SLAVKOVIC © LFL © FF6 SHD • EN 229/282

**3** EVENT

**RELENTLESS PURSUIT**

TACTIC

Choose a friendly unit. It captures an enemy non-leader unit that costs the same as or less than it. If the friendly unit is a **BOUNTY HUNTER**, give a Shield token to it. (Put the captured card facedown under the friendly unit until it leaves play.)



AITOR PRIETO © LFL © FF6 SHD • EN 232/282

**3** EVENT

**RELENTLESS PURSUIT**

TACTIC

Choose a friendly unit. It captures an enemy non-leader unit that costs the same as or less than it. If the friendly unit is a **BOUNTY HUNTER**, give a Shield token to it. (Put the captured card facedown under the friendly unit until it leaves play.)



AITOR PRIETO © LFL © FFG SHD • EN 232/282

**3** EVENT

**NOW THERE ARE TWO OF THEM**

TRICK

If you control exactly one unit, play a non-VEHICLE unit from your hand that shares a **TRAIT** with the unit you control. It costs **5** less.



ARIQ MURTI © LFL © FFG TWI • EN 225/257

**3** EVENT

**NOW THERE ARE TWO OF THEM**

TRICK

If you control exactly one unit, play a non-VEHICLE unit from your hand that shares a **TRAIT** with the unit you control. It costs **5** less.



ARIQ MURTI © LFL © FFG TWI • EN 225/257

**3** EVENT

**NOW THERE ARE TWO OF THEM**

TRICK

If you control exactly one unit, play a non-VEHICLE unit from your hand that shares a **TRAIT** with the unit you control. It costs **5** less.



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**2** UPGRADE

**JETPACK**



Attach to a non-VEHICLE unit.  
**When Played:** Give a Shield token to attached unit.  
 At the start of the regroup phase, defeat that token.  
**SMUGGLE** [4] [C]

**JETPACK** **+2** **+0**

ITEM • ARMOR

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**1** UPGRADE

**HOTSHOT DL-44 BLASTER**



Attach to a non-VEHICLE unit.  
**SMUGGLE** [3] [C]

**When played using SMUGGLE:** Attack with attached unit.

**HOTSHOT DL-44 BLASTER** **+2** **+0**

ITEM • WEAPON

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/282

**1** UPGRADE

**HOTSHOT DL-44 BLASTER**



Attach to a non-VEHICLE unit.  
**SMUGGLE** [3] [C]

**When played using SMUGGLE:** Attack with attached unit.

**HOTSHOT DL-44 BLASTER** **+2** **+0**

ITEM • WEAPON

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/282

**1** UPGRADE

**HOTSHOT DL-44 BLASTER**



Attach to a non-VEHICLE unit.  
**SMUGGLE** [3] [C]

**When played using SMUGGLE:** Attack with attached unit.

**HOTSHOT DL-44 BLASTER** **+2** **+0**

ITEM • WEAPON

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