

6 LEADER UNIT GROUND

◆ CAD BANE  
HE WHO NEEDS NO INTRODUCTION



2 8

UNDERWORLD - BOUNTY HUNTER

**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 ESCAICH

◆ 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

LEADER

UNDERWORLD - BOUNTY HUNTER

MARC ESCAICH

TIPOCA CITY

BASE

30

KAMINO

SEBASTIAN GUIDOBONO

TW+EN 024/237



3 UNIT GROUND

◆ BOBA FETT  
DISINTEGRATOR



3 5

UNDERWORLD - BOUNTY HUNTER

**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

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◆ BOBA FETT  
DISINTEGRATOR

**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

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◆ BOBA FETT  
DISINTEGRATOR

**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

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5 UNIT GROUND

◆ BOSSK  
DEADLY STALKER



4 5

UNDERWORLD - BOUNTY HUNTER

**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

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◆ BOSSK  
DEADLY STALKER

**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

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5 UNIT GROUND

SYNDICATE LACKEYS



5 4

UNDERWORLD

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

AITOR PRIETO

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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.)

AMAD NIIR ©LFL ©FFG SOR • EN 207/252

UNIT GROUND

**2** CRAFTY SMUGGLER



2 UNDERWORLD 2

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

AMAD NIIR ©LFL ©FFG SOR • EN 207/252

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] [6] [8]

LENKA ŠIMEČKOVÁ ©LFL ©FFG SHD • EN 184/282

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] [6] [8]

LENKA ŠIMEČKOVÁ ©LFL ©FFG SHD • EN 184/282

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] [6] [8]

LENKA ŠIMEČKOVÁ ©LFL ©FFG SHD • EN 184/282

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 187/257

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 187/257

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.

**-2** ◆SIDON ITHANO  
UNDERWORLD • PILOT **-2**

BENJAMIN PAULUS ©LFL ©FFG JTL • EN 213/282



2 UNIT GROUND

◆ SIDON ITHANO  
THE CRIMSON CORSAIR

2 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 -2

BENJAMIN PAULUS LFL FFG JTL-EN 213/282

2 UNIT GROUND

◆ SIDON ITHANO  
THE CRIMSON CORSAIR

2 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 -2

BENJAMIN PAULUS LFL FFG JTL-EN 213/282

5 UNIT GROUND

◆ ZUCKUSS  
BOUNTY HUNTER FOR HIRE

6 6

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)  
Each friendly unit named 4-LOM gets  $\heartsuit 1/\clubsuit 1$  and gains **SABOTEUR**.

◆ ZUCKUSS  
UNDERWORLD • BOUNTY HUNTER

JOSHUA CARSON LFL FFG SHD-EN 190/282

5 UNIT GROUND

◆ ZUCKUSS  
BOUNTY HUNTER FOR HIRE

6 6

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)  
Each friendly unit named 4-LOM gets  $\heartsuit 1/\clubsuit 1$  and gains **SABOTEUR**.

◆ ZUCKUSS  
UNDERWORLD • BOUNTY HUNTER

JOSHUA CARSON LFL FFG SHD-EN 190/282

5 UNIT GROUND

◆ ZUCKUSS  
BOUNTY HUNTER FOR HIRE

6 6

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)  
Each friendly unit named 4-LOM gets  $\heartsuit 1/\clubsuit 1$  and gains **SABOTEUR**.

◆ ZUCKUSS  
UNDERWORLD • BOUNTY HUNTER

JOSHUA CARSON LFL FFG SHD-EN 190/282

4 UNIT GROUND

◆ 4-LOM  
BOUNTY HUNTER FOR HIRE

4 4

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)  
Each friendly unit named Zuckuss gets  $\heartsuit 1/\clubsuit 1$  and gains **AMBUSH**.

◆ 4-LOM  
UNDERWORLD • DROID • BOUNTY HUNTER

JOSHUA CARSON LFL FFG SHD-EN 188/282

4 UNIT GROUND

◆ 4-LOM  
BOUNTY HUNTER FOR HIRE

4 4

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)  
Each friendly unit named Zuckuss gets  $\heartsuit 1/\clubsuit 1$  and gains **AMBUSH**.

◆ 4-LOM  
UNDERWORLD • DROID • BOUNTY HUNTER

JOSHUA CARSON LFL FFG SHD-EN 188/282

4 UNIT GROUND

◆ 4-LOM  
BOUNTY HUNTER FOR HIRE

4 4

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)  
Each friendly unit named Zuckuss gets  $\heartsuit 1/\clubsuit 1$  and gains **AMBUSH**.

◆ 4-LOM  
UNDERWORLD • DROID • BOUNTY HUNTER

JOSHUA CARSON LFL FFG SHD-EN 188/282

3 UNIT GROUND

◆ TORO CALICAN  
AMBITIOUS UPSTART

3 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.

◆ TORO CALICAN  
BOUNTY HUNTER

AMELIE HUTT LFL FFG SHD-EN 239/282



3 UNIT GROUND

◆ **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.

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3 UNIT GROUND

◆ **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.

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7 UNIT GROUND

◆ **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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7 UNIT GROUND

◆ **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.

AMAD MIR © LFL © FFG SHD • EN 090/262

7 UNIT GROUND

◆ **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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3 UNIT SPACE

**CONTRACTED JUMPMASTER**



2 UNDERWORLD • VEHICLE • TRANSPORT 4

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

SPACE 60001E © LFL © FFG JTL • EN 184/262

3 UNIT SPACE

**CONTRACTED JUMPMASTER**



2 UNDERWORLD • VEHICLE • TRANSPORT 4

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

SPACE 60001E © LFL © FFG JTL • EN 184/262

3 UNIT SPACE

**CONTRACTED JUMPMASTER**



2 UNDERWORLD • VEHICLE • TRANSPORT 4

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

SPACE 60001E © LFL © FFG JTL • EN 184/262

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 © 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 © FFG SHD • EN 256/262

**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 © FFG SHD • EN 256/262

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

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



FRANCOIS CANNELS © LFL © FFG SOR • EN 092/252

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

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



FRANCOIS CANNELS © LFL © FFG SOR • EN 092/252

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

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



FRANCOIS CANNELS © LFL © FFG SOR • EN 092/252

**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 © FFG SHD • EN 229/262

**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 © FFG SHD • EN 229/262

**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 © FFG SHD • EN 229/262

**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.)



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**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.)



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**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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**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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**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]

**+2** JETPACK ITEM • ARMOR **+0**

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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.

**+2** HOTSHOT DL-44 BLASTER ITEM • WEAPON **+0**

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/262

**1** UPGRADE  
**HOTSHOT DL-44 BLASTER**



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

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

**+2** HOTSHOT DL-44 BLASTER ITEM • WEAPON **+0**

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/262

**1** UPGRADE  
**HOTSHOT DL-44 BLASTER**



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

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

**+2** HOTSHOT DL-44 BLASTER ITEM • WEAPON **+0**

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