





7 UNIT GROUND

♦ MAUL  
SHADOW COLLECTIVE VISIONARY



7 6

FORCE • UNDERWORLD

**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 090/282

7 UNIT GROUND

♦ MAUL  
SHADOW COLLECTIVE VISIONARY



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AMAD MIR LFL FFG SHD-EN 090/282

4 UNIT GROUND

♦ 4-LOM  
BOUNTY HUNTER FOR HIRE



4 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  $\text{c}1/\text{c}1$  and gains **AMBUSH**.

JOSHUA CARSON LFL FFG SHD-EN 188/282

4 UNIT GROUND

♦ 4-LOM  
BOUNTY HUNTER FOR HIRE



4 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  $\text{c}1/\text{c}1$  and gains **AMBUSH**.

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Each friendly unit named Zuckuss gets  $\text{c}1/\text{c}1$  and gains **AMBUSH**.

JOSHUA CARSON LFL FFG SHD-EN 188/282

5 UNIT GROUND

♦ ZUCKUSS  
BOUNTY HUNTER FOR HIRE



6 6

UNDERWORLD • BOUNTY HUNTER

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

JOSHUA CARSON LFL FFG SHD-EN 190/282

5 UNIT GROUND

♦ ZUCKUSS  
BOUNTY HUNTER FOR HIRE



6 6

UNDERWORLD • BOUNTY HUNTER

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

JOSHUA CARSON LFL FFG SHD-EN 190/282

5 UNIT GROUND

♦ ZUCKUSS  
BOUNTY HUNTER FOR HIRE



6 6

UNDERWORLD • BOUNTY HUNTER

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

JOSHUA CARSON LFL FFG SHD-EN 190/282

4 UNIT GROUND

♦ DARTH TYRANUS  
SERVANT OF SIDIUS



4 3

FORCE • SEPARATIST • SITH

**SHIELDED** (When you play this unit, give a Shield token to him.)  
While the Force is with you, this unit gains **AMBUSH**. (When you play this unit, he may attack an enemy unit.)

PHIL BAK LFL FFG LOF-EN 231/284



4 UNIT GROUND

◆ DARTH TYRANUS  
SERVANT OF SIDIUS



4 FORCE • SEPARATIST • SITH 3

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

While the Force is with you, this unit gains **AMBUSH**. (When you play this unit, he may attack an enemy unit.)

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4 UNIT GROUND

◆ DARTH TYRANUS  
SERVANT OF SIDIUS



4 FORCE • SEPARATIST • SITH 3

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

While the Force is with you, this unit gains **AMBUSH**. (When you play this unit, he may attack an enemy unit.)

PIUS BAK © LFL © FFG LOF • EN 231/264

6 UNIT GROUND

◆ EIGHTH BROTHER  
HUNT TOGETHER



5 FORCE • IMPERIAL • INQUISITOR 7

**AMBUSH** (When you play this unit, it may attack an enemy unit.)

**When you play another unit:** You may use the Force (lose your Force token). If you do, give a unit  $\pm 2/2$  for this phase.

BALDEMAR RIVAS © LFL © FFG LOF • EN 87/264

6 UNIT GROUND

◆ EIGHTH BROTHER  
HUNT TOGETHER



5 FORCE • IMPERIAL • INQUISITOR 7

**AMBUSH** (When you play this unit, it may attack an enemy unit.)

**When you play another unit:** You may use the Force (lose your Force token). If you do, give a unit  $\pm 2/2$  for this phase.

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2 UNIT GROUND

◆ 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 184/262

2 UNIT GROUND

◆ 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 184/262

2 UNIT GROUND

◆ 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 184/262

3 UNIT GROUND

◆ 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 © LFL © FFG SOR • EN 179/252

3 UNIT GROUND

◆ 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 © LFL © FFG SOR • EN 179/252



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 © LFL © FFG SOR • EN 179/252

3 UNIT GROUND

◆ SHIN HATI  
OVEREAGER APPRENTICE



4 2

FORCE • FRINGE

**HIDDEN** (This unit can't be attacked if it was played this phase.)  
**SHIELDED** (When you play this unit, give a Shield token to her.)

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3 UNIT GROUND

◆ SHIN HATI  
OVEREAGER APPRENTICE



4 2

FORCE • FRINGE

**HIDDEN** (This unit can't be attacked if it was played this phase.)  
**SHIELDED** (When you play this unit, give a Shield token to her.)

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3 UNIT GROUND

◆ SHIN HATI  
OVEREAGER APPRENTICE



4 2

FORCE • FRINGE

**HIDDEN** (This unit can't be attacked if it was played this phase.)  
**SHIELDED** (When you play this unit, give a Shield token to her.)

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5 UNIT SPACE

◆ THE LEGACY RUN  
DOOMED DEBRIS



3 3

REPUBLIC • VEHICLE • TRANSPORT

**When Defeated:** Deal 6 damage divided as you choose among enemy units.

ARIO MURTI © LFL © FFG LOF • EN 213/264

5 UNIT SPACE

◆ THE LEGACY RUN  
DOOMED DEBRIS



3 3

REPUBLIC • VEHICLE • TRANSPORT

**When Defeated:** Deal 6 damage divided as you choose among enemy units.

ARIO MURTI © LFL © FFG LOF • EN 213/264

5 UNIT SPACE

◆ THE LEGACY RUN  
DOOMED DEBRIS



3 3

REPUBLIC • VEHICLE • TRANSPORT

**When Defeated:** Deal 6 damage divided as you choose among enemy units.

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6 UNIT SPACE

◆ EYE OF SION  
TO PERIDEA



4 7

IMPERIAL • VEHICLE • TRANSPORT

**HIDDEN**  
**AMBUSH**  
**OVERWHELM**  
**RESTORE 1**

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6 UNIT SPACE

◆ EYE OF SION  
TO PERIDEA



4 7

IMPERIAL • VEHICLE • TRANSPORT

**HIDDEN**  
**AMBUSH**  
**OVERWHELM**  
**RESTORE 1**

EJ DELA CRUZ © LFL © FFG LOF • EN 88/264



6

UNIT

SPACE

◆ EYE OF SION

TO PERIDEA

4

IMPERIAL • VEHICLE • TRANSPORT

7

HIDDEN

AMBUSH

OVERWHELM

RESTORE 1

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10

UNIT

SPACE

◆ DEVASTATOR

INESCAPABLE

10

IMPERIAL • VEHICLE • CAPITAL SHIP

10

SENTINEL

OVERWHELM

When Played: You may deal damage to a unit equal to the number of resources you control.

IGNACIO BAZAN LAZZANO

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090/252

3

EVENT

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.

AMELIE HUTT

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3

EVENT

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.

AMELIE HUTT

© LFL © FFG

SOR • EN

31/70

3

EVENT

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.

AMELIE HUTT

© LFL © FFG

SOR • EN

31/70

3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN

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3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN

© LFL © FFG

SOR • EN

126/252

3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN

© LFL © FFG

SOR • EN

126/252

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

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092/252



**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

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



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**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

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



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**1** EVENT

**TIMELY INTERVENTION**

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

**SMUGGLE** [2] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



DENIS MEDRI © LFL © FFG SHD • EN 129/252

**1** EVENT

**TIMELY INTERVENTION**

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

**SMUGGLE** [2] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



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**1** EVENT

**TIMELY INTERVENTION**

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

**SMUGGLE** [2] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



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**1** EVENT

**AS I HAVE FORESEEN**

FORCE

Look at the top card of your deck. You may use the Force (lose your Force token). If you do, play that card. It costs 4 less.



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**1** EVENT

**AS I HAVE FORESEEN**

FORCE

Look at the top card of your deck. You may use the Force (lose your Force token). If you do, play that card. It costs 4 less.



AXEL HUTT © LFL © FFG LOF • EN 188/264

**1** EVENT

**AS I HAVE FORESEEN**

FORCE

Look at the top card of your deck. You may use the Force (lose your Force token). If you do, play that card. It costs 4 less.



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