

5 LEADER UNIT GROUND

♦ **BOBA FETT**
COLLECTING THE BOUNTY



4 UNDERWORLD • BOUNTY HUNTER **7**

When this unit completes an attack: If an enemy unit left play this phase, ready up to 2 resources.


FRENCH CARLOPAGNO

LEADER

♦ **BOBA FETT**
COLLECTING THE BOUNTY

When an enemy unit leaves play: You may exhaust this leader. If you do, ready a resource.

Epic Action: If you control 5 or more resources, deploy this leader.



UNDERWORLD • BOUNTY HUNTER

FRENCH CARLOPAGNO

BASE

ADMINISTRATOR'S TOWER



30

CLOUD CITY

TYLER ELLIN

UNIT GROUND

2 ♦ **DOCTOR EVAZAN**
WANTED ON TWELVE SYSTEMS



3 UNDERWORLD **3**

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

BOUNTY — Ready up to 12 resources. (When this unit is defeated or captured, your opponent collects his bounty.)

DAVID NASH

UNIT GROUND

2 ♦ **DOCTOR EVAZAN**
WANTED ON TWELVE SYSTEMS



3 UNDERWORLD **3**

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DAVID NASH

EVENT

3 **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.)



ATOR PRIETO

EVENT

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ATOR PRIETO

7 UNIT GROUND

♦ FENNEC SHAND
LOYAL SHARPSHOOTER



4 UNDERWORLD 6

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

On Attack: Deal 1 damage to the defender (if it's a unit) for each different cost among cards in your discard pile.

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7 UNIT GROUND

♦ FENNEC SHAND
LOYAL SHARPSHOOTER



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7 UNIT GROUND

♦ FENNEC SHAND
LOYAL SHARPSHOOTER



4 UNDERWORLD 6

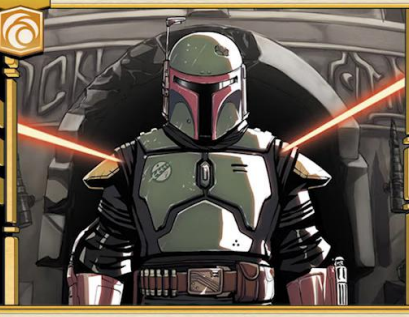
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2 UPGRADE

♦ BOBA FETT'S ARMOR



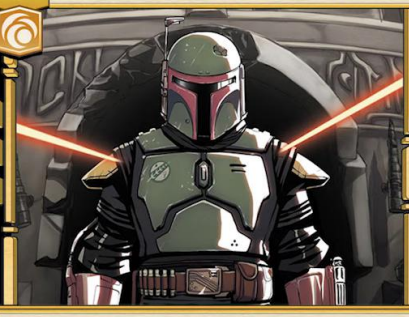
Attach to a non-VEHICLE unit.
If attached unit is Boba Fett and damage would be dealt to him, prevent 2 of that damage.

+2 ♦ BOBA FETT'S ARMOR +2
ITEM • ARMOR

ESLAN ABOSHADY © LFL © FFG SHD • EN 224/282

2 UPGRADE

♦ BOBA FETT'S ARMOR




Attach to a non-VEHICLE unit.
If attached unit is Boba Fett and damage would be dealt to him, prevent 2 of that damage.

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ESLAN ABOSHADY © LFL © FFG SHD • EN 224/282

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ESLAN ABOSHADY © LFL © FFG SHD • EN 224/282

2 EVENT

A NEW ADVENTURE
GAMBIT

Return a non-leader unit that costs 6 or less to its owner's hand. Then, its owner may play it for free.



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A NEW ADVENTURE
GAMBIT

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A NEW ADVENTURE
GAMBIT

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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] [6]

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

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SPY FOR THE FIRST ORDER



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

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3 EVENT

TRIPLE DARK RAID
TACTIC



Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs [5] less and enters play ready. Return it to its owner's hand at the end of the phase.



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TRIPLE DARK RAID
TACTIC



Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs [5] less and enters play ready. Return it to its owner's hand at the end of the phase.



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3 UNIT SPACE

BLACK SUN STARFIGHTER



3 UNDERWORLD • VEHICLE • FIGHTER 2

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

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BLACK SUN STARFIGHTER



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MARK ZHANG © LFL © FFG SHD • EN 237/282

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BLACK SUN STARFIGHTER



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MARK ZHANG © LFL © FFG SHD • EN 237/282

UNIT GROUND

4 ♦4-LOM
BOUNTY HUNTER FOR HIRE



4 UNDERWORLD • DROID • BOUNTY HUNTER 4

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

JOSHUA CARSON © LFL © FFG SHD • EN 188/282

UNIT GROUND

4 ♦4-LOM
BOUNTY HUNTER FOR HIRE



4 UNDERWORLD • DROID • BOUNTY HUNTER 4

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
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JOSHUA CARSON © LFL © FFG SHD • EN 188/282

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UNIT GROUND

5 ♦ZUCKUSS
BOUNTY HUNTER FOR HIRE



6 UNDERWORLD • BOUNTY HUNTER 6

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

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UNIT GROUND

5 ♦ZUCKUSS
BOUNTY HUNTER FOR HIRE



6 UNDERWORLD • BOUNTY HUNTER 6

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

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UNIT GROUND

5 ♦ZUCKUSS
BOUNTY HUNTER FOR HIRE



6 UNDERWORLD • BOUNTY HUNTER 6

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

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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 238/282

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.

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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.

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UNIT GROUND

3 HUNTER OF THE HAXION BROOD



4 UNDERWORLD • BOUNTY HUNTER 3

While an enemy unit has a **BOUNTY**, this unit gains **SHIELDED**. (When you play this unit, give a Shield token to it.)

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UNIT GROUND

3 HUNTER OF THE HAXION BROOD



4 UNDERWORLD • BOUNTY HUNTER 3

While an enemy unit has a **BOUNTY**, this unit gains **SHIELDED**. (When you play this unit, give a Shield token to it.)

AMAD MIR © LFL © FFG SHD • EN 186/262

UNIT GROUND

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While an enemy unit has a **BOUNTY**, this unit gains **SHIELDED**. (When you play this unit, give a Shield token to it.)

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UPGRADE

3 FROZEN IN CARBONITE



Attach to a non-leader unit.
Attached unit can't ready.
When Played: Exhaust attached unit.

+0 FROZEN IN CARBONITE +0
CONDITION

ESLAM ABOSHADY © LFL © FFG SHD • EN 193/262

UPGRADE

3 FROZEN IN CARBONITE



Attach to a non-leader unit.
Attached unit can't ready.
When Played: Exhaust attached unit.

+0 FROZEN IN CARBONITE +0
CONDITION

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UPGRADE

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Attach to a non-leader unit.
Attached unit can't ready.
When Played: Exhaust attached unit.

+0 FROZEN IN CARBONITE +0
CONDITION

ESLAM ABOSHADY © LFL © FFG SHD • EN 193/262

UNIT GROUND

6 ♦ ENFY'S NEST
MARAUDER



5 UNDERWORLD 4

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
While a friendly unit (including this one) is attacking using **AMBUSH**, the defender gets -3/-0.

AFIF KHALED © LFL © FFG SHD • EN 219/262

UNIT GROUND

6 ♦ ENFY'S NEST
MARAUDER



5 UNDERWORLD 4

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
While a friendly unit (including this one) is attacking using **AMBUSH**, the defender gets -3/-0.

AFIF KHALED © LFL © FFG SHD • EN 219/262

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UNIT GROUND

2

CLOUD-RIDER



3 **1**

UNDERWORLD

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

MICKAEL BALLOUL © LFL © FFG SHD • EN 210/262

UNIT GROUND

2

CLOUD-RIDER



3 **1**

UNDERWORLD

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

MICKAEL BALLOUL © LFL © FFG SHD • EN 210/262

UNIT GROUND

2

CLOUD-RIDER



3 **1**

UNDERWORLD

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

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EVENT

6

FINAL SHOWDOWN

GAMBIT

Ready each unit you control. At the start of the regroup phase, you lose the game.



ARIO MURTI © LFL © FFG SHD • EN 208/262


EVENT

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FINAL SHOWDOWN

GAMBIT

Ready each unit you control. At the start of the regroup phase, you lose the game.



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EVENT

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FINAL SHOWDOWN

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Ready each unit you control. At the start of the regroup phase, you lose the game.



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UNIT SPACE

3

LURKING TIE PHANTOM



2 **2**

IMPERIAL • VEHICLE • FIGHTER

RAID 2 (This unit gets +2/+0 while attacking.)
This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZZANO © LFL © FFG SHD • EN 187/262

UNIT SPACE

3

LURKING TIE PHANTOM



2 **2**

IMPERIAL • VEHICLE • FIGHTER

RAID 2 (This unit gets +2/+0 while attacking.)
This unit can't be captured, damaged, or defeated by enemy card abilities.

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UNIT SPACE

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LURKING TIE PHANTOM



2 **2**

IMPERIAL • VEHICLE • FIGHTER

RAID 2 (This unit gets +2/+0 while attacking.)
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