

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 CARLOMAGNO

◆ **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. **4/7**

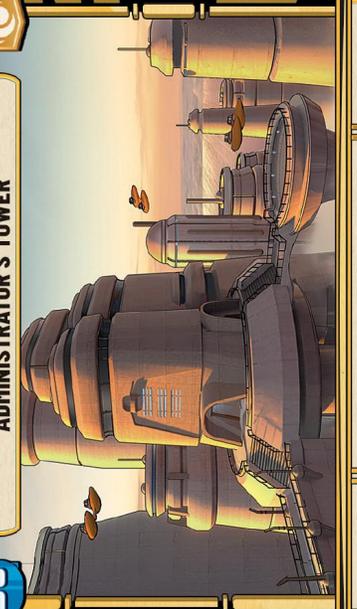


LEADER

UNDERWORLD • BOUNTY HUNTER

FRENCH CARLOMAGNO

ADMINISTRATOR'S TOWER



BASE

30

CLOUD CITY

TYLER ELLIN

2 UNIT GROUND

◆ **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

2 UNIT GROUND

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WANTED ON TWELVE SYSTEMS



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DAVID NASH

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.)



ATOR PRIETO

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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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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 ITEM • ARMOR +2

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

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2 EVENT

A NEW ADVENTURE
GAMBIT

Return a non-leader unit that costs 3 or less to its owner's hand. Then, its owner may play it for free.



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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 194/282

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SMUGGLE [4] [6] [8]

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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.

5

AMAD NIR © LFL © FFG SHD • EN 194/282

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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.)

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

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

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4 UNIT GROUND

◆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 $\heartsuit 1/\spadesuit 1$ and gains **AMBUSH**.

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

4 UNIT GROUND

◆4-LOM
BOUNTY HUNTER FOR HIRE



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

5 UNIT GROUND

◆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 $\heartsuit 1/\spadesuit 1$ and gains **SABOTEUR**.

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5 UNIT GROUND

◆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 $\heartsuit 1/\spadesuit 1$ and gains **SABOTEUR**.

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5 UNIT GROUND

◆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 $\heartsuit 1/\spadesuit 1$ and gains **SABOTEUR**.

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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.

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.

AMELIE HUTT © LFL © FFG SHD • EN 239/282

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AMBITIOUS UPSTART



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AMELIE HUTT © LFL © FFG SHD • EN 239/282

UNIT GROUND

3 HUNTER OF THE HAXION BROOD



4 UNDERWORLD • BOUNTY HUNTER 3

While an enemy unit has **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 **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

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CONDITION

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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 ≤ -1 .

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 ≤ -1 .

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

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UNIT GROUND

2 CLOUD-RIDER



3 UNDERWORLD **1**

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 UNDERWORLD **1**

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 UNDERWORLD **1**

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

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

6 FINAL SHOWDOWN

GAMBIT

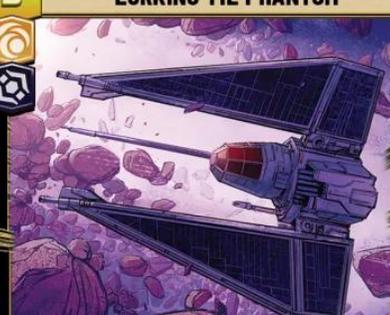
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UNIT SPACE

3 LURKING TIE PHANTOM



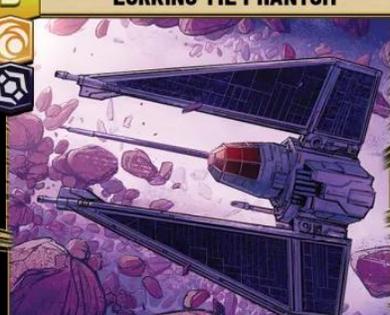
2 IMPERIAL • VEHICLE • FIGHTER **2**

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



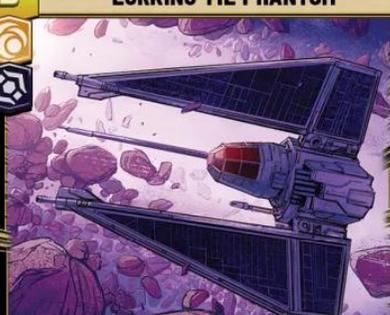
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