

**4** LEADER UNIT GROUND

◆ **KYLO REN**  
RASH AND DEADLY



**5** FORCE • FIRST ORDER **4**

This unit gets  $-1/-0$  for each card in your hand.


GUILLAUME OSPITAL

◆ **KYLO REN**  
RASH AND DEADLY

**LEADER**

Action [🔄], discard a card from your hand]: Give a unit  $+2/+0$  for this phase.

Epic Action: If you control 4 or more resources, deploy this leader. **5/4**



**FORCE • FIRST ORDER**

GUILLAUME OSPITAL

**30** BASE

**CORONET CITY**



**CORELLIA**

© LFL © FFG SHD • EN 025/262 ADRIEN GORD

**2** EVENT

**SNEAK ATTACK**  
TRICK

Play a unit from your hand. It costs  $[3]$  less and enters play ready. At the start of the regroup phase, defeat it.



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**2** EVENT

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TRICK

Play a unit from your hand. It costs  $[3]$  less and enters play ready. At the start of the regroup phase, defeat it.



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TRICK

Play a unit from your hand. It costs  $[3]$  less and enters play ready. At the start of the regroup phase, defeat it.



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**1** UNIT GROUND

**GUAVIAN ANTAGONIZER**



**2** UNDERWORLD • TROOPER **3**

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)  
**BOUNTY** — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

AMAD MIR © LFL © FFG SHD • EN 134/262

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**GUAVIAN ANTAGONIZER**



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UNIT

GROUND

3

WANTED INSURGENTS

4

REBEL

4

**BOUNTY** — Deal 2 damage to a unit. (When this unit is defeated or captured, your opponent collects its bounty.)

DENIS MEDRI
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UNIT

GROUND

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WANTED INSURGENTS

4

REBEL

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**BOUNTY** — Deal 2 damage to a unit. (When this unit is defeated or captured, your opponent collects its bounty.)

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EVENT

1

DARING RAID

TACTIC

Deal 2 damage to a unit or base.

ARIO MURTI
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EVENT

1

DARING RAID

TACTIC

Deal 2 damage to a unit or base.

ARIO MURTI
© LFL © FFG
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178/282

EVENT

1

DARING RAID

TACTIC

Deal 2 damage to a unit or base.

ARIO MURTI
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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 LAZCANO
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UNIT

SPACE

3

LURKING TIE PHANTOM

2

IMPERIAL • VEHICLE • FIGHTER

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UNIT GROUND

6 ◆ **KYLO REN**  
KILLING THE PAST



6 FORCE • FIRST ORDER 7

While playing this unit, ignore his  aspect penalty if you control Rey.

**On Attack:** Give a unit  for this phase. If it's a non- unit, also give an Experience token to it.

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UNIT GROUND

6 ◆ **KYLO REN**  
KILLING THE PAST



6 FORCE • FIRST ORDER 7

While playing this unit, ignore his  aspect penalty if you control Rey.

**On Attack:** Give a unit  for this phase. If it's a non- unit, also give an Experience token to it.

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KILLING THE PAST



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**On Attack:** Give a unit  for this phase. If it's a non- unit, also give an Experience token to it.

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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  and gains **SABOTEUR**.

JOSHUA CARSON © LFL © FFG SHD • EN 190/262

UNIT GROUND

5 ◆ **ZUCKUSS**  
BOUNTY HUNTER FOR HIRE



6 UNDERWORLD • BOUNTY HUNTER 6

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JOSHUA CARSON © LFL © FFG SHD • EN 190/262

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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  and gains **AMBUSH**.

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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  and gains **AMBUSH**.

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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  and gains **AMBUSH**.

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1

EVENT

SWOOP DOWN

TACTIC

Attack with a space unit. It gains **SABOTEUR** and can attack ground units for this attack. If it attacks a ground unit, it gets  $\frac{2}{0}$  and the defender gets  $\frac{2}{0}$  for this attack.

JAMES DALY

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1

EVENT

SWOOP DOWN

TACTIC

Attack with a space unit. It gains **SABOTEUR** and can attack ground units for this attack. If it attacks a ground unit, it gets  $\frac{2}{0}$  and the defender gets  $\frac{2}{0}$  for this attack.

JAMES DALY

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1

EVENT

SWOOP DOWN

TACTIC

Attack with a space unit. It gains **SABOTEUR** and can attack ground units for this attack. If it attacks a ground unit, it gets  $\frac{2}{0}$  and the defender gets  $\frac{2}{0}$  for this attack.

JAMES DALY

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2

UPGRADE

UNREFUSABLE OFFER

Attach to a non-leader unit.  
Attached unit gains: **"BOUNTY"** – Play this unit for free (*under your control*). It enters play ready. At the start of the regroup phase, defeat it."

+0

UNREFUSABLE OFFER

BOUNTY • CONDITION

+0

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2

UPGRADE

UNREFUSABLE OFFER

Attach to a non-leader unit.  
Attached unit gains: **"BOUNTY"** – Play this unit for free (*under your control*). It enters play ready. At the start of the regroup phase, defeat it."

+0

UNREFUSABLE OFFER

BOUNTY • CONDITION

+0

DENIS MEDRI

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2

UPGRADE

UNREFUSABLE OFFER

Attach to a non-leader unit.  
Attached unit gains: **"BOUNTY"** – Play this unit for free (*under your control*). It enters play ready. At the start of the regroup phase, defeat it."

+0

UNREFUSABLE OFFER

BOUNTY • CONDITION

+0

DENIS MEDRI

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2

UNIT

SPACE

RHOKAI GUNSHIP

2

UNDERWORLD • VEHICLE • FIGHTER

1

**When Defeated:** Deal 1 damage to a unit or base.

CHRISTIAN PAPAZOGLAKIS

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2

UNIT

SPACE

RHOKAI GUNSHIP

2

UNDERWORLD • VEHICLE • FIGHTER

1

**When Defeated:** Deal 1 damage to a unit or base.

CHRISTIAN PAPAZOGLAKIS

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2

UNIT

SPACE

RHOKAI GUNSHIP

2

UNDERWORLD • VEHICLE • FIGHTER

1

**When Defeated:** Deal 1 damage to a unit or base.

CHRISTIAN PAPAZOGLAKIS

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The image shows a character card for Mics Mayfeld from the game Star Wars: The Card Game. The card is framed with a red border. At the top, it is divided into two sections: 'UNIT' on the left and 'GROUND' on the right. The 'UNIT' section has a yellow shield icon with the number '2' and a red icon with a white crosshair. The 'GROUND' section has a yellow shield icon with the number '2'. The character's name, 'Mics Mayfeld', is written in a stylized font, with 'Mics' in white and 'Mayfeld' in black. Below the name is the title 'TRIGGERMAN'. The central illustration depicts Mics Mayfeld, a man with a shaved head and a goatee, wearing a brown vest over a black shirt and brown pants. He is holding two pistols, one in each hand, and firing red laser beams. The background is a white, industrial-looking interior with a grid ceiling. At the bottom of the card, there is a red banner with the text 'UNDERWORLD' in white. Below the banner is a large white area with the text 'When a player discards a card from their hand: You may deal 2 damage to a unit or base. Use this ability only once each round.' in black. The bottom of the card features a red border with a yellow shield icon with the number '2' on the left and a blue shield icon with the number '2' on the right. The bottom edge of the card has a red border with a yellow shield icon with the number '2' on the left and a blue shield icon with the number '2' on the right. The bottom edge of the card has a red border with a yellow shield icon with the number '2' on the left and a blue shield icon with the number '2' on the right. The bottom edge of the card has a red border with a yellow shield icon with the number '2' on the left and a blue shield icon with the number '2' on the right.

The image shows a character card for Migs Mayfield, a Triggerman, from the Star Wars: The Card Game. The card is framed with a red border. At the top, it has a yellow '2' in a shield icon on the left, the word 'UNIT' in the center, and 'GROUND' in the right. The character's name 'MIGS MAYFIELD' is prominently displayed in a large, bold, black font, with 'TRIGGERMAN' in a smaller font below it. The central illustration depicts Migs Mayfield, a man with a shaved head and a goatee, wearing a brown tactical vest over a black shirt and dark pants. He is holding two pistols, one in each hand, and firing red laser beams. The background is a white, industrial-looking interior with a grid ceiling. Below the illustration, the word 'UNDERWORLD' is written in a bold, black font. At the bottom of the card, there is a red banner with white text that reads: 'When a player discards a card from their hand: You may deal 2 damage to a unit or base. Use this ability only once each round.' The bottom of the card features a red border with a small 'DENIS MEDRI' logo on the left, a small globe icon in the center, and the text '© LFL © FF6 SHD • EN 163/262' on the right.

**UNIT** **SPACE**

**2**

**KYLO'S TIE SILENCER**

RUTHLESSLY EFFICIENT

**3** **2**

**FIRST ORDER • VEHICLE • FIGHTER**

**Action:** If this unit was discarded from your hand or deck this phase, play it from your discard pile (*paying its cost*).

FRANÇOIS CANNELS

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<b>0</b>	<b>UPGRADE</b>	<b>GUILD TARGET</b>
<p>Attached unit gains: "<b>BOUNTY</b> — Deal 2 damage to a base. If this unit is unique, deal 3 damage instead." (<i>When this unit is defeated or captured, its opponent collects its bounty.</i>)</p>		
<b>+0</b>	<b>GUILD TARGET</b>	<b>+0</b>
<b>BOUNTY - CONDITION</b>		
AMERICAN CIRIT	© LFL © FFG	SHD • EN 173/262

<b>UPGRADE</b>	<b>GUILD TARGET</b>
	
Attached unit gains: <b>"BOUNTY"</b> — Deal 2 damage to a base. If this unit is unique, deal 3 damage instead. <i>(When this unit is defeated or captured, its opponent collects its bounty.)</i>	
<b>BOUNTY • CONDITION</b>	
AMERICAN CIRIT	LFL • EN FF6 SHD • EN T73/262

<b>0</b>	<b>UPGRADE</b>	
<b>GUILD TARGET</b>		
<p>Attached unit gains: "<b>BOUNTY</b> — Deal 2 damage to a base. If this unit is unique, deal 3 damage instead." (When this unit is defeated or captured, its opponent collects its bounty.)</p>		
<b>+0</b>	<b>GUILD TARGET</b>  <b>BOUNTY • CONDITION</b>	<b>+0</b>



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.)

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UNIT GROUND

2 ♦ DOCTOR EVAZAN  
WANTED ON TWELVE SYSTEMS



3 UNDERWORLD 3

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

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WANTED ON TWELVE SYSTEMS



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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 +0  
ITEM • WEAPON

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

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.

**SMUGGLE** [3] [C]

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ITEM • WEAPON

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

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**SMUGGLE** [3] [C]

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ITEM • WEAPON

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

UNIT GROUND

2 ♦ WOLFFE  
SUSPICIOUS VETERAN



3 FRINGE • CLONE 2

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

**When Played/On Attack**: Bases can't be healed for this phase.

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UNIT GROUND

2 ♦ WOLFFE  
SUSPICIOUS VETERAN



3 FRINGE • CLONE 2

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

**When Played/On Attack**: Bases can't be healed for this phase.

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