

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

♦ **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.



LEADER

UNDERWORLD • BOUNTY HUNTER

FRENCH CARLOPAGNO

25 BASE

ENERGY CONVERSION LAB



Epic Action: Play a unit that costs 5 or less from your hand. Give it **AMBUSH** for this phase.

EADU

LOREN GIBBO

3 EVENT

WAYLAY
TRICK

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



AMÉLIE HUTT

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



AMÉLIE HUTT

©LFL ©FFG 7 SOR-EN 31/70

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



FRANÇOIS CANNELS

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5 **EVENT** **OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit $\oplus 2/\oplus 2$ 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 082/252

5 **EVENT** **OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit $\oplus 2/\oplus 2$ 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 082/252

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 **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

6 **UNIT** **SPACE** **FETT'S FIRESPRAY**

PURSuing THE BOUNTY



5 **UNDERWORLD • VEHICLE • TRANSPORT** **6**

When Played: If you control Boba Fett or Jango Fett (as a leader or unit), ready this unit.

Action [2]: Exhaust a non-unique unit.

ANDRÉ MEALHA ©LFL ©FFG SOR • EN 184/252

6 **UNIT** **SPACE** **FETT'S FIRESPRAY**

PURSuing THE BOUNTY



5 **UNDERWORLD • VEHICLE • TRANSPORT** **6**

When Played: If you control Boba Fett or Jango Fett (as a leader or unit), ready this unit.

Action [2]: Exhaust a non-unique unit.

ANDRÉ MEALHA ©LFL ©FFG SOR • EN 184/252

6 **UNIT** **SPACE** **FETT'S FIRESPRAY**

PURSuing THE BOUNTY



5 **UNDERWORLD • VEHICLE • TRANSPORT** **6**

When Played: If you control Boba Fett or Jango Fett (as a leader or unit), ready this unit.

Action [2]: Exhaust a non-unique unit.

ANDRÉ MEALHA ©LFL ©FFG SOR • EN 184/252

5 **UNIT** **GROUND** **BOSSK**

DEADLY STALKER



4 **UNDERWORLD • BOUNTY HUNTER** **5**

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 ©LFL ©FFG SOR • EN 182/252

5 UNIT GROUND

◆ **BOSSK**
DEADLY STALKER



4 UNDERWORLD • BOUNTY HUNTER 5

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.

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5 UNIT GROUND

◆ **BOSSK**
DEADLY STALKER



4 UNDERWORLD • BOUNTY HUNTER 5

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 ©LFL ©FFG SOR • EN 182/252

1 UNIT GROUND

◆ **GREEDO**
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER 1

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

AITOR PRIETO ©LFL ©FFG SOR • EN 204/252

1 UNIT GROUND

◆ **GREEDO**
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER 1

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

AITOR PRIETO ©LFL ©FFG SOR • EN 204/252

1 UNIT GROUND

◆ **GREEDO**
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER 1

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

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2 UNIT GROUND

CRAFTY SMUGGLER



2 UNDERWORLD 2

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

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2 UNIT GROUND

CRAFTY SMUGGLER



2 UNDERWORLD 2

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

AMAD MIR ©LFL ©FFG SOR • EN 207/252

2 UNIT GROUND

CRAFTY SMUGGLER



2 UNDERWORLD 2

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

AMAD MIR ©LFL ©FFG SOR • EN 207/252

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.)



DENIS MEDRI ©LFL ©FFG SHD • EN 129/282

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] [3] (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] [3] (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**

MA KLOONKEE

UNDERWORLD • TRICK

Return a friendly non-leader **UNDERWORLD** unit to its owner's hand. If you do, deal 3 damage to a unit.



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1 **EVENT**

MA KLOONKEE

UNDERWORLD • TRICK

Return a friendly non-leader **UNDERWORLD** unit to its owner's hand. If you do, deal 3 damage to a unit.



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1 **EVENT**

MA KLOONKEE

UNDERWORLD • TRICK

Return a friendly non-leader **UNDERWORLD** unit to its owner's hand. If you do, deal 3 damage to a unit.



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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

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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

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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

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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 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



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

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 +1/+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 +1/+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 +1/+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 +1/+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 +1/+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 +1/+1 and gains **SABOTEUR**.

JOSHUA CARSON LFL FFG SHD-EN 190/282

3 UNIT SPACE

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 187/282

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 © LFL © FFG SHD • EN 187/262

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 © LFL © FFG SHD • EN 187/262

UNIT GROUND

3 SUPERLASER TECHNICIAN



2 IMPERIAL **1**

When Defeated: You may put this unit into play as a resource and ready it.

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UNIT GROUND

3 SUPERLASER TECHNICIAN



2 IMPERIAL **1**

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI © LFL © FFG SOR • EN 083/252

UNIT GROUND

3 SUPERLASER TECHNICIAN



2 IMPERIAL **1**

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI © LFL © FFG SOR • EN 083/252

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

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