

6 LEADER UNIT GROUND

♦ **CAD BANE**
HE WHO NEEDS NO INTRODUCTION



2 **8**

UNDERWORLD • BOUNTY HUNTER

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

When you play an UNDERWORLD card: You may choose an opponent. They choose a unit they control. Deal 2 damage to it. Use this ability only once each round.

MARC ESCACHY

LEADER

♦ **CAD BANE**
HE WHO NEEDS NO INTRODUCTION

When you play an UNDERWORLD card: You may exhaust this leader. If you do, an opponent chooses a unit they control. Deal 1 damage to it.

Epic Action: If you control 6 or more resources, deploy this leader. **2/8**



UNDERWORLD • BOUNTY HUNTER

MARC ESCACHY

30 BASE

CORONET CITY



CORELLIA

ADRIEN GORD

4 UNIT GROUND

♦ **JABBA THE HUTT**
CUNNING DAIMYO



2 **8**

UNDERWORLD • HUTT

Each **TRICK** event you play costs **1** less.

When Played: Search the top 8 cards of your deck for a **TRICK** event, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

DAVID NASH

4 UNIT GROUND

♦ **JABBA THE HUTT**
CUNNING DAIMYO



2 **8**

UNDERWORLD • HUTT

Each **TRICK** event you play costs **1** less.

When Played: Search the top 8 cards of your deck for a **TRICK** event, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

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4 UNIT GROUND

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When Played: Search the top 8 cards of your deck for a **TRICK** event, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

DAVID NASH

2 UNIT GROUND

♦ **BIB FORTUNA**
JABBA'S MAJORDOMO



1 **3**

UNDERWORLD • TWI'LEK

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

Action [↻]: Play an event from your hand. It costs **1** less.

STEVE MORRIS

2 UNIT GROUND

♦ **BIB FORTUNA**
JABBA'S MAJORDOMO



1 **3**

UNDERWORLD • TWI'LEK

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

Action [↻]: Play an event from your hand. It costs **1** less.

STEVE MORRIS

2 UNIT GROUND

♦ **BIB FORTUNA**
JABBA'S MAJORDOMO



1 **3**

UNDERWORLD • TWI'LEK

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

Action [↻]: Play an event from your hand. It costs **1** less.

STEVE MORRIS

UNIT SPACE

5

SLAVER'S FREIGHTER



4 5

UNDERWORLD • VEHICLE • TRANSPORT

When Played: You may ready another unit with power equal to or less than the number of upgrades on enemy units.

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UNIT SPACE

5

SLAVER'S FREIGHTER



4 5

UNDERWORLD • VEHICLE • TRANSPORT

When Played: You may ready another unit with power equal to or less than the number of upgrades on enemy units.

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UNIT SPACE

5

SLAVER'S FREIGHTER



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UNIT GROUND

2

◆ BAZINE NETAL

SPY FOR THE FIRST ORDER



1 3

UNDERWORLD

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] [] []

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UNIT GROUND

2

◆ BAZINE NETAL

SPY FOR THE FIRST ORDER



1 3

UNDERWORLD

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] [] []

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UNIT GROUND

2

◆ BAZINE NETAL

SPY FOR THE FIRST ORDER



1 3

UNDERWORLD

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] [] []

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UNIT GROUND

6

◆ KRAGAN GORR

WARBIRD CAPTAIN



6 6

UNDERWORLD

When an enemy unit attacks your base: Give a Shield token to a friendly unit in the same arena as the attacker.

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UNIT GROUND

6

◆ KRAGAN GORR

WARBIRD CAPTAIN



6 6

UNDERWORLD

When an enemy unit attacks your base: Give a Shield token to a friendly unit in the same arena as the attacker.

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UNIT GROUND

6

◆ KRAGAN GORR

WARBIRD CAPTAIN



6 6

UNDERWORLD

When an enemy unit attacks your base: Give a Shield token to a friendly unit in the same arena as the attacker.

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UNIT GROUND

1 KINTAN INTIMIDATOR



1 UNDERWORLD **4**

On Attack: Exhaust the defender.

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UNIT GROUND

1 KINTAN INTIMIDATOR



1 UNDERWORLD **4**

On Attack: Exhaust the defender.

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UNIT GROUND

1 KINTAN INTIMIDATOR



1 UNDERWORLD **4**

On Attack: Exhaust the defender.

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UNIT SPACE

3 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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UNIT SPACE

3 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

UNIT SPACE

3 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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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 **1** 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 **1** 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 **1** and gains **AMBUSH**.

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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 c1 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 c1 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 c1 and gains **SABOTEUR**.

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4 UNIT GROUND

HUTT'S HENCHMEN



3 UNDERWORLD 4

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

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4 UNIT GROUND

HUTT'S HENCHMEN



3 UNDERWORLD 4

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

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4 UNIT GROUND

HUTT'S HENCHMEN



3 UNDERWORLD 4

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.)

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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

UNIT

GROUND

4

CHAIN CODE COLLECTOR



4

UNDERWORLD • BOUNTY HUNTER

2

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

On Attack: If the defender has a **BOUNTY**, it gets $-4/-0$ for this attack.

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UNIT

GROUND

4

CHAIN CODE COLLECTOR



4

UNDERWORLD • BOUNTY HUNTER

2

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

On Attack: If the defender has a **BOUNTY**, it gets $-4/-0$ for this attack.

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UNIT

GROUND

4

CHAIN CODE COLLECTOR



4

UNDERWORLD • BOUNTY HUNTER

2

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

On Attack: If the defender has a **BOUNTY**, it gets $-4/-0$ for this attack.

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UNIT

GROUND

1

CRIMINAL MUSCLE



2

UNDERWORLD

1

When Played: You may return a non-unique upgrade to its owner's hand.

AITOR PRIETO

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UNIT

GROUND

1

CRIMINAL MUSCLE



2

UNDERWORLD

1

When Played: You may return a non-unique upgrade to its owner's hand.

AITOR PRIETO

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UNIT

GROUND

1

CRIMINAL MUSCLE



2

UNDERWORLD

1

When Played: You may return a non-unique upgrade to its owner's hand.

AITOR PRIETO

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UNIT

SPACE

6

✦ XANADU BLOOD

CAD BANE'S REWARD



4

UNDERWORLD • VEHICLE • FIGHTER

6

RAID 2

When Played/On Attack: You may return another friendly non-leader **UNDERWORLD** unit to its owner's hand. If you do, exhaust an enemy unit or resource.

ANDRÉ MEALHA

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UNIT

SPACE

6

✦ XANADU BLOOD

CAD BANE'S REWARD



4

UNDERWORLD • VEHICLE • FIGHTER

6

RAID 2

When Played/On Attack: You may return another friendly non-leader **UNDERWORLD** unit to its owner's hand. If you do, exhaust an enemy unit or resource.

ANDRÉ MEALHA

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UNIT

SPACE

6

✦ XANADU BLOOD

CAD BANE'S REWARD



4

UNDERWORLD • VEHICLE • FIGHTER

6

RAID 2

When Played/On Attack: You may return another friendly non-leader **UNDERWORLD** unit to its owner's hand. If you do, exhaust an enemy unit or resource.

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UNIT

SPACE

3

SMUGGLER'S STARFIGHTER

2

UNDERWORLD • VEHICLE • TRANSPORT

2

When Played: If you control another **UNDERWORLD** unit, give an enemy unit $-E/-0$ for this phase.

SMUGGLE [4] [C] (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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UNIT

SPACE

3

SMUGGLER'S STARFIGHTER

2

UNDERWORLD • VEHICLE • TRANSPORT

2

When Played: If you control another **UNDERWORLD** unit, give an enemy unit $-E/-0$ for this phase.

SMUGGLE [4] [C] (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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UNIT

SPACE

3

SMUGGLER'S STARFIGHTER

2

UNDERWORLD • VEHICLE • TRANSPORT

2

When Played: If you control another **UNDERWORLD** unit, give an enemy unit $-E/-0$ for this phase.

SMUGGLE [4] [C] (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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UNIT

GROUND

7

♦ DRYDEN VOS

OFFERING NO ESCAPE

5

UNDERWORLD

7

SHIELDED

When Played: Choose a captured card guarded by a unit you control. You may play it for free under your control.

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UNIT

GROUND

7

♦ DRYDEN VOS

OFFERING NO ESCAPE

5

UNDERWORLD

7

SHIELDED

When Played: Choose a captured card guarded by a unit you control. You may play it for free under your control.

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UNIT

GROUND

7

♦ DRYDEN VOS

OFFERING NO ESCAPE

5

UNDERWORLD

7

SHIELDED

When Played: Choose a captured card guarded by a unit you control. You may play it for free under your control.

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EVENT

2

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $+E/+0$ for this attack.

ARIO MURTI

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EVENT

2

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $+E/+0$ for this attack.

ARIO MURTI

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EVENT

2

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $+E/+0$ for this attack.

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2 EVENT

NO GOOD TO ME DEAD

PLAN

Exhaust a unit. That unit can't ready this round (including during the regroup phase).



DENIS MEDRI ©LFL ©FFG SOR • EN 188/252

2 EVENT

NO GOOD TO ME DEAD

PLAN

Exhaust a unit. That unit can't ready this round (including during the regroup phase).



DENIS MEDRI ©LFL ©FFG SOR • EN 188/252

2 EVENT

NO GOOD TO ME DEAD

PLAN

Exhaust a unit. That unit can't ready this round (including during the regroup phase).



DENIS MEDRI ©LFL ©FFG SOR • EN 188/252

2 EVENT

A NEW ADVENTURE

GAMBIT

Return a non-leader unit that costs 5 or less to its owner's hand. Then, its owner may play it for free.



FRENCH CARLOMAGNO ©LFL ©FFG SHD • EN 207/202

2 EVENT

A NEW ADVENTURE

GAMBIT

Return a non-leader unit that costs 5 or less to its owner's hand. Then, its owner may play it for free.



FRENCH CARLOMAGNO ©LFL ©FFG SHD • EN 207/202

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