

5 LEADER UNIT GROUND

◆ **BOSSK**
HUNTING HIS PREY



4 UNDERWORLD • BOUNTY HUNTER **6**

When you collect a **BOUNTY**: You may collect that **BOUNTY** again. Use this ability only once each round.

AMELIE HUTT

◆ **BOSSK**
HUNTING HIS PREY

Action [↻]: Deal 1 damage to a unit with a **BOUNTY**. You may give it $\text{⬅}1\text{⬆}0$ for this phase.

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




LEADER

UNDERWORLD • BOUNTY HUNTER

AMELIE HUTT

30 BASE

JABBA'S PALACE



TATOOINE

TYLER EDLIN

4 UNIT GROUND

◆ **JANGO FETT**
RENOWNED BOUNTY HUNTER



3 UNDERWORLD • BOUNTY HUNTER **6**

While attacking a unit with a **BOUNTY**, this unit gets $\text{⬅}3\text{⬆}0$ and gains **OVERWHELM**.

When this unit attacks and defeats a unit: Draw a card.

ALEX CHEN

4 UNIT GROUND

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ALEX CHEN

1 UNIT GROUND

STOLEN LANDSPEEDER



3 UNDERWORLD • VEHICLE • SPEEDER **2**

When Played: If you played this unit from your hand, an opponent takes control of it.

BOUNTY — If you own this unit, play it from your discard pile for free and give an Experience token to it.

FRENCH CARLOMAGNO

1 UNIT GROUND

STOLEN LANDSPEEDER



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FRENCH CARLOMAGNO

1 UNIT GROUND

◆ **DENGAR**
THE DEMOLISHER



2 UNDERWORLD • BOUNTY HUNTER **2**

When you play an upgrade on a unit:
You may deal 1 damage to that unit.

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1 UNIT GROUND

◆ **DENGAR**
THE DEMOLISHER



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When you play an upgrade on a unit:
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THE DEMOLISHER



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When you play an upgrade on a unit:
You may deal 1 damage to that unit.

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5 UNIT GROUND

◆ **KRRSANTAN**
MUSCLE FOR HIRE



3 UNDERWORLD • WOOKIEE • BOUNTY HUNTER **7**

When Played: If an enemy unit has a **BOUNTY**, you may ready this unit.
On Attack: Choose a ground unit. You may deal 1 damage to it for each damage on this unit.

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5 UNIT GROUND

◆ **KRRSANTAN**
MUSCLE FOR HIRE



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4 UNIT GROUND

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 $\frac{4}{1-0}$ for this attack.

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4 UNIT GROUND

CHAIN CODE COLLECTOR



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

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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 **♦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

1 **BOUNTY GUILD INITIATE**



1 BOUNTY HUNTER 2

When Played: If you control another BOUNTY HUNTER unit, you may deal 2 damage to a ground unit.

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UNIT GROUND

1 **BOUNTY GUILD INITIATE**



1 BOUNTY HUNTER 2

When Played: If you control another BOUNTY HUNTER unit, you may deal 2 damage to a ground unit.

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1 BOUNTY HUNTER 2

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UNIT SPACE

5 **SLAVER'S FREIGHTER**



4 UNDERWORLD • VEHICLE • TRANSPORT 5

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 UNDERWORLD • VEHICLE • TRANSPORT 5

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 UNDERWORLD • VEHICLE • TRANSPORT 5

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

3 **♦PUNISHING ONE**
DENGAR'S JUMPMASTER



3 UNDERWORLD • VEHICLE • TRANSPORT 4

When an upgraded enemy unit is defeated: You may ready this unit. Use this ability only once each round.

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3

UNIT

SPACE

✦PUNISHING ONE

DENGAR'S JUMPMASTER

3

UNDERWORLD • VEHICLE • TRANSPORT

4

When an upgraded enemy unit is defeated:
You may ready this unit. Use this ability only once each round.

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3

UNIT

SPACE

✦PUNISHING ONE

DENGAR'S JUMPMASTER

3

UNDERWORLD • VEHICLE • TRANSPORT

4

When an upgraded enemy unit is defeated:
You may ready this unit. Use this ability only once each round.

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1

EVENT

BOUNTY POSTING

PLAN

Search your deck for a **BOUNTY** upgrade, reveal it, and draw it. (Shuffle your deck.)

You may play that upgrade (paying its cost).

JAMES DALY

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1

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BOUNTY POSTING

PLAN

Search your deck for a **BOUNTY** upgrade, reveal it, and draw it. (Shuffle your deck.)

You may play that upgrade (paying its cost).

JAMES DALY

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You may play that upgrade (paying its cost).

JAMES DALY

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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.)

AITOR PRIETO

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3

EVENT

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3

EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

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3

EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

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3

EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

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0

UPGRADE

GUILD TARGET

Attached unit gains: **"BOUNTY"** — 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.)

+0

GUILD TARGET

BOUNTY • CONDITION

+0

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0

UPGRADE

GUILD TARGET

Attached unit gains: **"BOUNTY"** — 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.)

+0

GUILD TARGET

BOUNTY • CONDITION

+0

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0

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GUILD TARGET

Attached unit gains: **"BOUNTY"** — 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.)

+0

GUILD TARGET

BOUNTY • CONDITION

+0

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2

UPGRADE

DEATH MARK

Attached unit gains: **"BOUNTY"** — Draw 2 cards." (When this unit is defeated or captured, its opponent collects its bounty.)

+0

DEATH MARK

BOUNTY • CONDITION

+0

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2

UPGRADE

DEATH MARK

Attached unit gains: **"BOUNTY"** — Draw 2 cards." (When this unit is defeated or captured, its opponent collects its bounty.)

+0

DEATH MARK

BOUNTY • CONDITION

+0

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2

UPGRADE

DEATH MARK

Attached unit gains: **"BOUNTY"** — Draw 2 cards." (When this unit is defeated or captured, its opponent collects its bounty.)

+0

DEATH MARK

BOUNTY • CONDITION

+0

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0

UPGRADE

WANTED

Attached unit gains: **"BOUNTY"** — Ready 2 friendly resources." (When this unit is defeated or captured, its opponent collects its bounty.)

+0

WANTED

BOUNTY • CONDITION

+0

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0 UPGRADE

WANTED



Attached unit gains: **"BOUNTY"** — Ready 2 friendly resources." (When this unit is defeated or captured, its opponent collects its bounty.)

WANTED **BOUNTY • CONDITION**

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0 UPGRADE

WANTED



Attached unit gains: **"BOUNTY"** — Ready 2 friendly resources." (When this unit is defeated or captured, its opponent collects its bounty.)

WANTED **BOUNTY • CONDITION**

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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."

UNREFUSABLE OFFER **BOUNTY • CONDITION**

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UNREFUSABLE OFFER **BOUNTY • CONDITION**

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1 UPGRADE

ENTICING REWARD



Attached unit gains: **"BOUNTY"** — Search the top 10 cards of your deck for 2 non-unit cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.) Then, if this unit isn't unique, discard a card from your hand."

ENTICING REWARD **BOUNTY • CONDITION**

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1 UPGRADE

ENTICING REWARD



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ENTICING REWARD **BOUNTY • CONDITION**

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