

7 LEADER UNIT GROUND

♦ **JABBA THE HUTT**
HIS HIGH EXALTEDNESS



2 UNDERWORLD • HUTT **12**

When Deployed: Another friendly unit captures an enemy non-leader unit.

Action [↻]: Choose a unit. For this phase, it gains: **"BOUNTY"** — The next unit you play this phase costs **2** less."


AITOR PRIETO

LEADER

♦ **JABBA THE HUTT**
HIS HIGH EXALTEDNESS

Action [↻]: Choose a unit. For this phase, it gains: **"BOUNTY"** — The next unit you play this phase costs **2** less."

Epic Action: If you control 7 or more resources, deploy this leader. **2/12**



UNDERWORLD • HUTT

AITOR PRIETO

BASE

JEDHA CITY

25

Epic Action: Give a non-leader unit **2/4/0** for this phase.

JEDHA

RODION ESPIN

4 UNIT GROUND

♦ **JABBA THE HUTT**
CUNNING DAIMYO



2 UNDERWORLD • HUTT **8**

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

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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

3 UNIT GROUND

REPUTABLE HUNTER



3 BOUNTY HUNTER **4**

If an enemy unit has a **BOUNTY**, this unit costs **1** less to play.

ASH PIERCE

3 UNIT GROUND

REPUTABLE HUNTER



3 BOUNTY HUNTER **4**

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ASH PIERCE

3 UNIT GROUND

REPUTABLE HUNTER



3 BOUNTY HUNTER **4**

If an enemy unit has a **BOUNTY**, this unit costs **1** less to play.

ASH PIERCE

1 UNIT GROUND

CRIMINAL MUSCLE



2 UNDERWORLD 1

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

AITOR PRIETO © LFL © FFG SHD • EN 209/262

1 UNIT GROUND

CRIMINAL MUSCLE




2 UNDERWORLD 1

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

AITOR PRIETO © LFL © FFG SHD • EN 209/262

1 UNIT GROUND

CRIMINAL MUSCLE



2 UNDERWORLD 1

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

AITOR PRIETO © LFL © FFG SHD • EN 209/262

7 UNIT GROUND

♦ 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.

ARIO ANINDITO & ANNALISA LEONI © LFL © FFG SHD • EN 192/262

7 UNIT GROUND

♦ DRYDEN Vos

OFFERING NO ESCAPE



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ARIO ANINDITO & ANNALISA LEONI © LFL © FFG SHD • EN 192/262

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ARIO ANINDITO & ANNALISA LEONI © LFL © FFG SHD • EN 192/262

1 UNIT GROUND

♦ SALACIOUS CRUMB

OBNOXIUS PET



1 UNDERWORLD • CREATURE 3

When Played: Heal 1 damage from your base.

Action [↻, return this unit to his owner's hand]: Deal 1 damage to a ground unit.

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1 UNIT GROUND

♦ SALACIOUS CRUMB

OBNOXIUS PET



1 UNDERWORLD • CREATURE 3

When Played: Heal 1 damage from your base.

Action [↻, return this unit to his owner's hand]: Deal 1 damage to a ground unit.

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3 UNIT GROUND

HUNTER OF THE HAXION BROOD



4 UNDERWORLD • BOUNTY HUNTER 3

While an enemy unit has a **BOUNTY**, this unit gains **SHIELDED**. (When you play this unit, give a Shield token to it.)

AMAD MIR © LFL © FFG SHD • EN 188/262

3 UNIT GROUND

HUNTER OF THE HAXION BROOD



4 UNDERWORLD • BOUNTY HUNTER 3

While an enemy unit has a **BOUNTY**, this unit gains **SHIELDED**. (When you play this unit, give a Shield token to it.)

AMAD MIR © LFL © FFG SHD • EN 186/262

3 UNIT GROUND

HUNTER OF THE HAXION BROOD



4 UNDERWORLD • BOUNTY HUNTER 3

While an enemy unit has a **BOUNTY**, this unit gains **SHIELDED**. (When you play this unit, give a Shield token to it.)

AMAD MIR © LFL © FFG SHD • EN 186/262

6 UNIT GROUND

BOUNTY HUNTER CREW



4 UNDERWORLD • BOUNTY HUNTER 4

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

When Played: You may return an event from a discard pile to its owner's hand.

LUKE HARRINGTON © LFL © FFG SOR • EN 183/252

6 UNIT GROUND

BOUNTY HUNTER CREW



4 UNDERWORLD • BOUNTY HUNTER 4

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

When Played: You may return an event from a discard pile to its owner's hand.

LUKE HARRINGTON © LFL © FFG SOR • EN 183/252

6 UNIT GROUND

BOUNTY HUNTER CREW



4 UNDERWORLD • BOUNTY HUNTER 4

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

When Played: You may return an event from a discard pile to its owner's hand.

LUKE HARRINGTON © LFL © FFG SOR • EN 183/252

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 $-4/-0$ for this attack.

OMERCAN CIRIT © LFL © FFG SHD • EN 216/262

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 $-4/-0$ for this attack.

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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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6 UNIT SPACE

✦ 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 © LFL © FFG SHD • EN 191/262

UNIT SPACE

6 **XANADU BLOOD**
CAD BANE'S REWARD



4 6

UNDERWORLD • VEHICLE • FIGHTER

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 © LFL © FFG SHD • EN 191/262

UNIT SPACE

6 **XANADU BLOOD**
CAD BANE'S REWARD



4 6

UNDERWORLD • VEHICLE • FIGHTER

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 © LFL © FFG SHD • EN 191/262

UNIT SPACE

3 **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 LAZCANO © LFL © FFG SHD • EN 197/262

UNIT SPACE

3 **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 LAZCANO © LFL © FFG SHD • EN 197/262

UNIT SPACE

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2 2

IMPERIAL • VEHICLE • FIGHTER

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This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO © LFL © FFG SHD • EN 197/262

UNIT SPACE

3 **SMUGGLER'S STARFIGHTER**



2 2

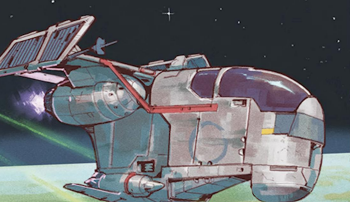
UNDERWORLD • VEHICLE • TRANSPORT

When Played: If you control another **UNDERWORLD** unit, give an enemy unit $-E/-0$ for this phase.
SMUGGLE [4] (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 2

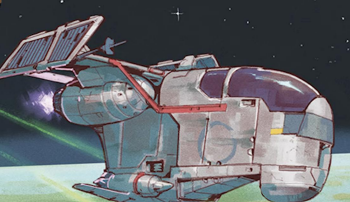
UNDERWORLD • VEHICLE • TRANSPORT

When Played: If you control another **UNDERWORLD** unit, give an enemy unit $-E/-0$ for this phase.
SMUGGLE [4] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

FERNANDO CORREA © LFL © FFG SHD • EN 215/262

UNIT SPACE

3 **SMUGGLER'S STARFIGHTER**



2 2

UNDERWORLD • VEHICLE • TRANSPORT

When Played: If you control another **UNDERWORLD** unit, give an enemy unit $-E/-0$ for this phase.
SMUGGLE [4] (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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EVENT

1 **MA KLOUNKEE**
UNDERWORLD • TRICK

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



MILOS SLAVKOVIC © LFL © FFG SHD • EN 229/262

1 EVENT

MA KLOUNKEE

UNDERWORLD • TRICK

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



MILOS SLAVKOVIC © LFL © FFG SHD • EN 229/282

1 EVENT

MA KLOUNKEE

UNDERWORLD • TRICK

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



MILOS SLAVKOVIC © LFL © FFG SHD • EN 229/282

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 © LFL © FFG SHD • EN 232/282

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 © LFL © FFG SHD • EN 232/282

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 © LFL © FFG SHD • EN 232/282

3 EVENT

TAKE CAPTIVE

TACTIC

A friendly unit captures an enemy non-leader unit in the same arena. (Put the captured card facedown under that unit until that unit leaves play.)



GUILLAUME OSPITAL © LFL © FFG SHD • EN 131/282

3 EVENT

TAKE CAPTIVE

TACTIC

A friendly unit captures an enemy non-leader unit in the same arena. (Put the captured card facedown under that unit until that unit leaves play.)



GUILLAUME OSPITAL © LFL © FFG SHD • EN 131/282

3 EVENT

TAKE CAPTIVE

TACTIC

A friendly unit captures an enemy non-leader unit in the same arena. (Put the captured card facedown under that unit until that unit leaves play.)



GUILLAUME OSPITAL © LFL © FFG SHD • EN 131/282

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.



FRANCOIS CANNELS © LFL © FFG SOR • EN 082/252

5 EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit **+2/+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 092/252

5 EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit **+2/+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 092/252

2 UPGRADE

LEGAL AUTHORITY



Attach to a friendly unit.
When Played: Attached unit captures an enemy non-leader unit with less power than it. (Put the captured card facedown under attached unit until attached unit leaves play.)

+0 **LEGAL AUTHORITY** **+2**
LAW

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SHD • EN 124/202

2 UPGRADE

LEGAL AUTHORITY



Attach to a friendly unit.
When Played: Attached unit captures an enemy non-leader unit with less power than it. (Put the captured card facedown under attached unit until attached unit leaves play.)

+0 **LEGAL AUTHORITY** **+2**
LAW

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SHD • EN 124/202

2 UPGRADE

LEGAL AUTHORITY



Attach to a friendly unit.
When Played: Attached unit captures an enemy non-leader unit with less power than it. (Put the captured card facedown under attached unit until attached unit leaves play.)

+0 **LEGAL AUTHORITY** **+2**
LAW

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SHD • EN 124/202

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** **+0**
BOUNTY • CONDITION

DENIS MEDRI ©LFL ©FFG SHD • EN 226/262

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** **+0**
BOUNTY • CONDITION

DENIS MEDRI ©LFL ©FFG SHD • EN 226/262

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** **+0**
BOUNTY • CONDITION

DENIS MEDRI ©LFL ©FFG SHD • EN 226/262