

**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

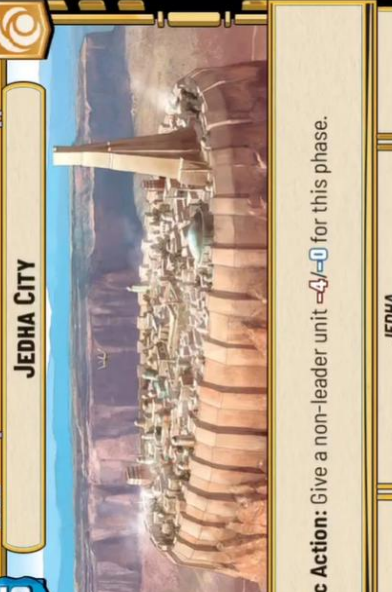


UNDERWORLD • HUTT

ATOR PRIETO

**25** BASE

**JEDHA CITY**



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

**JEDHA**

RICCO 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

♦ **JABBA THE HUTT**  
CUNNING DAIMYO



**2** UNDERWORLD • HUTT **8**

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

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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**

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**

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.

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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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**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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7 UNIT GROUND

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**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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1 UNIT GROUND

### ♦ SALACIOUS CRUMB

OBNOXIOUS 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

OBNOXIOUS 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



UNIT GROUND

3 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

UNIT GROUND

3 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

UNIT GROUND

6 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

UNIT GROUND

6 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

UNIT GROUND

6 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

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

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

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

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

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

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

UNIT SPACE

6 ✦ XANADU BLOOD

CAO 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.

ANDRE MEALHA © LFL © FFG SHD • EN 191/262



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 © LFL © FFG SHD • EN 191/262

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** **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 LAZZANO © LFL © FFG SHD • EN 197/262

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 LAZZANO © LFL © FFG SHD • EN 197/262

UNIT SPACE

**3** **LURKING TIE PHANTOM**



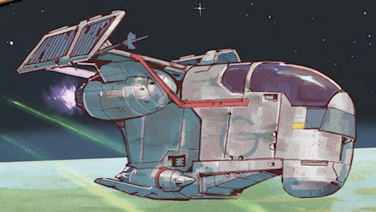
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IGNACIO BAZAN LAZZANO © LFL © FFG SHD • EN 197/262

UNIT SPACE

**3** **SMUGGLER'S STARFIGHTER**



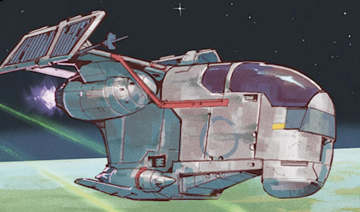
**2** UNDERWORLD • VEHICLE • TRANSPORT **2**

**When Played:** If you control another **UNDERWORLD** unit, give an enemy unit  $-B/-0$  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** UNDERWORLD • VEHICLE • TRANSPORT **2**

**When Played:** If you control another **UNDERWORLD** unit, give an enemy unit  $-B/-0$  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** UNDERWORLD • VEHICLE • TRANSPORT **2**

**When Played:** If you control another **UNDERWORLD** unit, give an enemy unit  $-B/-0$  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.)



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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 © 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.)



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**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 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 082/252

**5** EVENT 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.

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**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.)

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

CHRISTIAN PAPAZOGIANIS ©LFL ©FFG SHD • EN 124/282

**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.)

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

CHRISTIAN PAPAZOGIANIS ©LFL ©FFG SHD • EN 124/282

**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.)

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

CHRISTIAN PAPAZOGIANIS ©LFL ©FFG SHD • EN 124/282

**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** **+0**

DENIS MEDRI ©LFL ©FFG SHD • EN 228/282

**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** **+0**

DENIS MEDRI ©LFL ©FFG SHD • EN 228/282

**2** UPGRADE

**UNREFUSABLE OFFER**

Attach to a non-leader unit.  
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**UNREFUSABLE OFFER** **BOUNTY • CONDITION** **+0**

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