

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 ESCAICH

♦ **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**



LEADER

UNDERWORLD - BOUNTY HUNTER

MARC ESCAICH

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

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UNIT GROUND

♦ **DRYDEN Vos**
OFFERING NO ESCAPE



5 **7**

UNDERWORLD

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

UNIT GROUND

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ARIO ANINDITO & ANNALISA LEONI

UNIT GROUND

♦ **SALACIOUS CRUMB**
OBNOXIOUS PET



1 **3**

UNDERWORLD - CREATURE

When Played: Heal 1 damage from your base.

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

AITOR PRIETO

UNIT GROUND

♦ **SALACIOUS CRUMB**
OBNOXIOUS PET



1 **3**

UNDERWORLD - CREATURE

When Played: Heal 1 damage from your base.

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

AITOR PRIETO

UNIT GROUND

CRIMINAL MUSCLE



2 **1**

UNDERWORLD

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

AITOR PRIETO



2 UNIT GROUND

◆ **BAZINE NETAL**
SPY FOR THE FIRST ORDER



1 UNDERWORLD 3

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] [6] [8]

LENKA ŠIMEČKOVÁ © LFL © FFG SHD-EN 184/282

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.)

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4 UNIT GROUND

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CUNNING DAIMYO



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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.

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4 UNDERWORLD • BOUNTY HUNTER 4

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

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.

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6 UNIT SPACE

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CAD BANE'S REWARD



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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

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

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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 LAZCANO

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UNIT

SPACE

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IMPERIAL • VEHICLE • FIGHTER

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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

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UNIT

SPACE

2

CARTEL SPACER

2

UNDERWORLD • VEHICLE • FIGHTER

3

When Played: If you control another unit, exhaust an enemy unit that costs 4 or less.

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UNIT

SPACE

2

CARTEL SPACER

2

UNDERWORLD • VEHICLE • FIGHTER

3

When Played: If you control another unit, exhaust an enemy unit that costs 4 or less.

ARTHUR MOUGNE

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EVENT

3

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

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EVENT

3

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

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EVENT

3

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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

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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.



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

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.



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

3 EVENT

WAYLAY

TRICK

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



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3 EVENT

WAYLAY

TRICK

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



AMELIE HUTT © LFL © FFG 7 SOR • EN 31/70

2 EVENT

BAMBOOZLE

TRICK

You may discard a  card from your hand instead of paying this event's cost. Exhaust a unit and return each upgrade on it to its owner's hand.



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2 EVENT

BAMBOOZLE

TRICK

You may discard a  card from your hand instead of paying this event's cost. Exhaust a unit and return each upgrade on it to its owner's hand.



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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.)



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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.)



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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.)



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3

EVENT

No BARGAIN

TRICK

Each opponent discards a card from their hand. Draw a card.

LIANA ANATOLIEVICH

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3

EVENT

No BARGAIN

TRICK

Each opponent discards a card from their hand. Draw a card.

LIANA ANATOLIEVICH

© LFL © FFG

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3

EVENT

No BARGAIN

TRICK

Each opponent discards a card from their hand. Draw a card.

LIANA ANATOLIEVICH

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1

EVENT

SHOOT FIRST

TRICK

Attack with a unit. It gets $\frac{1}{2}$ for this attack and deals its combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

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1

EVENT

SHOOT FIRST

TRICK

Attack with a unit. It gets $\frac{1}{2}$ for this attack and deals its combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

ARIO MURTI

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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."

+0

UNREFUSABLE OFFER

BOUNTY • CONDITION

+0

DENIS MEDRI

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2

UPGRADE

UNREFUSABLE OFFER

Attach to a non-leader unit.
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UNREFUSABLE OFFER

BOUNTY • CONDITION

+0

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BOUNTY • CONDITION

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