

5 LEADER UNIT GROUND

♦ **BOBA FETT**
COLLECTING THE BOUNTY



4 UNDERWORLD • BOUNTY HUNTER **7**

When this unit completes an attack: If an enemy unit left play this phase, ready up to 2 resources.


FRENCH CARLOPAGNO

♦ **BOBA FETT**
COLLECTING THE BOUNTY

When an enemy unit leaves play: You may exhaust this leader. If you do, ready a resource.

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

4/7



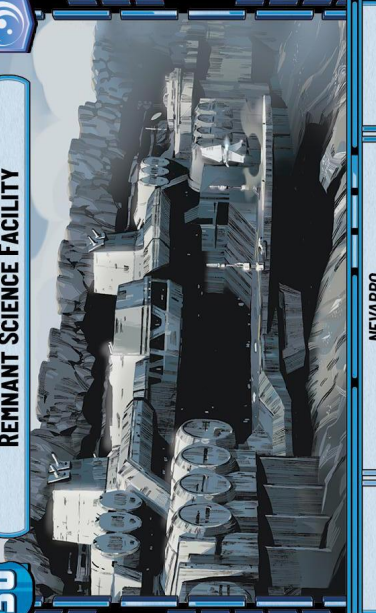
LEADER

UNDERWORLD • BOUNTY HUNTER

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30 BASE

REMNANT SCIENCE FACILITY



NEVARRO

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MELE NUTT

1 UNIT GROUND

♦ **GREEDO**
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER **1**

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

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1 UNIT GROUND

♦ **GREEDO**
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER **1**

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

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5 UNIT GROUND

SYNDICATE LACKEYS



5 UNDERWORLD **4**

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

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5 UNIT GROUND

SYNDICATE LACKEYS



5 UNDERWORLD **4**

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

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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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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.

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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 184/262

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 184/262

5 UNIT GROUND

STREET GANG RECRUITER



4 UNDERWORLD **4**

When Played: You may return an UNDERWORLD card from your discard pile to your hand.

YVETTE CHUA © LFL © FFG SHD • EN 260/262

5 UNIT GROUND

STREET GANG RECRUITER



4 UNDERWORLD **4**

When Played: You may return an UNDERWORLD card from your discard pile to your hand.

YVETTE CHUA © LFL © FFG SHD • EN 260/262

4 UNIT GROUND

◆ LOM PYKE
DEALER IN TRUTHS



4 UNDERWORLD **6**

On Attack: You may give a Shield token to an enemy unit. If you do, give a Shield token to a friendly unit.

SMUGGLE [5] [6] [8]

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4 UNIT GROUND

◆ LOM PYKE
DEALER IN TRUTHS



4 UNDERWORLD **6**

On Attack: You may give a Shield token to an enemy unit. If you do, give a Shield token to a friendly unit.

SMUGGLE [5] [6] [8]

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2 UNIT GROUND

CLOUD-RIDER



3 UNDERWORLD **1**

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

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2 UNIT GROUND

CLOUD-RIDER



3 UNDERWORLD **1**

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

MICKAEL BALLOUL © LFL © FFG SHD • EN 210/262

UNIT GROUND

8 ♦ **SUPREME LEADER SNOKE**
SHADOW RULER



6 FORCE • FIRST ORDER • OFFICIAL 6

Each enemy non-leader unit gets -2/-2.

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UNIT GROUND

8 ♦ **SUPREME LEADER SNOKE**
SHADOW RULER



6 FORCE • FIRST ORDER • OFFICIAL 6

Each enemy non-leader unit gets -2/-2.

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UNIT GROUND

4 ♦ **TOBIAS BECKETT**
I TRUST NO ONE



4 UNDERWORLD 5

When you play a non-unit card: You may exhaust a unit that costs the same as or less than the card you played. Use this ability only once each round.

SMUGGLE [5] [S]

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UNIT GROUND

4 ♦ **TOBIAS BECKETT**
I TRUST NO ONE



4 UNDERWORLD 5

When you play a non-unit card: You may exhaust a unit that costs the same as or less than the card you played. Use this ability only once each round.

SMUGGLE [5] [S]

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UNIT SPACE

6 ♦ **FETT'S FIRESPRAY**
PURSUING THE BOUNTY



5 UNDERWORLD • VEHICLE • TRANSPORT 6

When Played: If you control Boba Fett or Jango Fett (as a leader or unit), ready this unit.

Action [2]: Exhaust a non-unique unit.

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UNIT SPACE

6 ♦ **FETT'S FIRESPRAY**
PURSUING THE BOUNTY



5 UNDERWORLD • VEHICLE • TRANSPORT 6

When Played: If you control Boba Fett or Jango Fett (as a leader or unit), ready this unit.

Action [2]: Exhaust a non-unique unit.

ANDRÉ MEALHA © LFL © FFG SOR • EN 184/252

UNIT SPACE

9 ♦ **AVENGER**
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

FRANÇOIS CANNELS © LFL © FFG SOR • EN 040/252

UNIT SPACE

9 ♦ **AVENGER**
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

FRANÇOIS CANNELS © LFL © FFG SOR • EN 040/252

EVENT

4 **VIGILANCE**
INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 3 or less remaining HP.
- Give a Shield token to a unit.



CRISTINA LAVIÑA © LFL © FFG SOR • EN 058/252

4

EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 5 or less remaining HP.
- Give a Shield token to a unit.

CRISTINA LAVIÑA

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SOR • EN

058/252

4

EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 5 or less remaining HP.
- Give a Shield token to a unit.

CRISTINA LAVIÑA

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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

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SOR • EN

077/252

4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

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3

EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.

ESLAM ABOSHADY

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041/252

3

EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.

ESLAM ABOSHADY

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3

EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.

ESLAM ABOSHADY

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8

EVENT

SUPERLASER BLAST

DISASTER • TACTIC

Defeat all units.

LIANA ANATOLEVICH

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8 EVENT
SUPERLASER BLAST
DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH © LFL © FFG SOR • EN 043/252

8 EVENT
SUPERLASER BLAST
DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH © LFL © FFG SOR • EN 043/252

1 EVENT
RESTOCK
SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



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4 EVENT
FELL THE DRAGON
TACTIC

Defeat a non-leader unit with **5** or more power.



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4 EVENT
FELL THE DRAGON
TACTIC

Defeat a non-leader unit with **5** or more power.



ARIO MURTI © LFL © FFG SHD • EN 076/202

6 EVENT
RIVAL'S FALL
TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 075/202

6 EVENT
RIVAL'S FALL
TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 075/202

6 EVENT
RIVAL'S FALL
TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 075/202

2 UPGRADE
ENTRENCHED



Attached unit can't attack bases.

+3 ENTRENCHED **+3**
CONDITION

BORJA PINDADO © LFL © FFG SOR • EN 072/252

2 UPGRADE

ENTRENCHED



Attached unit can't attack bases.

+3 ENTRENCHED
CONDITION **+3**

BJRJA PINDADO © LFL © FFG SOR • EN 072/252

1 UPGRADE

TOP TARGET



Attached unit gains: **"Bounty"** — Heal 4 damage from a unit or base. If this unit is unique, heal 6 damage instead." (When this unit is defeated or captured, its opponent collects its bounty.)

+0 TOP TARGET
Bounty • CONDITION **+0**

AMELIE HUTT © LFL © FFG SHD • EN 070/262

1 UPGRADE

TOP TARGET



Attached unit gains: **"Bounty"** — Heal 4 damage from a unit or base. If this unit is unique, heal 6 damage instead." (When this unit is defeated or captured, its opponent collects its bounty.)

+0 TOP TARGET
Bounty • CONDITION **+0**

AMELIE HUTT © LFL © FFG SHD • EN 070/262

2 UPGRADE

BOBA FETT'S ARMOR



Attach to a non-VEHICLE unit.
If attached unit is Boba Fett and damage would be dealt to him, prevent 2 of that damage.

+2 BOBA FETT'S ARMOR
ITEM • ARMOR **+2**

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2 UPGRADE

BOBA FETT'S ARMOR



Attach to a non-VEHICLE unit.
If attached unit is Boba Fett and damage would be dealt to him, prevent 2 of that damage.

+2 BOBA FETT'S ARMOR
ITEM • ARMOR **+2**

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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."

+0 ENTICING REWARD
Bounty • CONDITION **+0**

AHAD MIR © LFL © FFG SHD • EN 222/262

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."

+0 ENTICING REWARD
Bounty • CONDITION **+0**

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3 UPGRADE

FROZEN IN CARBONITE



Attach to a non-leader unit.
Attached unit can't ready.
When Played: Exhaust attached unit.

+0 FROZEN IN CARBONITE
CONDITION **+0**

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3 UPGRADE

FROZEN IN CARBONITE



Attach to a non-leader unit.
Attached unit can't ready.
When Played: Exhaust attached unit.

+0 FROZEN IN CARBONITE
CONDITION **+0**

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