

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 ESCACHY

LEADER

♦ **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**



UNDERWORLD • BOUNTY HUNTER

MARC ESCACHY

BASE

COMMAND CENTER

30

DEATH STAR

STEPHEN ZAMLA

UNIT GROUND

2 **CLOUD-RIDER**



3 **1**

UNDERWORLD

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

MICKAEL BALLOUL

UNIT GROUND

2 **CLOUD-RIDER**



3 **1**

UNDERWORLD

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

MICKAEL BALLOUL

UNIT GROUND

2 **CLOUD-RIDER**



3 **1**

UNDERWORLD

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

MICKAEL BALLOUL

UNIT GROUND

4 **HUTT'S HENCHMEN**



3 **4**

UNDERWORLD

SHIELDED (When you play this unit, give a Shield token to it.)

OMERCAN CIRIT

UNIT GROUND

4 **HUTT'S HENCHMEN**



3 **4**

UNDERWORLD

SHIELDED (When you play this unit, give a Shield token to it.)

OMERCAN CIRIT

UNIT GROUND

♦ **CROSSHAIR**
FOLLOWING ORDERS



2 **6**

IMPERIAL • CLONE • TROOPER

Action [2]: This unit gets **+1/+0** for this phase.

Action [↻]: This unit deals damage equal to his power to an enemy ground unit.

MICKAEL BALLOUL

4 UNIT GROUND

♦ **CROSSHAIR**
FOLLOWING ORDERS



2 IMPERIAL • CLONE • TROOPER 6

Action [2]: This unit gets $\pm 1/\pm 0$ for this phase.
Action [↻]: This unit deals damage equal to his power to an enemy ground unit.

MICKAEL BALLOUL © LFL © FFG SHD • EN 087/262

4 UNIT GROUND

♦ **CROSSHAIR**
FOLLOWING ORDERS



2 IMPERIAL • CLONE • TROOPER 6

Action [2]: This unit gets $\pm 1/\pm 0$ for this phase.
Action [↻]: This unit deals damage equal to his power to an enemy ground unit.

MICKAEL BALLOUL © LFL © FFG SHD • EN 087/262

6 UNIT GROUND

♦ **ENFY'S NEST**
MARAUDER



5 UNDERWORLD 4

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
 While a friendly unit (including this one) is attacking using **AMBUSH**, the defender gets $\pm 5/\pm 0$.

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6 UNIT GROUND

♦ **ENFY'S NEST**
MARAUDER



5 UNDERWORLD 4

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
 While a friendly unit (including this one) is attacking using **AMBUSH**, the defender gets $\pm 5/\pm 0$.

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6 UNIT GROUND

♦ **ENFY'S NEST**
MARAUDER



5 UNDERWORLD 4

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
 While a friendly unit (including this one) is attacking using **AMBUSH**, the defender gets $\pm 5/\pm 0$.

AFIF KHALED © LFL © FFG SHD • EN 219/262

5 UNIT GROUND

DISCERNING VETERAN



3 BOUNTY HUNTER 4

When Played: This unit captures an enemy non-leader ground unit. (Put the captured card facedown under this unit until this unit leaves play.)

LEONARDO GIANNICHELE © LFL © FFG SHD • EN 120/262

5 UNIT GROUND

DISCERNING VETERAN



3 BOUNTY HUNTER 4

When Played: This unit captures an enemy non-leader ground unit. (Put the captured card facedown under this unit until this unit leaves play.)

LEONARDO GIANNICHELE © LFL © FFG SHD • EN 120/262

5 UNIT GROUND

DISCERNING VETERAN



3 BOUNTY HUNTER 4

When Played: This unit captures an enemy non-leader ground unit. (Put the captured card facedown under this unit until this unit leaves play.)

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2 UNIT GROUND

UNDERWORLD THUG



2 UNDERWORLD 3

FELIPE GONCALVES © LFL © FFG SHD • EN 243/262



UNIT SPACE

2 COLLECTIONS STARHOPPER

2 UNDERWORLD • VEHICLE • FIGHTER 2

SMUGGLE [3] [S] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

MARK ZHANG © LFL © FFG SHD • EN 111/282

UNIT SPACE

2 COLLECTIONS STARHOPPER

2 UNDERWORLD • VEHICLE • FIGHTER 2

SMUGGLE [3] [S] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

MARK ZHANG © LFL © FFG SHD • EN 111/282

UNIT SPACE

2 COLLECTIONS STARHOPPER

2 UNDERWORLD • VEHICLE • FIGHTER 2

SMUGGLE [3] [S] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

MARK ZHANG © LFL © FFG SHD • EN 111/282

UNIT SPACE

2 OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 2 or less.

FRANÇOIS CANNELS © LFL © FFG SHD • EN 082/282

UNIT SPACE

2 OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 2 or less.

FRANÇOIS CANNELS © LFL © FFG SHD • EN 082/282

UNIT SPACE

2 OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 2 or less.

FRANÇOIS CANNELS © LFL © FFG SHD • EN 082/282

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 © LFL © FFG SHD • EN 187/282

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 © LFL © FFG SHD • EN 187/282

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 © LFL © FFG SHD • EN 187/282

1 EVENT

OUTFLANK

TACTIC

Attack with 2 units (one at a time).



KYLE PETCHICK © LFL © FFG SHD • EN 128/282

1 EVENT

TIMELY INTERVENTION

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

SMUGGLE [2] [S] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



DENIS MEDRI © LFL © FFG SHD • EN 129/282

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

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

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

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

1 UPGRADE

BOUNTY HUNTER'S QUARRY



Attached unit gains: **"BOUNTY"** — Search the top 5 cards of your deck, or 10 cards instead if this unit is unique, for a unit that costs  or less and play it for free." (Put the other cards on the bottom of your deck in a random order.)

BOUNTY HUNTER'S QUARRY
BOUNTY • CONDITION

IBRAHIM BAZAN LAZCANO © LFL © FFG SHD • EN 123/262

2 UPGRADE

PRICE ON YOUR HEAD



Attached unit gains: **"BOUNTY"** — Put the top card of your deck into play as a resource." (When this unit is defeated or captured, its opponent collects its bounty.)

PRICE ON YOUR HEAD
BOUNTY • CONDITION

ARIO MURTI © LFL © FFG SHD • EN 125/262

2 UPGRADE

PRICE ON YOUR HEAD



Attached unit gains: **"BOUNTY"** — Put the top card of your deck into play as a resource." (When this unit is defeated or captured, its opponent collects its bounty.)

PRICE ON YOUR HEAD
BOUNTY • CONDITION

ARIO MURTI © LFL © FFG SHD • EN 125/262

2 UPGRADE

PRICE ON YOUR HEAD



Attached unit gains: **"BOUNTY"** — Put the top card of your deck into play as a resource." (When this unit is defeated or captured, its opponent collects its bounty.)

PRICE ON YOUR HEAD
BOUNTY • CONDITION

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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

CHRISTIAN PAPAZOULAKIS © LFL © FFG SHD • EN 124/262

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

ARIO MURTI © LFL © FFG SHD • EN 221/262

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

ARIO MURTI © LFL © FFG SHD • EN 221/262

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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