

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 CARLOMAGNO

♦ **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.



LEADER

UNDERWORLD • BOUNTY HUNTER

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25 BASE

TARKINTOWN



Epic Action: Deal 3 damage to a damaged non-leader unit.

LOTHAL

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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]

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2 UNIT GROUND

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SPY FOR THE FIRST ORDER



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2 UNIT GROUND

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SPY FOR THE FIRST ORDER



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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]

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1 UNIT SPACE

TIE/LN FIGHTER




2 IMPERIAL • VEHICLE • FIGHTER **1**

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1 UNIT SPACE

TIE/LN FIGHTER




2 IMPERIAL • VEHICLE • FIGHTER **1**

FRENCH CARLOMAGNO © LFL © FFG SOR • EN 225/252

1 UNIT SPACE

TIE/LN FIGHTER



2 IMPERIAL • VEHICLE • FIGHTER **1**

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6 UNIT SPACE

♦ **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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6 UNIT SPACE

♦ **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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6 UNIT SPACE

♦ **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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1 UNIT SPACE

MINING GUILD TIE FIGHTER



1 FRINGE • VEHICLE • FIGHTER **2**

On Attack: You may pay [2]. If you do, draw a card.

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1 UNIT SPACE

MINING GUILD TIE FIGHTER



1 FRINGE • VEHICLE • FIGHTER **2**

On Attack: You may pay [2]. If you do, draw a card.

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1 UNIT SPACE

MINING GUILD TIE FIGHTER



1 FRINGE • VEHICLE • FIGHTER **2**

On Attack: You may pay [2]. If you do, draw a card.

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6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 134/252

6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

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6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 134/252

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 187/262

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 LAZCANO © LFL © FFG SHD • EN 187/262

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 LAZCANO © LFL © FFG SHD • EN 187/262

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

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

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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 DISABLING FANG FIGHTER



3 MANDALORIAN • VEHICLE • FIGHTER **2**

When Played: You may defeat an upgrade.

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UNIT SPACE

3 DISABLING FANG FIGHTER



3 MANDALORIAN • VEHICLE • FIGHTER **2**

When Played: You may defeat an upgrade.

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UNIT SPACE

3 DISABLING FANG FIGHTER



3 MANDALORIAN • VEHICLE • FIGHTER **2**

When Played: You may defeat an upgrade.

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2 **SURPRISE STRIKE**
TACTIC

Attack with a unit. It gets $\text{♣3}/\text{♣0}$ for this attack.



ARIO MURTI ©LFL ©FFG SOR • EN 220/252

2 **SURPRISE STRIKE**
TACTIC

Attack with a unit. It gets $\text{♣3}/\text{♣0}$ for this attack.



ARIO MURTI ©LFL ©FFG SOR • EN 220/252

2 **SURPRISE STRIKE**
TACTIC

Attack with a unit. It gets $\text{♣3}/\text{♣0}$ for this attack.



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2 **SNEAK ATTACK**
TRICK

Play a unit from your hand. It costs ♠3 less and enters play ready. At the start of the regroup phase, defeat it.



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2 **SNEAK ATTACK**
TRICK

Play a unit from your hand. It costs ♠3 less and enters play ready. At the start of the regroup phase, defeat it.



FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 218/252

2 **SNEAK ATTACK**
TRICK

Play a unit from your hand. It costs ♠3 less and enters play ready. At the start of the regroup phase, defeat it.



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3 **TRIPLE DARK RAID**
TACTIC

Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs ♠5 less and enters play ready. Return it to its owner's hand at the end of the phase.



APRAID PIH ©LFL ©FFG SMD • EN 194/282

3 **TRIPLE DARK RAID**
TACTIC

Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs ♠5 less and enters play ready. Return it to its owner's hand at the end of the phase.



APRAID PIH ©LFL ©FFG SMD • EN 194/282

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TACTIC

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APRAID PIH ©LFL ©FFG SMD • EN 194/282

1 EVENT

DARING RAID

TACTIC

Deal 2 damage to a unit or base.



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1 EVENT

DARING RAID

TACTIC

Deal 2 damage to a unit or base.



ARIO MURTI © LFL © FFG SHD • EN 178/262

1 EVENT

DARING RAID

TACTIC

Deal 2 damage to a unit or base.



ARIO MURTI © LFL © FFG SHD • EN 178/262

2 EVENT

NO GOOD TO ME DEAD

PLAN

Exhaust a unit. That unit can't ready this round (including during the regroup phase).



DENIS MEDRI © LFL © FFG SOR • EN 186/252

2 EVENT

NO GOOD TO ME DEAD

PLAN

Exhaust a unit. That unit can't ready this round (including during the regroup phase).



DENIS MEDRI © LFL © FFG SOR • EN 186/252

1 UPGRADE

SMUGGLING COMPARTMENT



Attach to a **VEHICLE** unit.
Attached unit gains: "On Attack: Ready a resource."

SMUGGLING COMPARTMENT **MODIFICATION** **+1**

AMAD MIR © LFL © FFG SOR • EN 214/252

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SMUGGLING COMPARTMENT



Attach to a **VEHICLE** unit.
Attached unit gains: "On Attack: Ready a resource."

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SMUGGLING COMPARTMENT



Attach to a **VEHICLE** unit.
Attached unit gains: "On Attack: Ready a resource."

SMUGGLING COMPARTMENT **MODIFICATION** **+1**

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