LEADER UNIT | GROUND

5

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

LEADER

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

UNDERWORLD • BOUNTY HUNTER

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 015/252

BASE

Energy Conversion Lab

25

Epic Action: Play a unit that costs 6 or less from your hand. Give it **Ambush** for this phase.

EADU

ADRIEN GIRDO ©LFL ©FFG SOR • EN 022/252

EVENT

2

Surprise Strike

TACTIC

Attack with a unit. It gets +3/+0 for this attack.

ARIO MURTI ©LFL ©FFG SOR • EN 220/252

EVENT

2

Surprise Strike

TACTIC

Attack with a unit. It gets +3/+0 for this attack.

ARIO MURTI ©LFL ©FFG SOR • EN 220/252

EVENT

1

Shoot First

TRICK

Attack with a unit. It gets +1/+0 for this attack and deals its combat damage before the defender. *(If the defender is defeated, it deals no combat damage.)*

ARIO MURTI ©LFL ©FFG SOR • EN 217/252

EVENT

1

Shoot First

TRICK

Attack with a unit. It gets +1/+0 for this attack and deals its combat damage before the defender. *(If the defender is defeated, it deals no combat damage.)*

ARIO MURTI ©LFL ©FFG SOR • EN 217/252

EVENT

1

Shoot First

TRICK

Attack with a unit. It gets +1/+0 for this attack and deals its combat damage before the defender. *(If the defender is defeated, it deals no combat damage.)*

ARIO MURTI ©LFL ©FFG SOR • EN 217/252

UNIT | SPACE

4

Strafing Gunship

3 | UNDERWORLD • VEHICLE • FIGHTER | 4

This unit can attack units in the ground arena.

While this unit is attacking a ground unit, the defender gets −2/−0.

AMAD MIR ©LFL ©FFG SOR • EN 212/252

UNIT | SPACE

4

Strafing Gunship

3 | UNDERWORLD • VEHICLE • FIGHTER | 4

This unit can attack units in the ground arena.

While this unit is attacking a ground unit, the defender gets -2/-0.

AMAD MIR | ©LFL ©FFG | SOR • EN 212/252

UNIT | SPACE

4

Strafing Gunship

3 | UNDERWORLD • VEHICLE • FIGHTER | 4

This unit can attack units in the ground arena.

While this unit is attacking a ground unit, the defender gets -2/-0.

AMAD MIR | ©LFL ©FFG | SOR • EN 212/252

EVENT

2

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

EVENT

2

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

EVENT

2

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

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

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

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 | GROUND

5

✧Bossk

DEADLY STALKER

4 | UNDERWORLD • BOUNTY HUNTER | 5

Ambush *(After you play this unit, he may ready and attack an enemy unit.)*

When you play an event: You may deal 2 damage to a unit.

STEFANO LANDINI | ©LFL ©FFG | SOR • EN 182/252

UNIT
GROUND
5
✧Bossk
DEADLY STALKER
4
UNDERWORLD • BOUNTY HUNTER
5
Ambush (After you play this unit, he may ready and attack an enemy unit.)
When you play an event: You may deal 2 damage to a unit.
STEFANO LANDINI
©LFL ©FFG
SOR • EN
182/252

UNIT
GROUND
5
✧Bossk
DEADLY STALKER
4
UNDERWORLD • BOUNTY HUNTER
5
Ambush (After you play this unit, he may ready and attack an enemy unit.)
When you play an event: You may deal 2 damage to a unit.
STEFANO LANDINI
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182/252

UNIT
GROUND
3
✧Boba Fett
DISINTEGRATOR
3
UNDERWORLD • BOUNTY HUNTER
5
On Attack: If this unit is attacking an exhausted unit that didn't enter play this round, deal 3 damage to the defender.
FRENCH CARLOMAGNO
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SOR • EN
179/252

UNIT
GROUND
3
✧Boba Fett
DISINTEGRATOR
3
UNDERWORLD • BOUNTY HUNTER
5
On Attack: If this unit is attacking an exhausted unit that didn't enter play this round, deal 3 damage to the defender.
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179/252

UNIT
GROUND
3
✧Boba Fett
DISINTEGRATOR
3
UNDERWORLD • BOUNTY HUNTER
5
On Attack: If this unit is attacking an exhausted unit that didn't enter play this round, deal 3 damage to the defender.
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179/252

UNIT
GROUND
2
✧Bib Fortuna
JABBA'S MAJORDOMO
1
UNDERWORLD • TWI'LEK
3
Shielded (When you play this unit, give him a Shield token.)
Action [↱]: Play an event from your hand. It costs 1 less.
STEVE MORRIS
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179/252

UNIT
GROUND
2
✧Bib Fortuna
JABBA'S MAJORDOMO
1
UNDERWORLD • TWI'LEK
3
Shielded (When you play this unit, give him a Shield token.)
Action [↱]: Play an event from your hand. It costs 1 less.
STEVE MORRIS
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UNIT
GROUND
3
Superlaser Technician
2
IMPERIAL
1
When Defeated: You may put this unit into play as a resource and ready it.
DENIS MEDRI
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SOR • EN
083/252

UNIT
GROUND
3
Superlaser Technician
2
IMPERIAL
1
When Defeated: You may put this unit into play as a resource and ready it.
DENIS MEDRI
©LFL ©FFG
SOR • EN
083/252

UNIT
GROUND
3
SUPERLASER TECHNICIAN
2
IMPERIAL
1
When Defeated: You may put this unit into play as a resource and ready it.
DENIS MEDRI
©LFL ©FFG
SOR • EN
083/252

UNIT
GROUND
7
✧DARTH VADER
COMMANDING THE FIRST LEGION
5
FORCE • IMPERIAL • SITH
7
AMBUSH
When Played: Search the top 10 cards of your deck for any number of units with combined cost 3 or less and play each of them for free.
IVAN DEDOV
©LFL ©FFG
SOR • EN
087/252

UNIT
GROUND
7
✧DARTH VADER
COMMANDING THE FIRST LEGION
5
FORCE • IMPERIAL • SITH
7
AMBUSH
When Played: Search the top 10 cards of your deck for any number of units with combined cost 3 or less and play each of them for free.
IVAN DEDOV
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SOR • EN
087/252

EVENT
5
OVERWHELMING BARRAGE
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
092/252

EVENT
5
OVERWHELMING BARRAGE
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
092/252

EVENT
5
OVERWHELMING BARRAGE
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
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092/252

UNIT
GROUND
5
STEADFAST BATTALION
5
TROOPER
5
OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
On Attack: If you control a leader unit, give a friendly unit +2/+2 for this phase.
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SOR • EN
116/252

UNIT
GROUND
5
STEADFAST BATTALION
5
TROOPER
5
OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
On Attack: If you control a leader unit, give a friendly unit +2/+2 for this phase.
KEVIN LIBRANDA
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SOR • EN
116/252

UNIT
GROUND
5
STEADFAST BATTALION
5
TROOPER
5
OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
On Attack: If you control a leader unit, give a friendly unit +2/+2 for this phase.
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116/252

UNIT
GROUND
1
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.
AITOR PRIETO
©LFL ©FFG
SOR • EN
204/252

UNIT
GROUND
1
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.
AITOR PRIETO
©LFL ©FFG
SOR • EN
204/252

UNIT
GROUND
1
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.
AITOR PRIETO
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SOR • EN
204/252

EVENT
3
WAYLAY
TRICK
Return a non-leader unit to its owner's hand.
DEMO
AMÉLIE HUTT
©LFL ©FFG
SOR • EN
31/70

EVENT
3
WAYLAY
TRICK
Return a non-leader unit to its owner's hand.
DEMO
AMÉLIE HUTT
©LFL ©FFG
SOR • EN
31/70

EVENT
3
WAYLAY
TRICK
Return a non-leader unit to its owner's hand.
DEMO
AMÉLIE HUTT
©LFL ©FFG
SOR • EN
31/70

UNIT
GROUND
2
CRAFTY SMUGGLER
2
UNDERWORLD
2
SHIELDED (When you play this unit, give a Shield token to it.)
AMAD MIR
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SOR • EN
207/252

UNIT
GROUND
2
CRAFTY SMUGGLER
2
UNDERWORLD
2
SHIELDED (When you play this unit, give a Shield token to it.)
AMAD MIR
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SOR • EN
207/252

UNIT
GROUND
2
CRAFTY SMUGGLER
2
UNDERWORLD
2
SHIELDED (When you play this unit, give a Shield token to it.)
AMAD MIR
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SOR • EN
207/252

UNIT
GROUND
5
RUKH
THRAWN'S ASSASSIN
3
IMPERIAL
6
SHIELDED (When you play this unit, give a Shield token to it.)
When this unit deals combat damage to a non-leader unit while attacking: Defeat that unit.
ELENA SKITALETS
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SOR • EN 085/252

UNIT
GROUND
5
RUKH
THRAWN'S ASSASSIN
3
IMPERIAL
6
SHIELDED (When you play this unit, give a Shield token to it.)
When this unit deals combat damage to a non-leader unit while attacking: Defeat that unit.
ELENA SKITALETS
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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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SOR • EN 178/252

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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SOR • EN 178/252

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
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
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EVENT
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
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EVENT
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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