

•Abyssin Ornament (5)

The Abyssins are known for their regenerative abilities. Jabba keeps several statue heads of Abyssin creatures on his repulsor sled.

USED INTERRUPT

Take one non-unique alien into hand from Reserve Deck; reshuffle.
OR Once per game, target one non-unique character on table. Draw destiny. If destiny is > target's destiny number, retrieve Force equal to the difference.

DOT

Abyssin (3)

Abyssins have an extremely violent culture. They also possess tremendous regenerative abilities. Often become mercenaries once they leave their homeworld, Byss.

POWER 2 ABILITY 1

Power +2 and forfeit +1 while Myo on table. If lost or forfeited during a battle, may use 2 Force to 'regenerate' (place Abyssin in your Used Pile).

DOT

•Bib Fortuna (1)

Twi'lek leader and majordomo of Jabba's palace. Succeeded Jabba's last majordomo, Narroon Cuthus. Plotting to kill Jabba.

POWER 3 ABILITY 2

Opponent's characters of ability < 4 may not move from same site as Bib to a Jabba's Palace site. When at a Jabba's Palace site, each of you Gamorreans and Niktos may deploy as a 'react' to any Jabba's Palace site.

DOT

•Boba Fett (1)

Feared bounty hunter. Quick on the draw. Has a standing retainer with Jabba to provide muscle at his palace between bounties.

POWER 4 ABILITY 4 ARMOR 5

Adds 3 to power of anything he pilots. When deployed, may deploy a character weapon on him (for free) from hand or Reserve Deck; reshuffle. Immune to attrition < 4 while armed with a weapon.

DOT

•Boba Fett's Blaster Rifle (2)

Sawed off BlasTech EE-3 blaster rifle. Although its barrel is a few centimeters under the legal limit, no one has lived to file an official complaint.

CHARACTER WEAPON

Deploy -1 on any bounty hunter (free on Fett). May target using 2 Force. Draw weapon destiny. Target hit if total +1 > defense value. May fire repeatedly for 2 Force each time.

DOT

•Den Of Thieves (6)

Jabba's Palace is considered a safe haven to many on the run. It is also widely known to provide luxurious accommodations to its welcomed guests.

EFFECT

Once during each of your deploy phases, you may use 1 Force to take an alien leader into hand from Reserve Deck; reshuffle. Your non-unique aliens are power and forfeit +1 while at the same site as your alien leader. May place this effect out of play to retrieve an alien into hand.

DOT

•Ephant Mon (1)

Chevin smuggler. One of Jabba's few truly loyal associates. Keeps Jabba informed as to the various plots against his life. Leader.

POWER 3 ABILITY 3 FORCE-ATTUNED

Opponent's spies, gamblers and thieves may not deploy or move to same site. When with Jabba in a battle, power +2 and, if forfeited, may satisfy all remaining battle damage and attrition against you.

DOT

Gamorrean Guard (2)

Big. Strong. Dumb.

POWER 3 ABILITY 1

While on Tatooine, power and forfeit +1, and opponent must use +1 Force to initiate battle here.

DOT

•Jabba The Hutt (1)

Jabba Desilijic Tiure. Male heir to Zorba the Hutt. Gangster. Leader of one of the largest criminal organizations in the galaxy. Over six hundred years old.

POWER 3 ABILITY 4 FORCE-SENSITIVE

Deploy -1 on Tatooine. Requires +1 Force to move or redeploy. While at Jabba's Palace, all your other aliens are forfeit +1 and you may activate 1 Force whenever you Force drain with an alien. Immune to attrition < 4.

DOT

Jabba's Space Cruiser (2)

Flying fortress of Jabba Desilijic Tiure. Reaches speeds of 800 kph in atmosphere. The crime lord installed hidden gunports as an unpleasant surprise for pirates.

CAPITAL: UBRIKIAN LUXURY SPACE YACHT

POWER 5 ABILITY 2 ARMOR 5

5 Deploys and moves like a starfighter. May add 2 pilots and 6 passengers. While Jabba aboard, moves for free and immune to attrition < 5.

5

DOT

Jabba's Twerps (6)

"Look, Jabba, next time you want to see me, come see me yourself. Don't send one of these twerps."

LOST INTERRUPT

If opponent just initiated battle where your alien leader is present, deploy up to two non-unique aliens (at normal use of Force) to that location from Reserve Deck; reshuffle.

OR Once per game, retrieve 1 Force for each of your alien leaders on table.

DOT

Mos Eisley Blaster (5)

BlasTech DL-18. Carried by Jabba's guards. Typically used for covering fire, to protect a comrade or pin an enemy down. Nicknamed "Mos Eisley Special."

CHARACTER WEAPON

Deploy -1 on an alien (-2 if an alien on Tatooine). May target using 1 Force. Draw weapon destiny. Subtract 1 if targeting a vehicle or starship. Target hit if total > defense value.

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1

DOT

None Shall Pass (5)

Jabba's Gamorrean guards keep a watchful eye for unwelcome guests.

USED INTERRUPT

If opponent just deployed a Rebel to a Jabba's Palace site, (and you have no Imperials at a Jabba's Palace site), return Rebel to opponent's hand. Any Force used to deploy that Rebel remains used, and Rebel may not be deployed for the remainder of the turn.

DOT

Ree-Yees (3)

Gran convicted of murder. Exiled from his homeworld. Smuggler and bounty hunter. Slowly going insane. Fond of making things explode. Plotting to kill Jabba.

POWER 3 ABILITY 3 FORCE-ATTUNED

3 Adds 3 to the power of anything he pilots. Thrice per battle at same site, if you just drew a battle destiny of 3, may use 3 Force to add 3 to that destiny.

3

DOT

Sacrifice (4)

Jabba's minions could be expected to be sacrificed to save the Hutt, to destroy one of the Hutt's enemies or to provide the Hutt and his minions with a good laugh.

USED INTERRUPT

Reduce your battle damage by 5 by losing a character, vehicle, or starship from hand.

OR If your character's forfeit was just reduced, restore its forfeit value to normal.

DOT

•Salacious Crumb (3)

Male Kowakian. Prankster. humiliates others for Jabba's amusement. His life depends on making Jabba laugh at least once per day.

POWER 0 ABILITY 1

Opponent may initiate battle here for free. At same or adjacent site, whenever opponent draws a card for battle destiny, if it is: Even, opponent must use 1 Force (if possible); Odd, destiny card is lost. (AH-hahahahaha!)

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3

DOT

Sentinel-Class Landing Craft (3)

Modified light freighter. Length 20 meters. Heavily armored for a landing craft. Has ion cannon mounts. Often carries speeder bikes for reconnaissance purposes.

STARFIGHTER: SENTINEL-CLASS LANDING CRAFT

POWER 3 ABILITY 1 MANEUVER 3

3 May add 1 pilot, 4 passengers and 2 speeder bikes. Any starship cannon may deploy here. Takes off and lands for free.

4

DOT

Short Range Fighters (5)

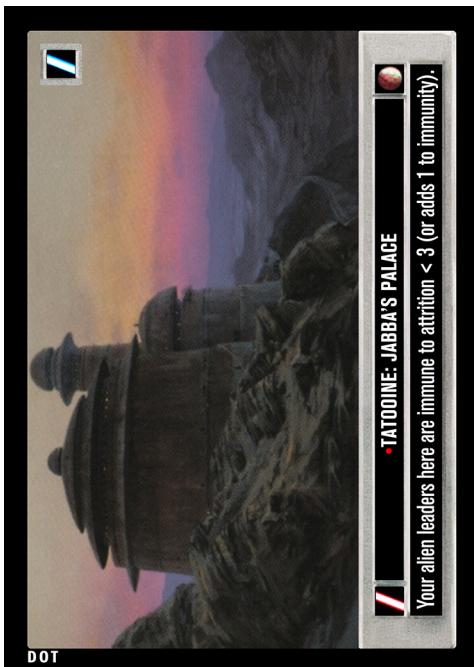
Imperial battlestations keep squadrons of TIE/lns on constant patrol.

USED INTERRUPT

Take one non-unique starfighter into hand from Reserve Deck; reshuffle.

OR Once per game, target one non-unique starfighter on table. Draw destiny. If destiny > target's destiny number, retrieve Force equal to the difference.

DOT



TATOOINE: JABBA'S PALACE

Your alien leaders here are immune to attrition < 3 (or adds 1 to immunity).

DOT



TATOOINE

If you control, your total power is +1 in battles at Tatooine sites.

DOT



TIE Avenger

Design based on Lord Vader's prototype Advanced x1. Manufactured until replaced by the TIE Interceptor. Equipped with deflector shields and a hyperdrive.



STARFIGHTER: TIE/AD

POWER 3 ABILITY 1 MANEUVER 4

Deploy -1 to same system as any Imperial capital starship. May add 1 pilot (suspends permanent pilot). Boosted TIE Cannon is deploy -1 aboard.

DOT



TIE Defender Mark I

First production run of TIE defender design. Powerful P-sz9.7 sublight engines. Fire-linked laser cannons. Aft blind spot exploited by maneuverable enemy starfighters.



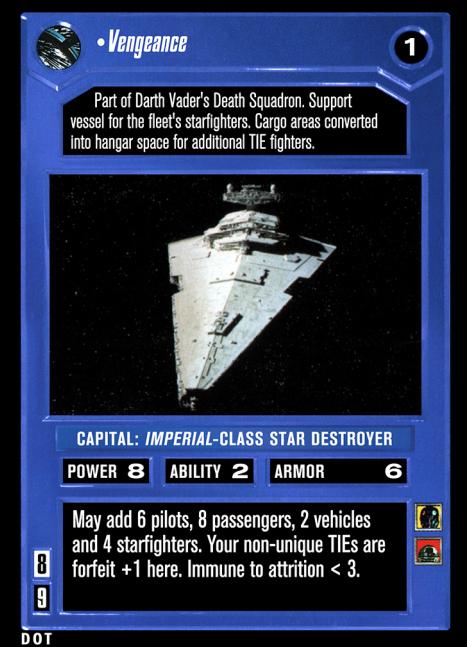
STARFIGHTER: TIE DEFENDER MARK I

POWER 4 ABILITY 1 MANEUVER 4

May deploy as a 'react'. Any starship cannon may deploy aboard. Power -2 while opponent has a starfighter present with higher maneuver.

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3**

DOT



Vengeance

Part of Darth Vader's Death Squadron. Support vessel for the fleet's starfighters. Cargo areas converted into hangar space for additional TIE fighters.



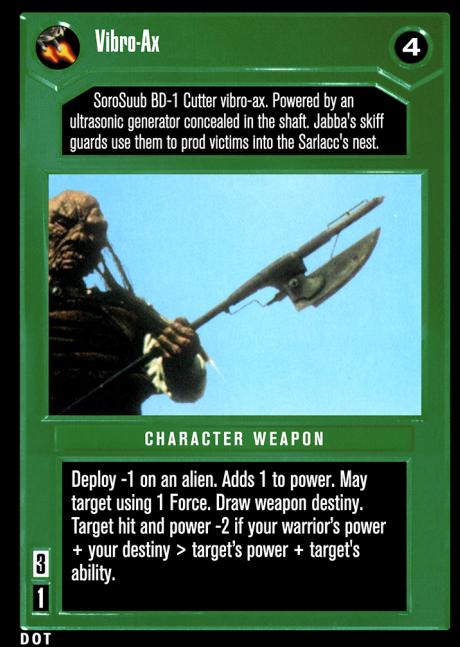
CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ABILITY 2 ARMOR 6

May add 6 pilots, 8 passengers, 2 vehicles and 4 starfighters. Your non-unique TIEs are forfeit +1 here. Immune to attrition < 3.

**8
9**

DOT



Vibro-Ax

SoroSuub BD-1 Cutter vibro-ax. Powered by an ultrasonic generator concealed in the shaft. Jabba's skiff guards use them to prod victims into the Sarlacc's nest.



CHARACTER WEAPON

Deploy -1 on an alien. Adds 1 to power. May target using 1 Force. Draw weapon destiny. Target hit and power -2 if your warrior's power + your destiny > target's power + target's ability.

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1**

DOT



Weequay Guard

Weequay are extremely fierce warriors. Species name means, 'follower of Quay'. Very religious. Communicate through pheromones. Smell really bad.



POWER 3 ABILITY 1

Deploy -1 to same site as another Weequay. While at same site as another Weequay, may draw one battle destiny if not able to otherwise.

**3
1**

DOT



Weequay Hunter

To maintain religious practices, Weequay hunters capture banthas. The beasts are then sacrificed as part of a battle ceremony. Tusken Raiders tend not to appreciate this.



POWER 3 ABILITY 2

When present at the start of a battle, may use 1 Force to mark one of opponent's characters present as 'hunted' until end of turn. 'Hunted' characters are defense value -1.

**3
2**

DOT



Weequay Marksman

Patient and quiet. Jabba uses many of his Weequay henchmen as assassins. Use womp rats for target practice during their religious ceremonies.



POWER 2 ABILITY 2

May fire one weapon during your control phase (at double use of Force). May use 2 Force to 'assassinate' any character just 'hit' by Weequay Marksman (victim is immediately lost).

**3
3**

DOT