

•Brangus Glee (3)

Elder of a dextrous race of renowned travelers. Gambler. Frequents casinos, bars and spaceports. Originally from distant planet Dor Nameth.

POWER 1 ABILITY 4 FORCE-SENSITIVE

Adds 2 to power of anything he pilots. Power +2 at Mos Eisley or Cantina. Your hire transportation is free when moving to or from same site. Immune to attrition < 3.

3 3

WH

•Conquest (1)

One of the Imperial cruisers that chased the *Millennium Falcon* from Tatooine. It scanned the *Falcon* just before Han punched his starship to lightspeed.

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 9 ABILITY 2 ARMOR 6

8 9

May add 6 pilots, 8 passengers, 2 vehicles and 4 starfighters. After initiating battle against a rebel starship, may look at opponent's hand. Immune to attrition < 3.

4 4

WH

•Djas Puhr (1)

Male Sakiyan, a race often employed as assassins. Bounty hunter. Incredible infrared peripheral vision. Has excellent aural and olfactory senses. Often tracks by scent.

POWER 2 ABILITY 4 FORCE-SENSITIVE

Adds 1 to power of anything he pilots. Power +1 at your sites. Immune to attrition < 3.

4 4

WH

•Dr. Evazan (3)

Thug. Smuggler. Twisted 'doctor.' Disfigured by blaster. Has death sentence in over 12 systems. Notorious partner of Ponda Baba. Aliases: Dr. Cornelius and Rroofo.

POWER 2 ABILITY 2

Adds 2 to power of anything he pilots. The not-so-good doctor may immediately 'operate' on any hit or Disarmed character here. 'Patient' is immediately lost.

2 3

WH

•Dr. Evazan's Sawed-off Blaster (2)

Equipped with powerful infrared scope. Extremely sensitive trigger mechanism. Used to earn Evazan the death sentence on several systems.

CHARACTER WEAPON

Deploys free on Dr. Evazan (may deploy on him as a 'react'). May target using 2 Force. Draw weapon destiny. Add 1 if targeting a character. Target hit if total > defense value. Dr. Evazan may fire a second time each battle.

2 1

WH

Ghhhk (1)

Dejarik of creature from Clak'dor VII. Ghhhk rise with the dawn, screeching their mating calls across the jungle. Locals use their skin oils as a healing salve.

LOST INTERRUPT

During the damage segment of a battle you lost, if you have no cards left that can be forfeited, cancel all remaining battle damage. OR Cancel Nightfall.

WH

Kintan Strider (3)

A dejark of a ferocious creature with incredible healing abilities. Extinct on the homeworld of Kintan, but used as a guard beasts by many Hutt gangsters.

LOST INTERRUPT

If opponent just forfeited or lost a character, use 1 Force to regenerate one of your own characters. Retrieve the character closest to the top of your Lost Pile into your hand.

WH

•Kitik Keed'kak (2)

A female insectoid Yam'ri. Very strong and easily angered. Known for stealth, but also has good technological aptitude. Meat eater. Loves eggs.

POWER 8 ABILITY 1

Immediately lost if at same site as overprotective mother, Kal'Fahn Cndros. Cannot board starfighters or enclosed vehicles.

6 2

WH

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, or on Tatooine (-2 if both). May target using 1 Force. Draw weapon destiny. Target hit if total > defense value.

2 1

WH

•Myo

A regenerating, primitive, violent, desert dwelling, fearless, mercenary-joining, Lirin Car'n-befriending, cycloptic Abyssin from Byss. Calling him 'mono' will start a fight.

POWER 3 **ABILITY 1**

Power +1 if present with Lirin Car'n or any bounty hunter. If lost or forfeited as a result of a battle, Myo 'regenerates' (place on top of your Used Pile).

3 **4**

WH

•Niado Duegad

Mercenary from Vodran. Niado's culture controls its environment through terraforming facilities. Enhanced adrenal glands allow for short bursts of incredible strength.

POWER 2 **ABILITY 3** **FORCE-ATTUNED**

May not carry or use devices or weapons. Once per turn, may use X Force, where $X = 1, 2, \text{ or } 3$, to add twice X to his power for remainder of turn.

3 **4**

WH

Ommni Box

Difficult-to-play instrument which enhances music. Tech Mo'r plays one for Figrin D'an and the Modal Nodes in the Mos Eisley Cantina.

USED INTERRUPT

Shuffle any player's Reserve Deck or Lost Pile or Used Pile.

WH

Overload

Weapons like lightsabers, turbolasers and blasters run on powerful energy cells or generators. Occasionally, these cells overheat causing the weapon to unexpectedly explode.

LOST INTERRUPT

Target any weapon (except a Gaderfii Stick or any Ewok weapon). Draw destiny. Weapon lost if destiny < weapon's destiny number. If destiny = 0, the character or starship carrying weapon is also lost.

WH

•Ponda Baba

A male Quara (or fingered Aqualish). Smuggler and partner of Dr. Evazan. Has a poor quality cybernetic arm replacement.

POWER 2 **ABILITY 2**

Adds 2 to power of anything he pilots. Power +2 in battles with Dr. Evazan, unless opponent has a lightsaber present.

2 **3**

WH

•Ponda Baba's Hold-out Blaster

High-powered, short-barreled blaster. Modified Imperial blaster pistol. Kept concealed by the Aqualish mercenary.

CHARACTER WEAPON

Deploy -2 on a smuggler. May deploy on Ponda Baba as a 'react'. May target using 2 Force. Draw weapon destiny. Add 1 if targeting a character. Target hit, and forfeit -2, if total > defense value.

2 **1**

WH

•Prophefess

Renowned female psychic. Predictor of doom. Agent for Governor Akyon of Tatooine. Tailed Jabba and his thugs to Docking Bay 94 when they confronted Han Solo.

POWER 1 **ABILITY 4** **FORCE-SENSITIVE**

If you initiate a battle where present, you must predict the winner before the battle starts. If correct, randomly retrieve one lost card. If incorrect, lose 1 Force. Immune to attrition < 3.

3 **3**

WH

•Release Your Anger

"Only your hatred can destroy me."

LOST INTERRUPT

If opponent just initiated a battle, you may: Add one destiny to your total power only. OR If you have a character weapon present, select one opponent's character present to lose all immunity to attrition for remainder of battle.

WH

•Sacrifice

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.

WH

