

Hutt Influence 4

Jabba's criminal empire extends to all reaches of the Outer Rim.



EFFECT

Deploy on table. Opponent may not cancel or modify Force drains at each Tatooine battleground site where you have two aliens with different card titles. Also, attrition against you is reduced by 2 when two of your non-unique aliens with different card titles are in battle.

JABBA'S PALACE: LOWER PASSAGES

During your move phase, your allies may move between here and any Jabba's Palace site.



While your Lando here, opponent's Lower Passages game text is canceled. Force drain -1 here.

Mercenary Pilot 2

Smugglers. Candidates who resent authority often abandon imperial academies to sell their piloting skills to criminals. Will work for any high paying crime syndicate.



POWER 2 **ABILITY 1**

Adds 2 to power of anything he pilots or drives. When driving a transport vehicle, adds one battle destiny. When piloting at a cloud sector, once per turn adds one battle destiny during battle at a related exterior site.

Mighty Jabba 1

Hutt leader of notorious criminal organization. Gangster of the vilest ilk. Would rather forfeit a fortune in cash than risk one whisper attesting to his mercy.



POWER 3 **ABILITY 4** **FORCE-SENSITIVE**

Deploys -2 to a Jabba's Palace site. When with your alien leader, adds one battle destiny. May escort a captive. To use his landspeed requires +1 Force. May not be targeted by weapons unless your other aliens present are each 'hit'. Immune to attrition <4.

My Kind Of Scum 0



Deploy Desert Heart and a Jabba's Palace site. May deploy Well Guarded. Reveal one unique (*) alien from your deck whose lore specifies its species. This card is your Rep. For remainder of game, your Rep is a leader. Well Guarded is immune to Alter. You may not deploy 'insert' cards or operatives. While frozen Han on table, Rebels are immune to No Bargain and Bad Feeling Have I. Flip this card if you occupy two battleground sites (must occupy a third with a non-unique alien of your Rep's species if a non-Tatooine location is on table).

No Escape 4

Jabba's influence is not easily ignored. Neither are his voracious and vile appetites. Even Jed soon learn this lesson.



EFFECT

Deploy on table. You may immediately take top card of Lost Pile into hand. Effects, Epic Events, and Objectives are immune to Honor Of The Jed. At each opponent's site, your characters and vehicles are each deploy -3 and your Force generation is +1. (Immune to Alter.)

Power Of The Hutt 4

Jabba runs his organization out of a palace built around a Bannan monastery. His fortress near the border of the western Dune Sea is safe from enemies in Mos Eisley.



EFFECT

Deploy on table. Once during each of your turns, may deploy one Boelo, Bib, Ephant Mon, Jabba's Sail Barge, Jabba's Space Cruiser, or Hutt Influence from Reserve Deck; reshuffle. Also, your aliens aboard Jabba's Sail Barge are immune to attrition <6. (Immune to Alter.)

Racing Skill 4

Barada and Klaatu strip down and rebuild old skills to race on the Dune Sea. Jabba allows the practice to continue for now.



TRANSPORT VEHICLE

POWER 1 **MANEUVER 4** **LANDSPEED 3**

May deploy with a driver (must be Barada, Klaatu, or a non-unique alien) as a 'react'. May add 1 driver and 3 passengers. May move as a 'react'. If lost, any characters aboard may "jump off" (disembark).

Stun Blaster 3

High-tech Mer-Sonn police immobilizer. Magnetic pulse slows victim's voluntary brain signals. Creatures with thickly insulated cerebral cavities are not affected.



CHARACTER WEAPON

Deploy on your warrior. May target a character or creature (except rancor or Sarlac) using 2 Force. Draw destiny. Return character (and cards deployed on character) to owner's hand if destiny +1 > defense value. Creature lost if destiny +3 > defense value.



