

•All Wrapped Up 2

A capture cable is a quick and effective way for bounty hunters to suddenly seize their target.



EFFECT

Deploy on table. Double Back is a Used Interrupt. Once per turn, may **▲** Bounty. If present, your bounty hunter may capture a character opponent just forfeited at same site. Whenever you collect a bounty, may place that Effect out of play to take a retrieved card into hand. **A**

••Bantha Herd 4

While banthas are found on many worlds, the largest herds are found on Tatooine. The Sand People of that planet learned to tame the beasts.



EFFECT

Deploy on a Tatooine site. Once per turn, you may place up to 3 cards from hand face down here. You may "react" to battles initiated against your lone Tusken Raider by deploying (for free) any Tusken Raiders(s) and/or Bantha(s) here. **A**

•Boba Fett 1

Inferamous bounty hunter. Hired to help Jabba intimidate debtors and smugglers. Crack shot. Mandalorian armor and jet pack provide protection and flight capability.



POWER 4 ABILITY 3 ARMOR 5

3, 4: •Slave / May 'fly (landspeed = 3). During battle, may target an opponent's character present with Boba Fett. Draw destiny. Target captured if destiny +2 > ability. Immune to attrition < 3 (< 5 while with Han or Jabba).

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Gant Adiss 4

Adventurous pilot. Boasts to Jabba that he has traveled to every uncharted planet in the galaxy. Has been hired by the Empire to keep an eye out for Rebel activity.




IMMEDIATE EFFECT

If opponent just Force drained at a non-battleground location (or at any location for more than 3 Force), deploy on that location. To initiate a Force drain at same or related location, opponent must first place a card from hand in Lost Pile. **C**

•Combat Readiness 5

Imperial troops remain prepared for quick deployment to seize valuable terrain.



STARTING INTERRUPT

STARTING: If your starting location was a battleground site, **▼** up to two related locations (one must be a system) with < 4 total **2** and up to three Effects that are always **A**. Place this Interrupt in Lost Pile.

•Den Of Thieves 4

Jabba's palace is considered a safe haven to many on the run. It is also widely known to provide luxurious accommodations to its well-served guests.



EFFECT

Deploy on table. Your aliens of ability < 3 may not have their forfeit values reduced (except by Molator). Your battle destiny draws are +1 where you have a character with "plotting to kill Jabba" in lore. May lose 1 Force to raise your converted **C** site to the top.

•Drop! 3

Anakin had to heed Qui-Gon's advice to avoid the rapidly approaching storm.



STARTING EFFECT

Deploy on table with 12 Defensive Shields from outside your deck face-down under here. Four times per game may play a card from here (as if from hand). Unless Thrown Back on table, each player's **▲** or **▼** attempt (after the first in a turn) allows their opponent to draw top card from Reserve deck and/or activate 1 Force.

•Force 2

Spy for the Empire. Keeping tabs on Jabba's activities for the ISB. Secretly hoping to leave the Empire and pursue lucrative opportunities in the underworld.



POWER 1 ABILITY 1

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3. 2. While Undercover, opponent's Force drains at related locations are -1. Once during battle, if with an ISB agent, may cause opponent to draw destiny. You may retrieve 2 Force if destiny > 2.

•Gela Yeens 1

Bad-tempered smuggler. Makes a few credits more helping Jabba collect debts. Highly regarded for his uncanny anticipation in battle. Searching for Dehnoll.



POWER 2 ABILITY 2

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3. 3. Opponent may not target Gela Yeens (or a starship he pilots) with weapons. While in battle with Jabba, opponent's characters at same site are power and forfeit -2.

•Hermi Odie 3

Barywin assigned by Jabba to be the palace's master weaponsmith. Enemy of Pote Saffin.



POWER 3 **ABILITY 2**

Characters at same and related sites may not have their weapons stolen or be targeted to be Disarmed. Your non-lightsaber, non-☐ character weapon destiny draws are +2.

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•Hutt Bounty 5

"Chessa, pilla gawanki Chewbacca. Yupon cogoroto kama walpa lyess lashing lena Woolkie."



EFFECT

Deploy on Jabba. Your battle destiny draws are +1. At related sites you control, your Force generation is +1. During battle here, may make a non-Jedi character present with Jabba power = 0.

•Jabba's Sail Barge 3

Ubriidian sail barge. Custom built for Jabba with an armored hull and weaponry. Top speed of 100 lph. Used by the Hutt crimebird on his many trips to Mos Eisley.



TRANSPORT VEHICLE

POWER 4 **ARMOR 5** **LANDSPEED 2**

Deploys only on Tatooine. May add 1 driver and 8 passengers. Scum And Villainy may deploy aboard. During your deploy phase, may ▼ one Jabba, Pote, or Passenger Deck aboard. Immune to attrition < 6.

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•Jabba's Space Cruiser 2

Flying fortress of Jabba Desilijic Ture. Reaches speeds of 800 lph in atmosphere. The crime lord installed hidden guiports as an unpleasant surprise for would-be pirates.



CAPITAL: UBRIKKIAN LUXURY SPACE YACHT

POWER 5 **ARMOR 5** **HYPERSPEED 4**

May add 2 alien pilots and 6 passengers. May deploy an ☐ starship (with a pilot aboard, if unpiloted) here from hand and/or Reserve Deck (for free) as a 'react'; reshuffle. If Jabba here, immune to attrition.

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•Jabba The Hutt 1

Jabba Desilijic Ture. 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**

While with your alien leader, Jabba is immune to attrition and may not be targeted by Interrupts or weapons. May ▼ one Scum And Villainy. During battle, may use 1 Force to double the power of one other non-☐ alien present.

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•J'Quill 2

Whiplid spy in league with Lady Valarian. Years for battle. Enjoys hearing the screams of his victims. Plotting to kill Jabba.



POWER 5 **ABILITY 1**

May deploy to a shielded site, and, for remainder of that turn, suspends 'Hoth Energy Shield Rules' at his site. Once per game, when deployed to a site, opponent loses 1 Force for each Light Side character present.

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•Malakili 3

Corellian. Worked for Circus Horribus. Disapproves of Jabba's treatment of the raucor. Plotting with Lady Valarian to steal the immense beast away from Jabba's palace.



POWER 2 **ABILITY 1**

Deploys -4 on Tatooine. Rancors may deploy here (even if Malakili is not the only character, habitat permitting), are defense value +4 here, and may not attack Malakili. During your deploy phase, may ▼ one Rancor here.

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•Nizze Bek 3

Guard from Coruscant. Former lounge at the Mos Eisley cantina. Assigned by Jabba to guard celebrities visiting Jabba's palace. Friend of Wuher. Loves juri juice.



POWER 2 **ABILITY 1**

Whenever opponent Force drains at a non-battleground, may retrieve 1 Force. During your deploy phase, may ▼ an Effect with "matching" in game text. Once per turn, may place Juri Juice from hand on Force Pile to cancel a Force drain.

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•None Shall Pass 5

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



USED INTERRUPT

If opponent just deployed a character (except Leia) to a Jabba's Palace site, use 1 Force to place that character on bottom of opponent's Force Pile (opponent may draw two cards from Reserve Deck).

•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

If opponent just initiated a battle, target your non-Effect on table. Draw destiny. Place target on Used Pile and activate up to X Force if destiny < X, where X = target's destiny number.

•Twilek Advisor 5

"He's no Jedi!"




USED OR STARTING INTERRUPT

USED: Use 3 Force to deploy a unique (•) alien (for free) from hand or Used Pile; reshuffle.
STARTING: ▲ and/or ▼ up to three Effects of any kind with "Jabba" in lore or game text. Place this Interrupt in Reserve Deck.

•URRRRRR 3

Leader of a Tusken Raider tribe. Unafraid of machines. Skilled hunter and marksman. Raids moisture farms for water. Roams the Jundland Wastes in search of unwary travelers.



POWER 2 ABILITY 1

Deploys only on Tatooine. While with another Tusken Raider: opponent's weapon destiny draws here are -2; once per turn, may place a card from hand on Force Pile to draw top card of Reserve Deck; and other Tusken Raiders here are forfeit +4.

•URRRRRR's Bantha 3

Raped by RRRuum for personal use by URRRRR. Alpha male of his bantha herd. Has trampled many Jawas. Nicknamed "RrrrrR".




CREATURE VEHICLE

POWER 1 MANEUVER 2 LANDSPEED 1

Deploys only on Tatooine. May add 2 "riders" (passengers). Ability = 1/2. While URRRRR aboard, adds one battle destiny. During your deploy phase, may ▼ one URRRRR here.

•Ur'Ru'r 3

Fierce Tusken Raider. Ransacks homes and moisture farms on the borders of Mos Espa.




POWER 2 ABILITY 1

Deploys only on Tatooine. During your deploy phase, if with URRRRR, may ▼ a weapon with "Tusken" in lore here; your weapon destiny draws for such weapons are +2. During your deploy phase, may move Ur'Ru'r as a regular move.

•Vizan 3

Kajin sa'Nitto. Keeps Jabba's vehicles and starships well armed. Has hidden several weapon caches on board Jabba's sail barge.



POWER 2 ABILITY 1

Whenever opponent deploys a starship, vehicle, or weapon (including a [X]) to same or related location, you may activate 2 Force.

•Woof 3

Kadessa Wilko. One of Jabba's best pilots. Often pilots Jabba's space yacht. Smuggler. Prefers to be flying combat starfighters.



POWER 2 ABILITY 2

3. Woof may deploy with any cruiser using Combat Response. When deployed, may draw top card from Reserve Deck. During your deploy phase, if piloting Jabba's Space Cruiser, may ▼ one Jabba aboard (for free).

•Attark 3

From a mysterious species known only as Hoovers. Possesses tremendous technical abilities. Small size allows him to easily manipulate detailed electronic equipment.



POWER 2 ABILITY 2

During your control phase, if No Love For The Empire on table, may retrieve a non-unique alien of a different species than your Rep.

•Aved Luun 3

Shaman of her Jawa tribe. Male of Kallit. Suspects betrayal from her mate's rival, Witlin.



POWER 1 ABILITY 3 FORCE-ATTUNED

Deploys only on Tatooine. Adds one battle destiny with Kallit. Your Jawas and sandcrawlers are destiny +2. May ▼ one Jawa Camp, Sergeant Doalyn, or Thedit.

•Bargaining Table 4

The aboves of Jabba's palace are good places to make deals and place bets. Jabba gets a cut of the profits, of course.



EFFECT

Deploy on table. Your unique (•) aliens are forfeit +1. Your unique (•) aliens with printed deploy costs greater than or equal to printed forfeit are deploy -1 and forfeit +1. During your deploy phase, may ▼ one Attark, Crell, Ghoel, Laudica, Leslomy, Loje, or Vul. (A)

•BB-9E 4

Roche, BB worker done. Undeleted to game player. Kept by Jabba as a source of entertainment. Hoping for escape or termination.



POWER 1 **MAINTENANCE DROID**

Your dejarks are destiny +2. Grintaash is (S). Once per turn, may ▲ Grintaash.

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•Careful Planning 5

Alliance troops on planet must plan ahead to achieve success in military operations.



STARTING INTERRUPT

STARTING: If your starting location was a battleground site, ▼ up to two related locations (one must be a system) with < 4 total (A) and up to three Effects that are always (A). Place this Interrupt in Lost Pile.

•Don't Forget The Droids 6

"We're on our way!"



USED OR LOST INTERRUPT

USED: Cancel an attempt to target a droid.
LOST: If a battle was just initiated at a site, lose 1 Force and place your droid there out of play to prevent opponent from drawing weapon or battle destiny during this battle.

•Ellorre Madak 5

Like many Duros, Madak has natural piloting and navigation skill. Former scout. Freelance instructor. Madak runs to important trade worlds Celanon, Byblos and Yaga Minor.



EFFECT

Deploy on table. Your *** aliens are deploy -1. Your Rep is immune to attrition and may not be captured. While you have alien characters of five different species on table, your battle destiny draws and Force drains are +2, and opponent's battle destiny draws are -2. (A)

•I Must Be Allowed To Speak 4

"Jedi mod otenlo eek"



EFFECT

Deploy on table. Once per character, when you deploy Chewie, Lando, Leia, or Luke to a Tatooine site, may take any one card from Used Pile into hand; reshuffle. While Han is frozen, Rebels are immune to None Shall Pass. Once per game, may ▼ a farm. (A)

•Kaliit 2

Jawa leader. Seeking to peacefully settle a long-standing disagreement with his rival, Watto. Wants Jabba to mediate their talks.



POWER 2 **ABILITY 2**

Deploys only on Tatooine. Your other Jawas are power and forfeit +1. Your vehicle forfeited at same site satisfies all remaining battle damage against you. During your turn, may use 1 Force to ▲ a card with "Jawa" in game text.

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•Krayt Dragon Howl 4

Using Jedi skill, Obi-Wan Kenobi imitated perfectly the mournful howl of the dangerous krayt dragon to scare Tusken Raiders away from Luke Skywalker.



USED OR STARTING INTERRUPT

USED: If Obi-Wan on table, activate up to 3 Force.
STARTING: ▼ Obi-Wan (regardless of Objective deployment restrictions) and his matching weapon to a Tatooine site. When you draw your starting hand, draw three cards instead of eight. Place this Interrupt in hand.

•Laudica 3

Corellian gun-runner. Skilled marksman. Friends with Binky Trachong and the Tonnika sisters. Romantically involved with Rayc Ryjerd, against her better judgment.



POWER 2 **ABILITY 2**

While Rayc Ryjerd or Tonnika Sisters on table, power +3. Whenever opponent Force drains at a non-battleground, you may retrieve 1 Force. During your deploy phase, may ▼ an Effect with "matching" in game text.

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•Lashon Yaxema 3

Female Duros. Expert pilot. Helps run the docking facilities in Mos Eisley. Friends with Eilors Madak. Approves all cargo manifests. Forgiving of minor transgressions.



POWER 1 **ABILITY 2**

3. While on Tatooine, your docking bay transit to and from Tatooine is free. Power +2 at Cantina, Mos Eisley, or a docking bay. During your deploy phase, may ♥ one Bo Shuda, Eilors Madak, or Yerka Mig.

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•Master Luke 1

Until being reunited with Yoda, Luke suspected that he had completed his training. Has a strong influence on the weak minded.



POWER 5 **ABILITY 5** **FORCE-SENSITIVE**

2. During battle, may use 2 Force to place an opponent's alien (except Jabba or a Rep) present with Luke on owner's Force Pile (opponent may use or lose 3 Force instead). Immune to attrition <4 (<7 if with an alien leader).

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•Obi-Wan Kenobi 1

Jedi Knight. Trained by Yoda. Friend of Bail Organa. General Kenobi became a hero of the Old Republic during the Clone Wars. Mentor of Anakin and Luke Skywalker.



POWER 5 **ABILITY 6** **JEDI KNIGHT**

Obi-Wan's game text may not be canceled and he may not be targeted by cards that capture. Unless another Jedi present, may Force drain here regardless of Objective restrictions. Immune to attrition <5 (<8 if with a Dark Jedi).

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•Princess Leia Organa 1

Captured by Jabba. Princess Leia provided a distraction for his henchmen. Waiting for the first chance to escape. Really made Jabba's tail wiggle.



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

★ Deploys free only as an escorted captive of Jabba or a bounty hunter. Your Strangle destiny draws are +1. "Escort alone" on Strangle is treated as "escort." When released, escort is lost and you may retrieve any three cards (except Strangle).

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•See-Threepio 2

C-3PO was Jabba's "khan chita," or translator. Survived more battles than most members of the Alliance. Wasn't informed of R2-D2's role in the rescue of Han.



POWER 1 **PROTOCOL DROID**

Unless Jabba on table: you must first use 3 Force to play How Did We Get Into This Mess?; and, once per turn, if with R2-D2 at a Jabba's Palace site, may place your hand in Used Pile to draw the same number of cards from Reserve Deck.

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•Tantel Skreexj 1

Gambler. Lando Calrissian posed as a guard for Jabba in order to spy on the Hutt. Feared that he would be recognized by some of Jabba's companions.



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

Deploys only to a Tatooine site as an Undercover spy. Once during each control phase, if Undercover, may relocate your character at a related site to Lando's site (for free). Once per game, may ♥ Vibro-Ax on Lando for free.

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•Tanus Spijek 2

Male Ewok. Former spy for the Rebellion. Hired by the Alliance to carry messages between Alderaan and the Rebel base on Yavin 4.



POWER 2 **ABILITY 1**

Once per game, when deployed to a site, opponent loses 1 Force for each Dark Side character present. Draws one battle destiny if unable to otherwise.

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•The Signal 5

With a quick motion of his hand, Luke signaled Artoo and dramatically changed the situation.



USED OR STARTING INTERRUPT

USED: Use 1 Force to ▲ a character weapon.
STARTING: ▲ and/or ♥ up to three Effects of any kind with "Jedi" in lore or game text. Place this Interrupt in Reserve Deck.

•The Time For Our Attack Has Come 5

"With the Imperial Fleet spread throughout the galaxy in a vain effort to engage us, it is relatively unprotected."



IMMEDIATE EFFECT

If you just deployed or moved a second Rebel starfighter to a system, deploy a ★ starship there from under your Starting Effect; deploy on that starship: it is power and hyperspeed +2 and immune to attrition <5. Once per game this starship may make an additional move.

•Thrown Back 3

Being sent to dispose of two Jedi is the battle droid equivalent of a really bad day at the office.



STARTING EFFECT

Deploy on table with 12 Defensive Shields from outside your deck face-down under here. Four times per game may play a card from here (as if from hand). Unless Yoda on Dagobah, each player's \blacktriangle or \blacktriangledown attempt (after the first in a turn) allows their opponent to draw top card from Reserve deck and/or activate 1 Force.

•Tusken Breath Mask 4

Sand People use a special mask to reclaim exhaled moisture in the hot, harsh environment of Tatooine. Protects by filtering blowing sand and dispersing excess heat.



EFFECT

Deploy on table. X = the face-up destiny number of your Objective. Once per turn, during battle, if all your ability on table is provided by aliens, may choose: Your total ability is +X at a location you occupy for remainder of turn. OR Ignore up to X in battle damage.

•Ultimatum 4

"Jabbal! This is your last chance. Free us or die."



EFFECT

Deploy on table. Once per turn, during a battle at a Jabba's Palace site, your destiny draws are each +1 and your Interrupts may not be canceled. May place this Effect out of play to cause a player to activate 2 Force.

•Yarva d'al Gargan 6

Female dancer from Askajia. Very protective mother. Makes sure that all those she cares about are well protected.



EFFECT

If Agents In the Court on table, deploy on table. No Love For The Empire may not flip. Bo Shuda may not be canceled. Your characters at Tatooine sites may not be attacked. During your deploy phase, may use 1 Force to \blacktriangledown a Tatooine battleground location.

•Yorla Mig 3

An Imperial bureaucrat with high security clearance who resigned and fled in remorse after the occupation of his home planet, Raltheir. Now a fugitive from the ISB.



EFFECT

Deploy on Cantina. While all your ability on table is provided by aliens and \blacksquare starship pilots: whenever you deploy a unique (+) alien to a battleground, may retrieve 1 Force; and, during battle, your total power is +3. If opponent controls this location, this Effect lost.