

# JABBA'S PALACE LIGHT SIDE SPOILER LIST

**•8D8** *Clarification* **5**  
 Lore: Starship maintenance droid. Sold into the service of Jabba.  
 Sympathetic to the droids and aliens it is forced to torture. Hates EV-9D9.  
 CHARACTER-DROID [Jabba's Palace] [R]  
 POWER: 1 MAINTENANCE DROID  
 Text: May cancel Torture, Aiii! Aaa! Agggggggggggg! or Sonic Bombardment targeting a character at same site. Once during each of your turns, if with any imprisoned captive, may draw destiny; if destiny > 3, randomly select one captive there to be released.  
 DEPLOY: 1 FORFEIT: 3

**•A Gift** **4**  
 Lore: "As a token of my good will, I present to you a gift: these two droids. Both are hardworking and will serve you well."  
 IMMEDIATE EFFECT [Jabba's Palace] [U]  
 Text: If you just moved a droid to Audience Chamber, deploy on the droid. Droid is an Undercover spy. Wherever opponent has an alien, opponent's battle destiny draws are -2 and Force drains are -1. Immediate Effect canceled if droid leaves Tatooine. (Immune to Control.)

**Arc Welder** **6**  
 Lore: Used primarily for sealing bulkheads and performing other repair functions. Especially innovative droids use it for other, less conventional purposes.  
 DEVICE [Jabba's Palace] [U]  
 Text: Deploy on any R-unit droid. During your control phase, may use 2 Force to release an escorted captive present. Also, when present at start of a battle, may cause one opponent's character of ability = 1 present to be excluded from that battle.

**•Ardon "Vapor" Crell** **4**  
 Lore: Representative from the Moisture Farmers of Tatooine (local 253). Pays Jabba for protection from Sand People.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 2 ABILITY: 1  
 Text: Deploys free on Tatooine. While on Tatooine, your Force drains are +1 at exterior sites where you have a Vaporator or Hydroponics Station (+2 if both). While present with a Vaporator, each of your characters present is immune to attrition < 3.  
 DEPLOY: 2 FORFEIT: 2

**•Artoo** *Clarification* **1 or 6**  
 Lore: Counterpart to C-3PO. **Spy**. Obstinate, headstrong and always full of surprises. R2-D2 was an integral part of Luke Skywalker's rescue plans.  
 CHARACTER-DROID [Jabba's Palace] [R]  
 POWER: 1 ASTROMECH DROID  
 Text: During each of your control phases, may take one Hero Of A Thousand Deceives or A Gift into hand from Reserve Deck; reshuffle. If at a battleground site with C-3PO, may subtract 1 from each opponent's battle destiny at same and related sites.  
 DEPLOY: 4 FORFEIT: 5  
 Icons: Nav Computer

**•Artoo, I Have A Bad Feeling About This** **3**  
 Lore: "He says our instructions are to give it only to Jabba himself. I'm terrible sorry. I'm afraid he's ever so stubborn about these sort of things."  
 LOST INTERRUPT [Jabba's Palace] [U]  
 Text: If you are about to draw a battle destiny, instead use the destiny number of one of your droids in that battle. OR Add 1 to attrition against opponent for each droid you have in that battle. OR If R2-D2 and C-3PO are in battle together, opponent draws no battle destiny.

**•Attark** **3**  
 Lore: From a mysterious species known as Hoovers. Possesses tremendous technical abilities. Small size allows him to easily manipulate detailed electronic equipment.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 2 ABILITY: 2  
 Text: When at a site you control, allows your Seekers to deploy free there. Attark also allows your Seekers to move for free and to ignore any or all potential target(s) whenever you choose.  
 DEPLOY: 3 FORFEIT: 2

**•Aved Luun** **3**  
 Lore: Shaman of her Jawa tribe. Mate of Kalit. Suspects betrayal from her mate's rival, Wittin.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 1 ABILITY: 3 FORCE-ATTUNED  
 Text: Deploys only on Tatooine. During your control phase, may search Reserve Deck, take one Utinni! or Jawa into hand and reshuffle. If you have 3 or more Jawas on table, may play Utinni! to cancel a Force drain at a Tatooine site or to cancel Control.  
 DEPLOY: 3 FORFEIT: 2

**•••B'omarr Monk** **2**  
 Lore: Members of a mysterious religious sect. Resentful of their monastery being taken over by Jabba. Shed their bodies and have their brains encased in a walking automaton.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 0 ABILITY: 4 FORCE-SENSITIVE  
 Text: While at a site, adds Force icons to equalize them for both sides. Cancels opponent's Jabba's Palace game text where present. Can not use vehicles, starships, weapons, or devices. Participates only in defensive battles. Lost if not on Tatooine.  
 DEPLOY: 3 FORFEIT: 4

**•••Baragwin** **3**  
 Lore: Hunchbacked scavengers. Found in separate groups throughout the galaxy. Good at finding missing items. Make excellent gun runners. Some work with the rebellion.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 1 ABILITY: 2  
 Text: Once per turn, if the top card of your Lost Pile is a weapon, device or transport vehicle, may use 1 Force to retrieve it. During your control phase, may exchange one card in hand for one weapon or device in your Lost Pile.  
 DEPLOY: 2 FORFEIT: 3  
 Icons: Warrior

**•Bargaining Table** **4**  
 Lore: The alcoves of Jabba's palace are good places to make deals and place bets. Jabba gets a cut of the profits, of course.  
 EFFECT [Jabba's Palace] [U]  
 Text: Deploy on your side of the table. Once per turn, you may cancel a Force drain by placing here from hand, one non-unique alien. Aliens may deploy from here as if from hand. (If effect canceled by opponent, any aliens here may immediately deploy for free).

**•BG-J38** **4**  
 Lore: Roche J9 worker drone. Undefeated hologame player. Kept by Jabba as a source of entertainment. Hoping for escape or termination.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 1 MAINTENANCE DROID  
 Text: May add 2 to the destiny of each of your holograms and dejariks drawn for battle destiny or weapon destiny. While at a site you control, adds 1 to power of each of your dejariks and holograms at a holosite.  
 DEPLOY: 2 FORFEIT: 2

**•Blaster Deflection** **4**  
 Lore: A Jedi can anticipate the actions of his opponent and let the force control his actions, causing him to effortlessly deflect an opponent's attacks.  
 USED OR LOST INTERRUPT [Jabba's Palace] [R]  
 Text: USED: Cancel an attempt to use a character weapon to target your character of ability > 4. LOST: If your character of ability > 4 with a lightsaber was just targeted by a blaster, use 3 Force to re-target that blaster to an opponent's character present.

**•Bo Shuda** **5**  
 Lore: In order to remain a successful crime lord, Jabba must ensure the safety of all those who seek to do business with him.  
 EFFECT [Jabba's Palace] [U]  
 Text: Deploy on Audience Chamber. If you have an alien here, no battles or Force drains may take place here and your aliens cannot be targeted by Trap Door. Effect canceled if opponent occupies this site without an alien. (Immune to Alter.)

**Chadra-Fan** **4**  
 Lore: Short, intelligent and selfish. Their enhanced vision and smell make them outstanding **Thieves**. Communicate with pheromones and high-pitched squeaks.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 1 ABILITY: 2  
 Text: Power and forfeit +2 while Kabe at Audience Chamber. During your control phase, may glance at one card randomly selected from opponent's hand; if that card is a character weapon, may 'steal' it into your hand.  
 DEPLOY: 2 FORFEIT: 2

**Choke** **4**  
 Lore: Reaching out with the Force, Luke rendered Ortugg unconscious without doing the Gamorrean any actual harm.  
 LOST INTERRUPT [Jabba's Palace] [C]  
 Text: During your control phase, cancel the game text of one unique (+) alien for remainder of turn. OR If you just forfeited an alien, cancel all remaining attrition against you.

**•Corellian Retort** **5**  
 Lore: "Threepio, you tell that slimy piece of worm-ridden filth he'll get no such pleasure from us!"  
 USED OR LOST INTERRUPT [Jabba's Palace] [U]  
 Text: USED: Search your Reserve Deck, take one Captive Fury or Captive Pursuit into hand and reshuffle. LOST: If a bounty hunter (or gangster) and Han are involved in the same battle, you may add one battle destiny (add two if gangster is Jabba).

**Devaronian** *Clarification* **3**  
 Lore: Adept at sneaking through corridors and alleyways. Devaronians frequently surprise opponents. Regarded as drunkards, **gamblers** and fools by many species.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 1 ABILITY: 2  
 Text: Power +2 at Mos Eisley, any mobile site or any docking bay. Adds 2 to power of anything he pilots. When playing sabacc, may use clone cards to 'clone' his own destiny number.  
 DEPLOY: 3 FORFEIT: 2  
 Icons: Pilot

**•Don't Forget The Droids** **6**  
 Lore: "We're on our way!"  
 USED OR LOST INTERRUPT [Jabba's Palace] [C]  
 Text: USED: Cancel 3,720 To 1 if it was just inserted or revealed. (Immune to Sense.) LOST: Cancel one opponent's battle destiny just drawn by sacrificing (losing) one of your droids in that battle.

**•Droopy McCool** **3**  
 Lore: Kitonak **musician**. Lead jazz wailer. Searching for other Kitonak rumored to be living on Tatooine. Rarely uses his real name, Snit.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 1 ABILITY: 1  
 Text: Power +2 at any desert or Tatooine site. Immune to Gravel Storm, Sandwhirl and desert landspeed requirements. While at Audience Chamber, all your other Kitonaks are forfeit +2. Immune to attrition < number of your musicians on table.  
 DEPLOY: 2 FORFEIT: 3

**•Dune Sea Sabacc** **5**  
 Lore: R'kik D'hec remains undefeated in this version of sabacc. Or at least there are no witnesses to the contrary.  
 USED INTERRUPT [Jabba's Palace] [U]  
 Text: Requirements: A Jawa at a Tatooine site. Wild cards (0-7): Sandcrawler sites, Magnetic Suction Tube, Jawa Siesta and Jawa Pack. Clone cards: Tatooine locations, sandcrawlers, Jawa weapons, and Utinni! Stakes: One device or droid with out armor.

**Elom** **4**  
 Lore: Many Elom commit sabotage and theft against the Empire to avenge the invasion of their homeworld. Experts in adapting stolen equipment for use by the Rebellion.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 1 ABILITY: 2  
 Text: Power +3 at same site as Imperial. Allow Plastoid Armor to deploy on any Rebel or alien at same mobile site (as if 'stolen'); that armor is not unique and is immune to Alter for remainder of game.  
 DEPLOY: 3 FORFEIT: 3

**•Fallen Portal** *Clarification* **4**  
 Lore: Jabba ordered the two-meter thick door to keep the rancor in. He never thought it would be the instrument of the rancor's demise.  
 USED INTERRUPT [Jabba's Palace] [U]  
 Text: Target one creature or up to two characters present that just initiated an attack or battle against you at Back Door, Rancor Pit, Tatooine: Jabba's Palace or any docking bay. Draw destiny. Target(s) immediately lost if destiny +2 > total defense value.

**•••Florn Lamproid** **3**  
 Lore: Aggressive, serpent-like colonizers. Found on many jungle and forest planets. Have poison stinger that they use when defending themselves.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 1 ABILITY: 2  
 Text: May deploy as a 'react' to any jungle or forest site. Power and forfeit +2 while Dice Ibegon at Audience Chamber. Poison stinger cumulatively adds 1 to attrition against opponent in battles at same site.  
 DEPLOY: 3 FORFEIT: 2

**•Garon Nas Tal** **3**  
 Lore: Saurin combat expert. Hired by Jabba to train his Gamorrean guards. Regrets taking the job. Dislikes Jabba and his henchbeings. Plotting to kill Jabba.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 2 ABILITY: 1  
 Text: While at Audience Chamber, all your other Saurins are forfeit +2 and all your characters trained by Saitorr Kal Fas are power and forfeit +1.  
 DEPLOY: 2 FORFEIT: 3  
 Icons: Warrior

**•Geezum** **2**  
 Lore: Snivvian **scout**. Enjoys exploring new planets and charting difficult terrain. Paid very well by Jabba to do so. Unsure of his employer's motivations.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 2 ABILITY: 1  
 Text: During your control phase, if at an exterior planet site, may use 2 Force to search your Reserve Deck, take a related site into hand and reshuffle. While at Audience Chamber, all your other Snivvians are forfeit +2.  
 DEPLOY: 3 FORFEIT: 2

**•Ghoel** **4**  
 Lore: Wol Cabbasshite. Immobile. Species evolved from parasites. Mistakenly left in Jabba's palace. No one suspects its intelligence. Often tries to lick passersby.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 0 ABILITY: 2  
 Text: Deploys only at interior sites. Cannot move. During a battle at same site, may target one character present. Draw destiny. If destiny +3 > ability, target may not use ability toward drawing battle destiny this turn.  
 DEPLOY: 2 FORFEIT: 4

**•••Gran** **2**  
 Lore: From an ancient civilization. Pacifists. Those who commit acts of violence are banished from their home planet, Kinyen. Organizes peaceful protests against the Empire.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 1 ABILITY: 1  
 Text: May retrieve 1 Force whenever opponent initiates battle at same or adjacent site (if at same site, retrieved Force may be taken into hand).  
 DEPLOY: 2 FORFEIT: 3

**H'nemthe** *Clarification* **2**  
Lore: Starfaring explorers. H'nemthe have a reputation for being sly and unforgiving. Many abandoned their homeworld after the Empire invaded. The females ritually kill their males.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 1 ABILITY: 2  
Text: Adds 2 to power of anything she pilots. Adds 2 to deploy cost of each opponent's male Imperial when that Imperial is deploying to same or adjacent site.  
DEPLOY: 2 FORFEIT: 3  
Icons: Pilot

**Hidden Compartment** **5**  
Lore: Standard astromech internal cargo area measures 20 centimeters by 8 centimeters. Some models have a custom compressed-air launcher for shooting flares.  
DEVICE [Jabba's Palace] [U]  
Text: Deploy on any R-unit droid. At start of a battle, you may 'react' by deploying one character weapon (at normal use of the Force) from Reserve Deck on a warrior present; reshuffle.

**Hologrojector** **4**  
Lore: Common feature on astromechs. Displays technical information. Sometimes used by princesses to send distress calls to old Jedi Knights, but not often.  
DEVICE [Jabba's Palace] [U]  
Text: Deploy on any R-unit droid. During your control phase, may use 1 Force to search your Reserve Deck, take one hologram or dejarik card into hand and reshuffle.

**-I Must Be Allowed To Speak** **4**  
Lore: "Jedi mod spleniko eek."  
EFFECT [Jabba's Palace] [R]  
Text: Deploy on a Jabba's Palace site. Luke may deploy at this site regardless of presence or location deployment restrictions. When he is deployed here, relocate Effect to Luke, he is immune to attrition while on Tatooine. (Immune to Alter.)

**---Ishi Tib** **3**  
Lore: Extremely efficient organizers. Sought after by transgalactic corporations. Spend a large part of their life underwater. Protected by rough, thick skin.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 1 ABILITY: 1  
Text: Power +1 at any swamp. During your draw phase, may place one card from your hand on bottom of Used Pile to draw a card from Reserve Deck.  
DEPLOY: 2 FORFEIT: 2

**---Ithorian** **2**  
Lore: Good natured, optimistic herders from Ithor. Plant trees and reforest areas. Sided with Rebellion at great risk to their home planet.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 1 ABILITY: 2  
Text: Power and forfeit +2 while Momaw Nadon at Audience Chamber. While at any jungle, swamp, forest or exterior Endor site, adds one [Dark] icon and one [Light] icon. Prevents [selective] creatures from attacking where present.  
DEPLOY: 2 FORFEIT: 2

**•Jabba's Palace Sabacc** **3**  
Lore: Jabba could lick anyone at sabacc.  
LOST INTERRUPT [Jabba's Palace] [U]  
Text: Requirements: A Gambler, gangster, smuggler or information broker at a Jabba's Palace site. Wild cards (1-6): Passenger Deck and deserts. Clone cards: Aliens and Jabba's Palace sites (gamblers and Jabba may use clone cards as 4's.) Stakes: One character weapon or non-unique alien.

**•JABBA'S PALACE: AUDIENCE CHAMBER**  
LOCATION-SITE [Jabba's Palace] [U]  
LIGHT (2): If you control, Scum And Villainy is canceled. May deploy Bo Shuda from Reserve Deck; reshuffle.  
DARK (1): Your alien leaders here are immune to attrition.  
Icons: Interior, Planet

**•JABBA'S PALACE: ENTRANCE CAVERN**  
LOCATION-SITE [Jabba's Palace] [U]  
LIGHT (1): If you control, Force drain +1 here.  
DARK (1): Gamorrean Guards are power and forfeit +1 here.  
Icons: Interior, Exterior, Planet

**•Jedi Mind Trick** **3**  
Lore: "You will bring Captain Solo and the Wookiee to me."  
USED OR LOST INTERRUPT [Jabba's Palace] [R]  
Text: USED: Cancel a Force drain at a site if Luke is at an adjacent site. LOST: If your character of ability > 4 is present with an opponent's leader, release a captive from a related prison (canceled if opponent loses 2 Force).

**•Jess** **1**  
Lore: Popular **musician**. Often seen with Bib Fortuna. Captivates those around her. Hoping to join a band and leave Jabba's palace.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 1 ABILITY: 2  
Text: May retrieve 1 Force each time you deploy a musician to same site. During your turn, may use 1 Force to 'charm' one male alien of ability < 3 present; that male is forfeit = 0 for remainder of turn.  
DEPLOY: 3 FORFEIT: 3  
Icons: Warrior

**•Kalit** **2**  
Lore: Jawa **leader**. Seeking to peacefully settle a long standing disagreement with his rival, Witin. Wants Jabba to mediate their talks.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 2 ABILITY: 2  
Text: Deploys only on Tatooine. Your Jawa Siesta is not unique (+), is doubled, deploys free (or for 6 Force from each player) and cumulatively affects your Jawas' forfeit. While at Audience Chamber or Jawa Camp, all your other Jawas are power +2.  
DEPLOY: 3 FORFEIT: 3

**Ke Chu Ke Kakuta?** **5**  
Lore: "Balka. Hachu ma blinki?"  
USED INTERRUPT [Jabba's Palace] [C]  
Text: If opponent just deployed an Imperial to a Jabba's Palace site (and you have no Rebels at any Jabba's Palace site), return Imperial to opponent's hand. Any Force used to deploy that Imperial remains used and Imperial may not be deployed for remainder of turn.

**•KIFFEX**  
LOCATION-SYSTEM [Jabba's Palace] [R]  
LIGHT (2): If you occupy with exactly 2 starships, your total power here is +2 and Vul Tazaene anywhere is doubled.  
DARK (2): If you occupy with exactly 2 starships, your total power here is +2.  
Icons: Planet, Parsec: 2

**•KIRDO III**  
LOCATION-SYSTEM [Jabba's Palace] [R]  
LIGHT (1): If you occupy, once per turn, may search Reserve Deck and take any Desert, Kitonak, or Sandwhirl into hand; reshuffle.  
DARK (1): If you control, Force drain -1 here.  
Icons: Planet, Parsec: 1

**•••Kitonak** **3**  
Lore: Natives of Kirdo III, a desert world, Kitonak possess tough, leathery skin. Many become **musicians**. Very patient. Thousands have been enslaved by the Empire.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 1 ABILITY: 1  
Text: Power +1 at a Tatooine site, or power +2 at any desert. Immune to Gravel Storm, Sandwhirl and desert landspeed requirements. Immune to attrition < number of your musicians present.  
DEPLOY: 2 FORFEIT: 2

**Klatooinian Revolutionary** **3**  
Lore: Some Klatooinians escaped enslavement by Hutt organizations. Continually fighting to free their species. Hate all Hutts.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 3 ABILITY: 1  
Text: Power +2 at any Jabba's Palace site. May 'react' by deploying or moving to same site as any Hutt.  
DEPLOY: 4 FORFEIT: 3  
Icons: Warrior

**•Laudica** **3**  
Lore: Corellian gun-runner. Skilled markswoman. Friends with Brindy Truchong and the Tonnika sisters. Romantically involved with Rayc Ryjerd, against her better judgment.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 2 ABILITY: 2  
Text: When in a battle, you may 'react' by deploying any one non-unique blaster (for free) on Laudica from Reserve Deck, reshuffle. When present with your non-unique Corellian at a site, allows your character weapons to transfer for free there.  
DEPLOY: 2 FORFEIT: 2  
Icons: Warrior

**•Leslomy Tacema** *Clarification* **3**  
Lore: Female Duros. Expert pilot. Helps run the docking facilities in Mos Eisley. Friends with Ellorrs Madak. Approves all cargo manifests. Forgiving of minor transgressions.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 1 ABILITY: 2  
Text: Adds 3 to power of anything she pilots. While at Audience Chamber, adds 2 to the power bonus provided by Ellorrs Madak.  
DEPLOY: 2 FORFEIT: 2  
Icons: Pilot

**•Life Debt** **3**  
Lore: "I'm all right, pal. I'm all right."  
LOST INTERRUPT [Jabba's Palace] [R]  
Text: If Han and Chewie are in a battle together, add two battle destiny. OR Search your Reserve Deck, take Falcon into hand, and reshuffle. OR If Han is defending a battle alone, you may 'react' by deploying Chewie there (for free) from your Reserve deck; reshuffle.

**•Loje Nella** **3**  
Lore: Accountant. Descended from a species of cliff boring worms. Reluctant assistant to Mosep. Purposefully mismanages funds to obstruct Jabba's nefarious activities.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 1 ABILITY: 2  
Text: While at Audience Chamber, suspends Gailid's and Mosep's game text and allows you to activate 1 Force whenever you Force drain with an alien.  
DEPLOY: 2 FORFEIT: 3

**•Mandalorian Mishap** **5**  
Lore: Most space-faring adventurers meet their fate with a calm, quiet dignity.  
LOST INTERRUPT [Jabba's Palace] [U]  
Text: If Boba Fett is defending a battle, draw one battle destiny. Subtract that amount from opponent's attrition and total power (cannot fall below zero). OR Cancel, for the remainder of the turn, the game text of Jet Pack or any weapon that may fire repeatedly.

**•Max Rebo** **2**  
Lore: Ortolan **musician** and **gambler**. **Leader** of The Max Rebo Band. Signed a lifetime contract to Jabba in exchange for unlimited food.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 1 ABILITY: 1  
Text: Power +2 on Hoth. If at same site as another of you musicians, you may play Blith Shuffle to cancel a Force drain at an adjacent site. While at Audience Chamber, all your other musicians are deploy -1 and forfeit +3.  
DEPLOY: 3 FORFEIT: 3

**Mos Eisley Blaster** *Clarification* **5**  
Lore: Easily obtained by the Rebellion. Many are copies of the BlasTech DL-18 design. Plentiful on Tatooine. Used for suppressive fire.  
CHARACTER WEAPON [Jabba's Palace] [C]  
Text: Use 1 Force to deploy on your alien warrior (free if on Tatooine). May target a character for free. Draw destiny. Target is forfeit -2 for remainder of turn if destiny +2 > defense value.

**•Nar Shaddaa Wind Chimes** **5**  
Lore: One of the few possessions Jabba brought with him from Nar Shaddaa, the smugglers moon orbiting Nal Hutta. A symbol of renewal in Hutt Society.  
USED INTERRUPT [Jabba's Palace] [U]  
Text: Once per game, target one non-unique character on table. Draw destiny. If destiny is less than X, retrieve X Force, where X equals the number of copies of that card you have on table (immune to Sense). OR search your Reserve Deck and take one non-unique alien into hand; reshuffle.

**•Oola** **3**  
Lore: Female Twi'lek **musician**. Became a dancer to live a life of luxury. Has worked for Jabba for only two days. Desperate to escape.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 1 ABILITY: 1  
Text: During your control phase, may cause opponent to reveal entire hand by using X Force, where X = number of cards in opponent's hand. All unique (+) male Imperials or unique (+) male aliens there are placed in opponent's Used Pile.  
DEPLOY: 2 FORFEIT: 3

**•••Ortolan** **3**  
Lore: Squat, floppy-eared food lovers. Ortolans come from the frigid planet Orto. Communicate above the auditory range of most species.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 1 ABILITY: 1  
Text: Power and forfeit +2 on Hoth or at Dining Room. While at a marker site, cumulatively adds 1 to number of Hoth sites required for opponent to gain a Force drain bonus from Walker Garrison.  
DEPLOY: 2 FORFEIT: 2

**•Palejo Reshad** *Clarification* **2**  
Lore: Corellian spice trader. Makes a large profit by selling spice in Jabba's court. Secretly uses part of the profit to help fund the Rebellion.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 1 ABILITY: 2  
Text: Adds 2 to power of anything he pilots. While at Audience Chamber, all your Corellians are power and forfeit +1 (+2 if non-unique) and your Force generation at the Corellia system is +2.  
DEPLOY: 2 FORFEIT: 2  
Icons: Pilot

**•Princess Leia Organa** **1**  
Lore: Captured by Jabba. Princess Leia provided a distraction for his henchbeings. Waiting for the first chance to escape. Really made Jabba's tail wiggle.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 3 ABILITY: 4 FORCE-SENSITIVE  
Text: "Deploys free as an escorted captive of Jabba, or a bounty hunter (you may not initiate battle there on the same turn). While a captive, opponent's unique (+) aliens at same site are forfeit -2. If released, retrieve 5 Force. Immune to attrition < 3.  
DEPLOY: 2 FORFEIT: 7  
Icons: Pilot, Warrior

**••Projection Of A Skywalker** **5**  
Lore: "Greetings, Exalted One. Allow me to introduce myself. I am Luke Skywalker, Jedi Knight and friend to Captain Solo." **Hologram**.  
EFFECT [Jabba's Palace] [U]  
Text: Deploy on your side of table. Your Force drains are +1 at holosites and opponent must lose an additional 1 Force to draw a card with Shot In The Dark. (Immune to Alter.) OR Deploy on any planet site. Opponent's Force drains are -1 here.

**•Pucumir Thyrs** *Clarification* **2**  
Lore: Former gas miner. One of the Rebellion's contacts on Cloud City before it was taken over by the Empire. Wishes to return to Bespin and retake the floating city.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 2 ABILITY: 1  
Text: While on Cloud City, adds 1 to your Force drains at Cloud City sites and adds 4 to destiny of each of your miners drawn for battle destiny. During your deploy phase, may deploy one non-unique Rebel to same Cloud City site from Reserve Deck; reshuffle.  
DEPLOY: 3 FORFEIT: 3  
Icons: Warrior

**•R'kik D'neq, Hero Of The Dune Sea** **1**  
Lore: A tribe of Tusken Raiders, a herd of angry banthas, a raging Krayt Dragon and R'kik. Minutes later, the Jawa emerged from the Dune Sea, a bantha tusk over his shoulder.

**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 3 ABILITY: 1  
Text: Deploys only on Tatooine. Jawa weapons deploy free on R'kik, when firing one, may add up to 3 to the total weapon destiny just drawn. When he playing Dune Sea Sabacc and wins, wins double.  
DEPLOY: 3 FORFEIT: 3  
Icons: Warrior

**•Rayc Ryjerd** *Clarification* 2  
 Lore: An honest **smuggler**. Working for Jabba to pay off debts for his ship. Rycar's son. Even more of an idiot.

**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 2 ABILITY: 2  
Text: Adds 2 to power of anything he pilots (or 4 if trained by Rycar Ryjerd). Any starfighter Rayc pilots is immune to Tallon Roll and is not lost if an asteroid sector is drawn for asteroid destiny.  
DEPLOY: 3 FORFEIT: 4  
Icons: Pilot

**•Rennek** 2  
 Lore: Nerf herder. Personally oversees the herding of Jabba's nerfs. Scruffy-looking appearance conceals his expertise in unusual combat techniques.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 1 ABILITY: 1  
Text: Creatures at same site (except Sarlacc) do not attack and cannot be attacked. Up to three times per turn, may use 1 Force to cumulatively add 1 to his power for remainder of turn.  
DEPLOY: 2 FORFEIT: 3  
Icons: Warrior

**•Revealed** 3  
 Lore: "Where am I?" "Jabba's palace." "Who are you?"  
**LOST INTERRUPT** [Jabba's Palace] [U]  
Text: Place one opponent's Undercover spy in opponent's Used Pile. OR If opponent just deployed a spy to a site where opponent has no presence or Force icons, return spy to hand. Any Force used to deploy spy remains used and that card may not deploy this turn.

**•Saelt-Marae** 3  
 Lore: Male Yarkora. Mysterious member of Jabba's court. Posing as an alien artifact trader. Associates with the B'omarr monks at Jabba's palace. No one knows his true motivations.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 2 ABILITY: 1  
Text: During battle, if an opponent's alien present, may use 3 Force to peek at top card of any Reserve Deck. While at Audience Chamber, all your other Yarkora are power and forfeit +2.  
DEPLOY: 2 FORFEIT: 3

**•Sandwhirl** 4  
 Lore: Jawa shamans often predict when and where a sandstorm is going to take place. Even when caught in such a storm, the Jawas know how to avoid misfortune.  
**MOBILE EFFECT** [Jabba's Palace] [U]  
Text: Deploy on a Desert. Specify starting direction. All characters (except Jawas and Tusken Raiders) present at same non-interior site are missing. During your control phase, moves to next adjacent site (reversing directions as necessary), but lost if at an interior site.

**•Sergeant Doallyn** 4  
 Lore: Humanoid mercenary. **Gambler**. Blackmailed into working for Jabba. Friend of Yarna d'al' Gargan. Expert in breathing apparatus. Needs Hydron 3 cartridges to breathe.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 3 ABILITY: 2  
Text: When Doallyn is on Tatooine, Tusken Breath Mask may target one of your characters on Tatooine, is immune to Alter, is not unique, doubles its power and forfeit bonuses and provides protection from Gravel Storm and Sandwhirl.  
DEPLOY: 3 FORFEIT: 4  
Icons: Warrior

**•Shasa Tiel** 3  
 Lore: Ishi Tib accountant. One of Mosep's assistants. Formerly worked for SoroSuub Inc. Blackmailed into working for Jabba. Hates her job. Searching for a means of escape.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 1 ABILITY: 1 ARMOR: 3  
Text: Power +1 at any swamp. During opponent's control phase, may use 3 Force to examine the cards in opponent's Force Pile, reorder however you wish and replace. While at Audience Chamber, all your other Ishi Tibs are power and forfeit +2.  
DEPLOY: 3 FORFEIT: 3

**Sic-Six** 3  
 Lore: Gifted engineers. Sic-six believe their technology is superior. Have a poison stinger. Spin vast and intricate webs which create a hazard for landing starships. Avoided by pilots.  
**CHARACTER-ALIEN** [Jabba's Palace] [C]  
POWER: 2 ABILITY: 1  
Text: Subtracts 2 from forfeit of each opponent's pilots at same site. Prevents characters from moving to or from same or adjacent sites using Ellis Helrot or Nabrun Leids.  
DEPLOY: 2 FORFEIT: 3

**Skiff** *Clarification* 2  
 Lore: Top speed of 250 kph. Repulsorlift engine. Equipped with two electromagnetic load lifters. Frequently used by shipping companies to transfer cargo between freighters.  
**TRANSPORT VEHICLE** [Jabba's Palace] [C]  
POWER: 3 MANEUVER: 3 LANDSPEED: 3

Text: Deploy -1 to a Tatooine site. May add 1 driver and 5 passengers. May move as a 'react'. If lost, any characters aboard may "jump off" (disembark).  
DEPLOY: 3 FORFEIT: 3

**•Skull** 4  
 Lore: Bidlo Kwerve was involved in both the procurement and (posthumously) the loss of the rancor.  
**USED INTERRUPT** [Jabba's Palace] [U]  
Text: During a battle or attack, place out of play one non-droid character, creature or creature vehicle from your Lost Pile. Add its destiny number to your total power. OR Search your Reserve Deck, take Fallen Portal or Blast the Door. Kid! into hand and reshuffle.

**Snivvian** 2  
 Lore: Cadomai is the homeworld of the generally artistic Snivvians. Its cold, dark climate makes them excellent **scouts**.  
**CHARACTER-ALIEN** [Jabba's Palace] [C]  
POWER: 1 ABILITY: 1  
Text: May deploy as a 'react'. Power +2 under "nighttime conditions". When at a site, if opponent cancels Nightfall on related system, causes Effect to go to Used Pile and may retrieve 2 Force.  
DEPLOY: 2 FORFEIT: 2

**Someone Who Loves You** 4  
 Lore: Han's appreciation toward his mysterious liberator was rather quickly overcome.  
**USED INTERRUPT** [Jabba's Palace] [U]  
Text: If Han was just lost and Leia is on table (or vice versa), place the just-lost character on your Used Pile instead. OR If Leia is present at a site where Han is captive, release Han. OR Cancel a Force drain at a prison.

**•Strangle** 7  
 Lore: "Aaccckk!"  
**LOST INTERRUPT** [Jabba's Palace] [R]  
Text: Target an escort alone and its captive. Draw destiny. Escort lost if destiny + captive's power > escort's ability + power. OR During a battle at a site where Leia is an escorted captive, add one battle destiny.

**•Tarmel Skreej** *Clarification* 1  
 Lore: **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.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 3 ABILITY: 3 FORCE-ATTUNED  
Text: Deploys only on Tatooine. Adds 2 to power of anything he pilots. Once per game, Undercover may deploy on Tarmel from Reserve Deck; reshuffle. While at a site you control, Rebels are immune to None Shall Pass at that site.  
DEPLOY: 4 FORFEIT: 6  
Icons: Pilot, Warrior

**•Tanus Spijek** 2  
 Lore: Male Elom. Former **spy** for the Rebellion. Hired by the Alliance to carry messages between Alderaan and the Rebel base on Yavin 4.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 2 ABILITY: 1  
Text: When at a Yavin 4 site, adds 1 to your Force drains at Alderaan system for each Yavin 4 site you control. While at Audience Chamber, all your other Elom are power and forfeit +1.  
DEPLOY: 3 FORFEIT: 3

**•••TATOOINE: DESERT**  
LOCATION-SITE [Jabba's Palace] [C]  
LIGHT (1): Your character movement from here (except for scouts) requires +1 landspeed.  
DARK (1): Your character movement from here (except for scouts) requires +1 landspeed.  
Icons: Exterior, Planet

**•TATOOINE: HUTT CANYON**  
LOCATION-SITE [Jabba's Palace] [U]  
LIGHT (1): If you occupy with a Jawa, opponent may not draw battle destiny here.  
DARK (1): If you occupy with a Tusken Raider, opponent may not draw battle destiny here.  
Icons: Exterior, Planet

**•Tessek** 1  
 Lore: Quarren accountant. Embezzling from Jabba. **Leader**. Escaped Mon Calamari after its subjugation by the Empire. Plotting to kill Jabba and free the Hutt's captives.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 1 ABILITY: 2  
Text: Whenever your opponent deploys a character of destiny 1, you may activate 1 Force. While at Audience Chamber, adds 1 to your Force drains where you have a non-unique alien and all your non-unique aliens are deploy -1.  
DEPLOY: 3 FORFEIT: 3

**•The Signal** 5  
 Lore: With a quick motion of his hand, Luke signaled Artoo and dramatically changed the situation.  
**USED OR STARTING INTERRUPT** [Jabba's Palace] [C]  
Text: USED: Use 3 Force to search your Reserve Deck and take one Effect of any kind into hand; reshuffle STARTING: Deploy from your Reserve Deck one Effect which has no deploy cost; reshuffle. Place Interrupt in the Lost Pile.

**•TIBRIN**  
LOCATION-SYSTEM [Jabba's Palace] [R]  
LIGHT (1): If you occupy, during your control phase, may exchange three cards in hand for any one card in your Lost Pile.  
DARK (1): If you control, Force drain +1 here.  
Icons: Planet, Parsec: 2

**•Ultimatum** 4  
 Lore: "Jabba! This is your last chance. Free us or die."  
**EFFECT** [Jabba's Palace] [U]  
Text: Deploy on your side of table. While you occupy at least 3 battlegrounds or opponent occupies no battle grounds, you lose no more than 2 Force from each Force drain or 'insert' card. (Immune to Alter.)

**Unfriendly Fire** 5  
 Lore: "Get the gun! Point it at the deck!"  
**USED INTERRUPT** [Jabba's Palace] [R]  
Text: If an AT-AT, an AT-ST, Jabba's Sail Barge or Planet Defender Ion Cannon has just been lost at a site, draw destiny. All cards with that destiny number at that site are lost.

**Vibro-Ax** 4  
 Lore: Vibrating blade powered by an energy cell hidden within the shaft. Used by many moisture farmers to prod banthas and other animals.  
**CHARACTER WEAPON** [Jabba's Palace] [C]  
Text: Use 3 Force to deploy on any alien warrior. Adds 1 to power. May target using 1 Force. Both players draw destiny. Target immediately excluded from battle if warrior's power + your destiny > target's power + opponent's destiny.

**•Vul Tazane** *Clarification* 2  
 Lore: Security officer from Kiffex searching for the Tonnika sisters. In love with one of them, he's not sure which.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 2 ABILITY: 2  
Text: Adds 2 to power of anything he pilots. Twice during battle at same system, may use 2 Force to add 2 to any destiny of 2. If present with Tonnika Sisters, Vul and Tonnika Sisters are lost.  
DEPLOY: 2 FORFEIT: 2  
Icons: Pilot

**•Weapon Levitation** 4  
 Lore: A Jedi is taught to use the anger of his opponents (and their weapons) against them.  
**USED OR LOST INTERRUPT** [Jabba's Palace] [U]  
Text: USED: Search your Used Pile, take one weapon into hand and reshuffle. LOST: Cancel You Are Beaten. OR If a battle was just initiated, one of your characters of ability > 3 present may steal one character weapon present.

**•Worrt** 4  
 Lore: Large, froglike creature often used by Jawas and other Tatooine denizens as guards. Keeps raiding parties and other unwelcomed guests at bay.  
**GUARD CREATURE** [Jabba's Palace] [U]  
POWER: 3 BARK: 4  
Text: Habitat: planet sites (except Hoth). Does not attack your characters. When at a Tatooine site, prevents opponent's characters present from using their landspeed.  
DEPLOY: 2 FORFEIT: 0

**•••Yakora** 3  
 Lore: Mysterious, secretive aliens. Tend to be found as couriers, **scouts** and t'bac farmers. Some have helped the Alliance's efforts at counter-espionage.  
**CHARACTER-ALIEN** [Jabba's Palace] [C]  
POWER: 1 ABILITY: 1  
Text: If at same site as an Undercover spy during your control phase, may draw destiny. Each of your Yarkoras on table may cumulatively subtract one from that destiny. Spy's "cover is broken" if destiny = spy's ability.  
DEPLOY: 2 FORFEIT: 2

**•Yarna d'al' Gargan** 6  
 Lore: Female dancer from Askajia. Very protective mother. Makes sure that all those she cares about are protected.  
**EFFECT** [Jabba's Palace]  
Text: Deploy on your side of the table. While you have fewer than 13 cards in hand, your non-unique cards in hand (except Effects of any kind and Interrupts) are immune to Monnok. (Immune to Alter while you occupy 2 battlegrounds).

**•You Will Take Me To Jabba Now** 5  
 Lore: "Et tu taka bu Jabba now."  
**USED INTERRUPT** [Jabba's Palace] [C]  
Text: If Jabba is at a Jabba's Palace site, relocate one of your characters to that location from a related site. OR During your deploy phase, deploy one alien (at normal use of the Force) from Reserve Deck to the Audience Chamber, reshuffle.

**•Yoxgit** 3  
 Lore: Male Ugnauth. Left Cloud City after the Empire took control. Works for Hermi Odle, helping to supply him with various weaponry. Hopes to someday return to Cloud City.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
POWER: 1 ABILITY: 2  
Text: Deploys free to a Cloud City or Jabba's Palace site. Power + 2 on Cloud City. During your control phase, may use 3 Force to search your Lost Pile and take one weapon or device into hand.  
DEPLOY: 2 FORFEIT: 3

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# JABBA'S PALACE DARK SIDE SPOILER LIST

**Abyssin** 3  
 Lore: Abyssins have an extremely violent culture. They also possess tremendous regenerative abilities. Often become mercenaries once they leave their homeworld, Byss.  
 CHARACTER-ALIEN [C] [Jabba's Palace]  
 POWER: 2 ABILITY: 1  
 Text: Power +2 and Forfeit +1 while Myo at Audience Chamber. If lost or forfeited during a battle, may use 2 Force to 'regenerate' (place Abyssin in your Used Pile).  
 DEPLOY: 2 FORFEIT: 2  
 Icons: Warrior

**•Abyssin Ornament** 5  
 Lore: The Abyssins are known for their regenerative abilities. Jabba keeps several statue heads of Abyssin creatures on his repulsor sled.  
 USED INTERRUPT [Jabba's Palace] [U]  
 Text: Once per game, target one non-unique character on table. Draw destiny. If destiny is less than X, retrieve X Force, where X equals the number of copies of that card you have on table (immune to Sense). OR search your Reserve Deck and take one non-unique alien into hand; reshuffle.

**•All Wrapped Up** 2  
 Lore: A capture cable is a quick and effective way for bounty hunters to suddenly snare their target.  
 EFFECT [Jabba's Palace] [U]  
 Text: Deploy on your side of the table. We Have A Prisoner and Oo-ta Goo-ta Solo? play for free and are immune to Sense. Also, whenever opponent forfeits a character, your bounty hunter present may capture that character. (Immune to Alter.)

**•Amanaman** 2  
 Lore: Male Amanin. Hangs the heads of his victims on his staff. Nicknamed Amanaman; his real name is unknown on Tatooine.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 3 ABILITY: 1  
 Text: Once per battle, may use 2 Force to "behead" (place out of play) one opposing non-droid character lost or forfeited where present. Adds X to attrition in battles at same site where X = the number of "beheaded" victims.  
 DEPLOY: 4 FORFEIT: 2

**Amanin** 3  
 Lore: Amanin are a primitive hunting species. Exposed to space travel when their planet became a mining world for the Empire. Fierce-tempered when angered.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 3 ABILITY: 1  
 Text: When Attacking or being attacked by a creature, power +3 and may add one destiny. If Amanin is alone and causes a non-selective creature to be lost, creature is placed out of play and you may retrieve Force equal to its deploy cost.  
 DEPLOY: 3 FORFEIT: 2

**Antipersonnel Laser Cannon** Clarification 4  
 Lore: Rapid-fire weapon. Requires three power calls to operate. Has no stun setting. Lightweight enough to be stored and then quickly mounted when the need arises.  
 VEHICLE WEAPON [Jabba's Palace] [U]  
 Text: Use 3 Force to deploy on your transport vehicle. Your warrior present, if aboard, may target a character or creature using 3 Force. Draw destiny. Target hit if destiny +2 > defense value. May fire repeatedly for 2 Force each time.

**•••Aqualish** 3  
 Lore: Aqualish originate from Ando. Continually at war. Reached the stars by eliminating the creator of the first ship that landed on their planet. Often seen of Cloud City.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 2 ABILITY: 1  
 Text: Power +2 and forfeit +1 while Ponda Baba is at Audience Chamber. May initiate a battle for free where present. When at a Cloud City site, cumulatively adds one to number of Bespin locations required to cancel Dark Deal.  
 DEPLOY: 3 FORFEIT: 3  
 Icons: Warrior

**•Bane Malar** 1  
 Lore: Mysterious bounty hunter of an unknown species. Rumored to be somewhat telepathic. Infrequent member of Jabba's court. Plotting to kill Jabba.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: \* ABILITY: 4 FORCE-SENSITIVE  
 Text: At the start of a battle, may use 1 Force to 'mindscan' one opponent's non-droid character of lesser ability present. Adds that character's power and game text to his own for remainder of battle. Immune to attrition < 3.  
 DEPLOY: 4 FORFEIT: 3

**Bantha Fodder** 4  
 Lore: "Uu a kingsa riika pagh bagla bis kachata weenon con bantha poodoo."  
 USED INTERRUPT [Jabba's Palace] [C]  
 Text: Cancel As Good As Gone or Innocent Scoundrel. OR Search your Reserve Deck and take one bantha, Tusken Raider, Taym Dren-garen or Weequay into hand; reshuffle.

**•Barada** 2  
 Lore: Male Klatooinian in charge of Jabba's repulsorpool. Sold onto slavery and won by Jabba in sabacc. Responsible for maintenance and supplies for Jabba's vehicles.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 4 ABILITY: 1  
 Text: Deploys only to a Jabba's Palace site. Power = 0 at any location other than a Tatooine site. Power +2 at any Jabba's Palace site while Jabba is on the table. Your transport vehicles lost from same site may go to your Used Pile rather than your Lost Pile.  
 DEPLOY: 5 FORFEIT: 3

**•Beedo** 3  
 Lore: Rodian bounty hunter. Relative of Greedo. Taking Greedo's place in Jabba's court. Fearful of Jabba's wraith. Notorious sycophant.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 2 ABILITY: 2  
 Text: \* Replaces any male Rodian for free (Rodian goes to the used pile) or deploys for 3 Force. While at audience chamber, all your Rodians are power +2, and whenever Greedo threatens a smuggler, may add 2 to destiny draw.  
 DEPLOY: \* FORFEIT: 2

**•Bib Fortuna** 1  
 Lore: Twi'lek leader and majordomo of Jabba's palace. Succeeded Jabba's last majordomo, Naroon Cuthus. Plotting to kill Jabba.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 3 ABILITY: 1  
 Text: Deploys only on Tatooine. 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 your Gamorreans and Niktos may deploy as a 'react' to any Jabba's Palace site.  
 DEPLOY: 3 FORFEIT: 4

**•Bubo** 4  
 Lore: Watchbeast. Unwittingly foiled Ree Yees' plot to kill Jabba with a thermal detonator when it ate a crucial component. Louder than it is tough. Keeps watch for unwary intruders.  
 GUARD CREATURE [Jabba's Palace] [U]  
 POWER: 4 BARK: 5  
 Text: Habitat: planet sites (except Hoth). Does not attack your characters. When at a Jabba's palace site, prevents opponents characters from using their landspeed.  
 DEPLOY: 3 FORFEIT: 0

**Cane Adiss** Clarification 4  
 Lore: 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 [Jabba's Palace] [U]  
 Text: If opponent just initiated a Force drain at a non-shielded planet location, deploy on that location. Your characters, vehicles and starships may deploy here regardless of presence and location deployment restrictions. (Immune to Control.)

**Chevin** 3  
 Lore: Most Chevin are mercenaries, gun runners and slavers. Have strong communities on their homeworld. Wear clothing only because others do.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 2 ABILITY: 1  
 Text: Power +2 and forfeit +1 while Ephant Mon is at Audience Chamber. When forfeited at same site as one of your alien leaders, may satisfy all remaining attrition against you.  
 DEPLOY: 3 FORFEIT: 2

**CZ-4** 4  
 Lore: Very common communications droid. Some have been modified to be defense drones. Programmed to warn their masters of an imminent attack.  
 CHARACTER-DROID [Jabba's Palace] [C]  
 POWER: 1 COMMUNICATIONS DROID  
 Text: Opponent may not 'react' to or from same site. You may 'react' to a battle or Force drain at same or adjacent Jabba's Palace site by deploying (at normal use of the Force) one non-unique alien to that site from Reserve Deck; reshuffle.  
 DEPLOY: 2 FORFEIT: 3

**•Den Of Thieves** 4  
 Lore: 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 [Jabba's Palace] [U]  
 Text: Deploy on your side of the table. Once per turn, you may cancel a Force drain by placing here from hand, one non unique alien. Aliens may deploy from here as if from hand. (if effect canceled by opponent, any aliens here may immediately deploy for free).

**•Dengar's Modified Riot Gun** Clarification 1  
 Lore: Originally an area-effect weapon. Modified by Dengar to concentrate on one target. Induces an extended period of unconsciousness.  
 CHARACTER WEAPON [Jabba's Palace] [R]  
 Text: Use 2 Force to deploy on Dengar, or 5 on your other bounty hunter. May target a non-droid character using 3 Force. Draw destiny. Character immediately captured if destiny +3 > defense value.

**•Double Laser Cannon** Clarification 7  
 Lore: Similar power output to the Atgar P-tower. Equipped with a hydrolic coolant system. Effective in dealing with raiding swoop gangs.

VEHICLE WEAPON [Jabba's Palace] [R]  
 Text: Use 4 Force to deploy on Jabba's Sail Barge or your sandcrawler; it is power +3 and immune to attrition < 5. Your warrior present, if aboard, may target a vehicle using 2 Force. Draw destiny. Target hit if destiny +2 > defense value.

**•Dune Sea Sabacc** 5  
 Lore: Popular among Tatooine's native population. Apart from the Jawas, no one else seems to understand the rules.  
 USED INTERRUPT [Jabba's Palace] [U]  
 Text: **Requirements:** A Jawa at a Tatooine site. **Wild cards (0-7):** sandcrawler sites, Magnetic Suction Tube, Jawa Siesta and Jawa Pack. **Clone cards:** Tatooine locations, sandcrawlers, Jawa weapons, and Utinnil! **Stakes:** One device or droid with out armor.

**•Ephant Mon** 1  
 Lore: Chevin smuggler. One of Jabba's few truly loyal associates. Keeps Jabba informed as to the various plots against his life. **Leader.**  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 2 ABILITY: 3 FORCE-ATTUNED  
 Text: 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.  
 DEPLOY: 4 FORFEIT: 2

**•EV-9D9** 1  
 Lore: MerenData EV supervisor droid. Particularly enjoys torturing power droids. A clumsy designer nearly broke this unit before it was shipped. She formerly worked at Cloud City.  
 CHARACTER-DROID [Jabba's Palace] [R]  
 POWER: 1 SUPERVISOR DROID  
 Text: During your control phase, may search Reserve Deck, take one power droid or Torture into hand and reshuffle. May Force drain at Droid Workshop, Droid Junkheap or Incinerator (+1 for each other droid present, including captive droids).  
 DEPLOY: 3 FORFEIT: 2

**•Fozec** Clarification 2  
 Lore: **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.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 1 ABILITY: 1  
 Text: Adds 2 to power of anything he pilots. While at a site you control, Imperials are immune to Ke Chu Ke Kukuta? at that site.  
 DEPLOY: 2 FORFEIT: 2  
 Icons: Pilot

**•Gailid** Clarification 2  
 Lore: Mosep's assistant. Accountant. **Tax collector.** Enjoys tending to Jabba's skills with Barada.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 1 ABILITY: 1  
 Text: Deploys free to same site as Mosep. Adds 2 to power of anything he pilots. While at Audience Chamber, adds 1 to your Force drains at Jabba's Palace sites.  
 DEPLOY: 3 FORFEIT: 2  
 Icons: Pilot

**Gamorrean Ax** Clarification 4  
 Lore: Built by Snogrutt, a Gamorrean engineer. Ax head contains an ultrasonic generator. Jabba's Gamorrean guards sometimes switch the power off to prove their might.  
 CHARACTER WEAPON [Jabba's Palace] [C]  
 Text: Use 1 Force to deploy on your Gamorrean. Adds 1 to power. When present at a site, Gamorrean draws one battle destiny if not able to otherwise. May target a character or creature for free. Draw destiny. Target hit if destiny > defense value.

**Gamorrean Guard** 2  
 Lore: Big, Strong, Dumb.  
 CHARACTER-ALIEN [Jabba's Palace] [C]  
 POWER: 4 ABILITY: 1  
 Text: Deploys only to Tatooine. Power -1 when not at a Tatooine site. May be sacrificed (lost) to cancel an attack just initiated by a creature present.  
 DEPLOY: 4 FORFEIT: 1  
 Icons: Warrior

**•Giran** 2  
 Lore: Kajain'a/Nikto. Loyal to Jabba. Helps tend the rancor with Malakili. Hopes to snare a kratt dragon someday and pit it against the rancor.  
 CHARACTER-ALIEN [Jabba's Palace] [R]  
 POWER: 2 ABILITY: 2  
 Text: Deploys only on Tatooine. Power +3 when defending a battle at a Jabba's Palace site. May forfeit in place of one of your alien leaders present who was 'hit' by a weapon, restoring that leader to normal.  
 DEPLOY: 2 FORFEIT: 2  
 Icons: Warrior

**•Herat** 3  
 Lore: Female Jawa shaman. Advised Witten during his plotting with Jabba. Agreed to fan the Hutt in return for his cooperation to help usurp Kalit.  
 CHARACTER-ALIEN [Jabba's Palace] [R]

**POWER:** 1      **ABILITY:** 3      **FORCE-ATTUNED**  
Text: Deploys only on Tatooine. During your control phase may search Reserve Deck, take 1 Utinnil or Jawa into hand and reshuffle. If you have 3 or more Jawas on table, may play Utinnil to cancel a Force drain at a related site or to cancel Control.  
**DEPLOY:** 3      **FORFEIT:** 2

**•Hermi Odle** **3**  
Lore: Baragwin assigned by Jabba to be the palace's master weaponsmith. Enemy of Pote Snitkin.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 3      **ABILITY:** 2  
Text: When in a battle, you may 'react' by deploying any one non-unique blaster (for free) on Hermi from Reserve Deck. reshuffle. When present with your Advosze at a site, allows your character weapons to transfer for free there.  
**DEPLOY:** 3      **FORFEIT:** 2  
Icons: Warrior

**•Hidden Weapons** **2**  
Lore: Boba Fett's Mandalorian armor was so versatile that his opponents never knew what to expect.  
**USED INTERRUPT** [Jabba's Palace] [U]  
Text: If Boba Fett, or your character with Mandalorian Armor is present during the weapons phase of a battle, target one opponent's character present. Draw Destiny: (0-1) no effect (2-3) character immediately captured (4-5) character is hit (6+) character immediately lost.

**•Hutt Bounty** **5**  
Lore: "Chissaa, picha gawanki Chewbacca. Yupon cogorato kama walpa kyess kashung kawa Wookiee."  
**EFFECT** [Jabba's Palace] [R]  
Text: Deploy on a smuggler, gambler, or thief. If subsequently captured by a bounty hunter and then transferred to Jabba's Palace Dungeon, retrieve Force equal to character's forfeit. (+6 if Han) and lose effect. (Immune to Alter.)

**•Hutt Smooch** **2**  
Lore: "We have powerful friends. You're gonna regret this." "Rota go ma namatota."  
**LOST INTERRUPT** [Jabba's Palace] [U]  
Text: Capture one opponents undercover spy ("cover is broken"). Or if opponent just deployed a spy to a site where opponent has no presence or Force icons, return spy to hand. Any Force used to deploy the spy remains used, and spy may not spy this turn.

**•Information Exchange** **5**  
Lore: Chisa nyooda ishaley. Kun Jabba neguda len Malta." "Ikkit ui! Yobbit, yobbiy. Nelan tui ke bada."  
**EFFECT** [Jabba's Palace] [U]  
Text: Deploy on your side of the table. Whenever you have an information broker at a location where you just initiated a battle, you may examine the top four cards of opponent's Reserve Deck. You may then lose 1 Force to immediately cancel the battle.

**•J'Quille** **2**  
Lore: Whipid spy in league with Lady Valarian. Years for battle. Enjoys hearing the screams of his victims. Plotting to kill Jabba.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 4      **ABILITY:** 1  
Text: Power +2 on Hoth. At the start of a battle, may cause one opponent's character of ability < 3 present to be excluded from the battle. While at Audience Chamber, all your other Whipids are forfeit +2.  
**DEPLOY:** 5      **FORFEIT:** 3  
Icons: Warrior

**•Jabba The Hutt** **1**  
Lore: 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.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 3      **ABILITY:** 4      **FORCE-SENSITIVE**  
Text: Deploy -2 at Tatooine or Nal Hutta. To move requires +2 Force. May escort a captive. While at Audience Chamber, adds 1 to forfeit of all your other aliens and allows you to activate 1 Force for whenever you Force drain with an alien. Immune to attrition < 4.  
**DEPLOY:** 6      **FORFEIT:** 7

**•Jabba's Palace Sabacc** **3**  
Lore: Jabba has won the service of many of his guards and other henchbeings through games of chance.  
**LOST INTERRUPT** [Jabba's Palace] [U]  
Text: **Requirements:** Gambler, gangster, smuggler or information broker at a Jabba's Palace site. **Wild cards (1-6):** Passenger Deck and deserts. **Clone cards:** Aliens and Jabba's Palace sites (gamblers and Jabba may use clones as 4). **Stakes:** One character weapon or non-unique alien.

**•JABBA'S PALACE: AUDIENCE CHAMBER**  
**LOCATION-SITE** [Jabba's Palace] [U]  
**DARK (2):** One per game you may deploy one alien here from Reserve Deck; reshuffle.  
**LIGHT (1):** If you control, may use 4 Force to cancel Scum and Villainy. Immune to Revolution.  
Icons: Interior, Planet

**•JABBA'S PALACE: DROID WORKSHOP**  
**LOCATION-SITE** [Jabba's Palace] [U]  
**DARK (1):** Your droids deploy -1 here.  
**LIGHT (0):** If you control, with a droid here, Force drain +1 here.  
Icons: Interior, Planet, Scomp Link

**•JABBA'S PALACE: DUNGEON**  
**LOCATION-SITE** [Jabba's Palace] [U]

**DARK (1):** Whenever a bounty hunter delivers a captive here, retrieve 2 Force (once per captive).  
**LIGHT (0):** If you control, may use 3 Force to release an imprisoned captive here.  
Icons: Interior, Planet

**•JABBA'S PALACE: ENTRANCE CAVERN**  
**LOCATION-SITE** [Jabba's Palace] [U]  
**DARK (1):** Bib Fortuna deploys -3 here. If you control, with a Gamorrean here, Force drain +1 here.  
**LIGHT (0):** If you control, Force drain +1 here and your aliens deploy -2 here.  
Icons: Interior, Exterior, Planet

**•JABBA'S PALACE: RANCOR PIT**  
**LOCATION-SITE** [Jabba's Palace] [U]  
**DARK (1):** Dark Waters may deploy here. If a creature present, cards cannot move from here.  
**LIGHT (0):** If your character here is 'eaten,' opponent retrieves Force equal to character's forfeit.  
Icons: Interior, Underground, Planet

**•Jabba's Sail Barge** *Clarification* **3**  
Lore: Ubrikkian sail barge. Custom built for Jabba with an armored hull and weaponry. Top speed of 100 kph. Used by the Hutt crimelord on his many trips to Mos Eisley.  
**TRANSPORT VEHICLE** [Jabba's Palace] [R]  
**POWER:** 5      **ARMOR:** 5      **LANDSPEED:** 2  
Text: Deploys only on Tatooine; you may immediately deploy Passenger Deck from your Reserve Deck and reshuffle. May add 1 driver and 7 passengers. Your aliens deploy -1 aboard.  
**DEPLOY:** 5      **FORFEIT:** 7  
Icons: Scomp Link

**•JABBA'S SAIL BARGE: PASSENGER DECK**  
**LOCATION-SITE** [Jabba's Palace] [R]  
**DARK (2):** Deploy on Jabba's Sail Barge. If you occupy, Sail Barge is immune to attrition.  
**LIGHT (0):** Your characters may enter/exit here for 4 Force each.  
Icons: Interior, Vehicle Site

**•••Jet Pack** **4**  
Lore: Mitrinomon Z-6 jet pack. Exhaust vents are used to maneuver in mid-flight. Gyro-stabilizer automatically applies counterthrust when landing.  
**DEVICE** [Jabba's Palace] [U]  
Text: Use 3 Force to deploy on any alien (except Boba Fett or Jabba). May 'fly' (landspeed = 3). May use 2 Force to move as a 'react'.

**•Kithaba** *Clarification* **2**  
Lore: Famous Klatooinian assassin. After disposing of a few more prisoners, plans to quit the killing business and become a full-time **musician**. Rises to the challenges he faces.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** \*      **ABILITY:** 2  
Text: Deploys only on Tatooine. Adds 1 to power of anything he pilots. Power = 1 + ability of opponent's highest-ability character present.  
**DEPLOY:** 4      **FORFEIT:** 2  
Icons: Pilot, Warrior

**•Klaatu** **3**  
Lore: Kadas'a/Nikto. Barada's main assistant. In charge of repairing Jabba's skiffs. **Gambler.** Always tries to make it back to the palace to watch the Rancor get fed.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 2      **ABILITY:** 1  
Text: Deploys only on Tatooine. Power +2 when with Barada or defending a battle a a Jabba's Palace site. During a battle at same site, may forfeit a transport vehicle present to satisfy all remaining battle damage and attrition against you.  
**DEPLOY:** 3      **FORFEIT:** 2  
Icons: Warrior

**•Malakii** **3**  
Lore: Corellian. Worked for Circus Horrificus. Disapproves of Jabba's treatment of the rancor. Plotting with Lady Valarian to steal the immense beast away from Jabba's palace.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 2      **ABILITY:** 1  
Text: Deploys only on Tatooine. During your control phase, may snare (steal) one creature or unoccupied creature vehicle present. Creatures at same site (except Sarlacc) do not attack and cannot be attacked.  
**DEPLOY:** 3      **FORFEIT:** 2

**Mos Eisley Blaster** *Clarification* **5**  
Lore: 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** [Jabba's Palace] [C]  
Text: Use 1 Force to deploy on your alien warrior (free if on Tatooine). May target a character for free. Draw destiny. Target is forfeit -2 for remainder of turn if destiny +2 > defense value.

**•Murtoc Yine** **2**  
Lore: **Information broker. Spy.** Has many nefarious contacts in the underworld. Contact point for many seeking employment with Jabba.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 2      **ABILITY:** 2  
Text: During your control phase, if at a Jabba's Palace site you control, may use 3 Force to search your Reserve Deck, take one other alien that is a smuggler, information broker, thief or spy into hand and reshuffle.  
**DEPLOY:** 3      **FORFEIT:** 2  
Icons: Warrior

**•NAL HUTTA**  
**LOCATION-SYSTEM** [Jabba's Palace] [R]

**DARK (2):** During your control phase, may search Reserve Deck, take one Bounty or Hutt Bounty into hand; reshuffle.  
**LIGHT (0):** If you control, Force drain -1 here and opponent's Nal Hutta game text is canceled.  
Icons: Planet, Parsec: 3

**Nikto** **3**  
Lore: Several different types if Nikto were sold to Jabba by slavers. Compete with Weequay to prove themselves the stronger species.  
**CHARACTER-ALIEN** [Jabba's Palace] [C]  
**POWER:** 2      **ABILITY:** 1  
Text: Deploys only to a Jabba's Palace site. Power and forfeit +2 when defending a battle at a Jabba's Palace site.  
**DEPLOY:** 3      **FORFEIT:** 3  
Icons: Warrior

**•Nizuc Bek** **3**  
Lore: Guard from Corulag. Former bouncer at the Mos Eisley cantina. Assigned by Jabba to guard celebrities visiting Jabba's palace. Friend of Wuher. Loves juri juice.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 2      **ABILITY:** 1  
Text: Power +3 when present with your musician. When present at the start of a battle, may cause one character of ability less than X to move away for free (or that character is immediately lost) where X = the number of your musicians present.  
**DEPLOY:** 3      **FORFEIT:** 2

**None Shall Pass** **5**  
Lore: Jabba's Gamorrean guards keep a watchful eye for unwelcome guests. **USED INTERRUPT** [Jabba's Palace] [C]  
Text: 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 opponents hand. Any Force used to deploy that Rebel remains used, and Rebel may not be deployed for the remainder of the turn.

**•Nysad** **3**  
Lore: Kajain'sa/Nikto. Fiercely loyal to Jabba. Stands guard over the sail barge during the Hutt's many trips to Mos Eisley.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 2      **ABILITY:** 1  
Text: Deploys only on Tatooine. May deploy as a 'react' to a Jabba's Palace site or aboard a vehicle at a Tatooine site. Power +3 when defending a battle at a Jabba's Palace site.  
**DEPLOY:** 2      **FORFEIT:** 1

**•Ortugg** **3**  
Lore: Gamorrean in charge of the Gamorreans at Jabba's palace. Posted to stand guard at the entrance cavern. Assigned by Jabba to keep an eye on Tessek.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 4      **ABILITY:** 1  
Text: Deploys only on Tatooine. Functions as a leader if present with another Gamorrean. While at Audience Chamber, all your other Gamorreans are forfeit +2.  
**DEPLOY:** 4      **FORFEIT:** 3

**•Pote Snitkin** **3**  
Lore: Skilling **smuggler.** Supplied Jabba's henchmen with weapons when he was Hermi Odle's predecessor. An excellent driver.  
**CHARACTER-ALIEN** [Jabba's Palace] [R]  
**POWER:** 2      **ABILITY:** 2  
Text: When driving a vehicle, that vehicle is power +3 and moves for free. While at Audience Chamber, all your other Skillings are power +2 and forfeit +1.  
**DEPLOY:** 3      **FORFEIT:** 3

**Quarren** **3**  
Lore: Nicknamed "squidheads." Quarren share their watery homeworld with the Mon Calamari. Betrayed their planet to the Empire. Dwell on the past. Rarely look to the future.  
**CHARACTER-ALIEN** [Jabba's Palace] [C]  
**POWER:** 1      **ABILITY:** 2  
Text: If present at a non-shielded site, your Imperials may deploy there (regardless of location deployment restrictions). When at a planet site, Tactical Support, Imperial Reinforcements and Full Scale Alert are Used Interrupts.  
**DEPLOY:** 2      **FORFEIT:** 2

**Quick Reflexes** **3**  
Lore: Boba Fett's helmet has infrared capabilities, a motion tracking system, a macrobinocular viewer, an internal comlink and a broadband antenna. He doesn't miss a thing.  
**EFFECT** [Jabba's Palace] [C]  
Text: Deploy on your side of table. During your draw phase, you make use 2 Force to search through your Lost Pile. Take one Hidden Weapons into hand or take any one blaster and immediately deploy it (for free).

**•Rancor** **1**  
Lore: Indigenous to Dathomir, but found on several dozen worlds throughout the galaxy. Vicious predator. Sometimes kept as pets by eccentric and crime lords.  
**GIGANTIC PREDATOR** [Jabba's Palace] [R]  
**POWER:** 8      **HIDE:** 5  
Text: \* Ferocity = 8 + destiny. Habitat: Rancor Pit and exterior planet sites. Deploys only to the rancor pit or to where Malakii is the only character. Moves towards another Rancor whenever possible.  
**DEPLOY:** 6      **FORFEIT:** 0

**•Ree-Yees** 3  
Lore: Gran convicted of murder. Exiled from his homeworld. **Smuggler** and **bounty hunter**. Slowly going insane. Fond of making things explode. Plotting to kill Jabba.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 3 ABILITY: 3 FORCE-ATTUNED  
Text: 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.  
DEPLOY: 3 FORFEIT: 3

Icons: Warrior  
**•Resistance** 4  
Lore: Oola had to choose between giving in to Jabba's constant advances or resisting him and inciting his wrath.  
EFFECT [Jabba's Palace] [U]  
Text: Deploy on your side of table. While you occupy at least 3 battlegrounds or opponent occupies no battle grounds, you lose no more than 2 Force from each Force drain or insert card. (Immune to Alter.)

**•Salacious Crumb** 3  
Lore: Male Kowakian. Prankster. Humiliates others for Jabba's amusement. His life depends on making Jabba laugh at least once per day.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 0 ABILITY: 1  
Text: Opponent may initiate battle at same site for free. At same or adjacent site, whenever an 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!)  
DEPLOY: 1 FORFEIT: 3

**•Sandwhirl** 4  
Lore: Called "Teeth Of The Wind" by Tusken Raiders. Only those familiar with Tatooine's vast deserts can navigate successfully during its furious onslaught.  
MOBILE EFFECT [Jabba's Palace] [U]  
Text: Deploy on a Desert. Specify starting direction. All characters (except Jawas and Tusken Raiders) present at same non-interior site are missing. During your control phase, moves to next adjacent site (reversing directions as necessary), but lost if at an interior site.

**•Scum And Villainy** 4  
Lore: A relief in Nal Hutta sandstone. Hand-carved by slaves of the great Hutt artist Dreyba. Commissioned by Jabba to illustrate his vast influence. Titled "Ne Ganna Dateel Jabba."  
EFFECT [Jabba's Palace] [R]  
Text: Deploy on Audience Chamber. While all your ability on table is provided by aliens and independent starship pilots, your aliens and starships deploy -1 and you retrieve 2 Force whenever you initiate battle. (Immune to Alter if you control at least three Jabba's Palace sites.)

**Skiff** Clarification 2  
Lore: Repulsorlift engine. 9.2 meters long. controlled by two directional steering vanes. Jabba's fleet of skiffs is maintained by Barada.  
TRANSPORT VEHICLE [Jabba's Palace] [C]  
POWER: 3 MANEUVER: 3 LANDSPEED: 3  
Text: Deploy -1 to a Tatooine site. May add 1 driver and 5 passengers. May move as a 'react.' If lost, any characters aboard may "jump off" (disembark).  
DEPLOY: 3 FORFEIT: 3  
Icons: Scomp Link

**Skirling** 4  
Lore: Regarded as whiners. Skirlings are a scavenger species. Steal from corpses left behind on battlefields. Feed on carrion and uncooked meat. Avoided by many species.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 2 ABILITY: 1  
Text: Once per turn, may steal a weapon or device from an opponent's character just lost or forfeited where present. When you play Tusken Scavengers, may steal vehicles, weapons and devices found (place them in your Used Pile).  
DEPLOY: 2 FORFEIT: 2  
Icons: Warrior

**•••TATOoine: DESERT**  
LOCATION-SITE [Jabba's Palace] [C]  
DARK (1): Your character movement from here (except for scouts) requires +1 landspeed.  
LIGHT (1): Your character movement from here (except for scouts) requires +1 landspeed.  
Icons: Exterior, Planet

**•TATOoine: GREAT PIT OF CARKOON**  
LOCATION-SITE [Jabba's Palace] [U]  
DARK (1): During your control phase may cause Sarlacc to immediately attack one captive present.  
LIGHT (0): -  
Icons: Exterior, Planet

**•TATOoine: JABBA'S PALACE**  
LOCATION-SITE [Jabba's Palace] [U]  
DARK (2): During your deploy phase, may deploy one Jabba's Palace site from Reserve Deck; reshuffle.  
LIGHT (1): If you control, opponent's Jabba's Palace game text here is canceled. Immune to Revolution.  
Icons: Exterior, Planet

**•Taym Drengaren** Clarification 3  
Lore: Instigator of several Sand People raids on Tatooine. Keeps the Tusken Raiders well supplied so they can keep local authorities distracted from Jabba's activities.  
CHARACTER-ALIEN [Jabba's Palace] [R]

POWER: 2 ABILITY: 1  
Lore: When on Tatooine, may cancel any result of Kratt Dragon Bones. While at Audience Chamber, all your Tusken Raiders are power = 3 and forfeit +2.  
DEPLOY: 1 FORFEIT: 2

**•Thermal Detonator** 3  
Lore: Strictly regulated. Dangerously unstable. Explosive baradium core. Class-A type has blast radius of 20 meters. Can be programmed with a very sensitive deadman's switch.  
CHARACTER WEAPON [Jabba's Palace] [R]  
Text: Use 3 Force to deploy on any bounty hunter, when collecting a bounty, adds 3 to Force retrieved. Also, may detonate at same site. draw 3 destiny, all cards (except effects) with any of those destiny numbers at that site are lost. Thermal Detonator is also lost.

**•Thul Fain** Clarification 2  
Lore: **Gambler** who bets on how long the Rancor's victims will last. Formerly an Imperial pilot who worked with Lieutenant Tanbris. Now a **smuggler** for Jabba.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 2 ABILITY: 1  
Text: Deploys free to your [Independent] starship. Adds 2 to power of anything he pilots. When with Lieutenant Tanbris in a battle at a system, adds 2 to each of your battle destiny draws.  
DEPLOY: 2 FORFEIT: 3  
Icons: Pilot

**•Torture** 6  
Lore: "We have been without an interpreter since our master got angry with our last protocol droid and disintegrated him."  
USED OR LOST INTERRUPT [Jabba's Palace] [C]  
Text: Cancel Never Tell Me The Odds if it was just inserted or revealed. (Immune to Sense). LOST: Target a droid at Droid Workshop that you have captured or stolen. Droid is lost. Retrieve Force equal to droid's forfeit (doubled if stolen).

**Trandoshan** 3  
Lore: Trandoshans refer to themselves as T'doshok. Hate Wookiees. Many have come to work for Jabba, attempting to emulate the success of Bossk.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 3 ABILITY: 1  
Text: Power and Forfeit +1 at same site as a Wookiee or while Bossk at Audience Chamber. When in battle at same site as a bounty, adds 1 to attrition against opponent.  
DEPLOY: 4 FORFEIT: 2  
Icons: Warrior

**•Trap Door** 5  
Lore: "Boscka!"  
USED INTERRUPT [Jabba's Palace] [U]  
Text: If you have no characters in the rancor pit at the end of your deploy phase, target a character (even a captive) at audience chamber. Draw destiny. If destiny +2 is greater than ability, target relocated to rancor pit, and, if captive, released to the LS of the rancor pit (not used pile).

**•Twi'lek Advisor** 5  
Lore: "He's no Jedi."  
USED OR STARTING INTERRUPT [Jabba's PaLace] [C]  
Text: USED: Use 3 Force to search your Reserve Deck and take one Effect of any kind into hand; reshuffle. STARTING: Deploy from your Reserve Deck one Effect which has no deploy cost; reshuffle. Place Interrupt in the Lost Pile.

**•Vedain** 2  
Lore: Kajain'sa'Nikto **scout**. Sold by his family into slavery to Jabba. **Gambler**. Plays sabacc with his fellow Nikto.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 2 ABILITY: 1  
Text: Deploys only on Tatooine. During your control phase, if at a Jabba's Palace site, may use 2 Force to make a 'wager'. Both players draw one destiny. Player with lower number loses 1 Force.  
DEPLOY: 2 FORFEIT: 2

**•Velken Tezeri** 3  
Lore: Assigned by Jabba to work with Hermi Odle. Former technician for the Empire. Developed a method to remotely control seekers. Plotting to kill Jabba.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 2 ABILITY: 1  
Text: When at a site you control, allows your Seekers to deploy free there. Also allows your Seekers to move for free and to ignore any or all potential target(s) whenever you choose.  
DEPLOY: 3 FORFEIT: 2  
Icons: Warrior

**Vibro-Ax** 4  
Lore: 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 [Jabba's Palace] [C]  
Text: Use 3 Force to deploy on any alien warrior. Adds 1 to power. May target using 1 Force. Both players draw destiny. Target immediately excluded from battle if warrior's power + your destiny > target's power + opponent's destiny.

**•Vizam** 3  
Lore: Kajain'sa'Nikto. Keeps Jabba's vehicles and starships well armed. Has hidden several weapon caches on board Jabba's sail barge.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 2 ABILITY: 1  
Text: Deploys only on Tatooine. Power +3 when defending a battle. If with your Advosez during your control phase, may search Reserve Deck, take one vehicle weapon into hand and reshuffle. Your vehicle weapons deploy free at same site.  
DEPLOY: 3 FORFEIT: 3

**•••Weequay Guard** 3  
Lore: Weequay are extremely fierce warriors. Species name means, "follower of Quay". Very religious. Communicate through pheromones. Smell really bad.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 3 ABILITY: 1  
Text: Deploys only on Tatooine. Deploy -1 to same site as any Weequay. When at same site as any Weequay, (except Weequay Guards), may draw one battle destiny if not able to otherwise.  
DEPLOY: 3 FORFEIT: 1  
Icons: Warrior

**•••Weequay Hunter** 3  
Lore: 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.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 3 ABILITY: 1  
Text: Deploys only on Tatooine. When present at the start of a battle, may sacrifice (lose) one of your Banthas present: adds 2 to power of each Weequay there for remainder of turn. (May not sacrifice if Tusken Raiders present out number Weequay present).  
DEPLOY: 4 FORFEIT: 2  
Icons: Warrior

**•••Weequay Marksman** Clarification 2  
Lore: Patient and quiet. Jabba uses many of his Weequay henchmen as assassins. Use wump rats for target practice during their religious ceremonies.  
CHARACTER-ALIEN [Jabba's Palace] [U]  
POWER: 2 ABILITY: 1  
Text: Deploys only on Tatooine. 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).  
DEPLOY: 4 FORFEIT: 3  
Icons: Warrior

**•••Weequay Skiff Master** 2  
Lore: Many of the Weequay at Jabba's palace work for Barada. Enjoy racing their skiffs. Dislike the Nikto guards at Jabba's palace.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 2 ABILITY: 1  
Text: Deploys only on Tatooine. Power +2 When defending a battle or when with another Weequay in battle. Adds 3 to power of any Skiff he drives.  
DEPLOY: 4 FORFEIT: 2  
Icons: Warrior

**•Well Guarded** 6  
Lore: Most of Jabba's guards had been sold to the Hutt and were too scared (or too dumb) to leave. Jabba assigned his best guards to watch over his most prized possessions.  
EFFECT [Jabba's Palace] [U]  
Text: Deploy on you side of table. While you have fewer than 13 cards in your hand, your non-unique cards in hand (except effects of any kind and any interrupts) are immune to Grimtaash. (Immune to Alter while you occupy 2 battlegrounds).

**Whiphid** 2  
Lore: Whipfids originate from Toola in the Kaelta system, a planet extremely distant from its sun. Accustomed to hunting for prey in the near dark and the bitter cold.  
CHARACTER-ALIEN [Jabba's Palace] [C]  
POWER: 3 ABILITY: 1  
Text: Power +2 on Hoth. Forfeit +2 under nighttime conditions. When at a site, if opponent cancels Sunsdown at the related system, causes Effect to go to Used pile, and you may retrieve 2 Force.  
DEPLOY: 4 FORFEIT: 1

**•Wittin** 2  
Lore: Male Jawa. **Leader** of a large tribe of Jawas. Plotting with Jabba to take control of a neighboring tribe's territory.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 2 ABILITY: 2  
Text: Deploys only on Tatooine. Your Jawa Pack is not unique, is doubled, deploys free (or for 6 Force from each player) and cumulatively affects your Jawa's forfeit. While at Audience Chamber or Jawa Camp, all your other Jawas are power +2.  
DEPLOY: 3 FORFEIT: 3

**•Wooff** Clarification 3  
Lore: Kadas'sa'Nikto. One of Jabba's best pilots. Often pilots Jabba's space yacht. **Smuggler**. Prefers to be flying combat starfighters.  
CHARACTER-ALIEN [Jabba's Palace] [R]  
POWER: 2 ABILITY: 2  
Text: Deploys only at Tatooine. Power +2 when defending a battle at a Jabba's Palace site. Adds 2 to power of anything he pilots (3 if piloting an [Independent] starship or if Jabba is aboard).  
DEPLOY: 4 FORFEIT: 2  
Icons: Pilot

**•Wounded Wookiee** 2  
Lore: When blaster fire from the barge's gun hit Chewie's skiff, his leg was injured by shrapnel. This setback distracted the Rebels, causing them to momentarily lose their advantage.  
LOST INTERRUPT [Jabba's Palace] [U]  
Text: During a battle, if opponent drew more than two battle destiny, cancel all but two of those destiny draws (your choice). OR If your non-unique alien is in a battle, cancel game text of one Rebel present for remainder of turn. OR Cancel Clash Of Sabers.

\*\*\*Yuzzum

3

Lore: Native to Endor, Yuzzum compete with Ewoks for food and resources. Possess thick, wooly coats. Hunt in packs. Have a musical language, making them excellent **musicians**.

CHARACTER-ALIEN [Jabba's Palace] [C]

POWER: 2 ABILITY: 1

Text: Deploys only on Endor or to same site as a bounty hunter. Power +2 when present with an Ewok. During your control phase, if a bounty hunter or Rodian present, may search Reserve Deck, take one We Have A Prisoner into hand and reshuffle.

DEPLOY: 2 FORFEIT: 2

Icons: Warrior

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