

Jabba the Hutt

The Hutts are a race renown for their petty cruelty and merciless business, and Jabba is the Hutt of Hutts. From his desert palace on Tatooine, Jabba is perhaps the most successful private crimelord in the galaxy. A seemingly endless supply of mercenaries and thugs serve to keep Jabba in power.

Jabba relies on his goons to deal real damage; *My Kind of Scum* makes sure you have some goons around to do the damage when you need them. *Have You Now, Hua Hua* and *Now You're Bantha Poodoo* serve to put your opponent's character where you need them in order to make the most use of *There Will Be No Bargain*. *Underworld Influence* and *Weak Minded Fool!* serve to hinder your opponent while you build toward your winning combo.

Jabba the Hutt™



	1	2	3	4		
	5	6	7	8		
	10	11	12	13		

Hired Thugs™




	1	2	3	4	
	1	2	3	4	



SPECIAL




Jabba the Hutt

THERE WILL BE NO BARGAIN

Play anytime on your turn.
Choose any character. That character receives 2 damage for each Hired Thug adjacent to him/her.

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UNDERWORLD INFLUENCE

Play anytime on your turn.
Look at the top 4 cards of any draw pile. Choose 1 card to discard, and replace the remaining 3 back on top of the draw pile in any order.
Draw a card.

SPECIAL



Jabba the Hutt

WEAK MINDED FOOL!

Play anytime on your turn.
Jabba recovers up to 4 health.
Choose an opponent. That player must choose and discard 2 cards.

SPECIAL



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NOW YOU'RE BANTHA POODOO

Play anytime on your turn.
Move any character adjacent to Jabba up to 3 spaces. That character receives 3 damage and can not move until after your next turn.

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Play anytime on your turn.
Look at the top 4 cards of any draw pile. Choose 1 card to discard, and replace the remaining 3 back on top of the draw pile in any order.
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Jabba recovers up to 4 health.
Choose an opponent. That player must choose and discard 2 cards.

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NOW YOU'RE BANTHA POODOO

Play anytime on your turn.
Move any character adjacent to Jabba up to 3 spaces. That character receives 3 damage and can not move until after your next turn.

SPECIAL



Jabba the Hutt

HAVE YOU NOW, HUA HUA

☞ Play anytime on your turn.
Move any character in play to any empty space adjacent to Jabba.

Playing this card does not count as an action.

SPECIAL



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HAVE YOU NOW, HUA HUA

☞ Play anytime on your turn.
Move any character in play to any empty space adjacent to Jabba.

Playing this card does not count as an action.

SPECIAL



Jabba the Hutt

MY KIND OF SCUM

☞ Play anytime on your turn.
Restore any destroyed Hired Thugs to play in any empty space adjacent to Jabba.



Attack **5**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**



Attack **3**

Defend **2**



