


Jabba the Hutt



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18					

Gamorrean Guard



	1	2	3	4	
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SPECIAL



Jabba the Hutt

I SHALL ENJOY WATCHING YOU DIE

Play anytime on your turn.

Choose a character. The opponent controlling that character must choose and discard 2 cards.

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4
Defend



Jabba the Hutt

WEAK-MINDED FOOL

Play when Jabba is defending.

After attacking, the player controlling the attacking character must discard 1 card at random. If they cannot, the attacking character takes 3 damage.

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SPECIAL




Jabba the Hutt

PRICE ON YOUR HEAD

Play anytime on your turn.

Choose a character. Until Jabba or that character are destroyed, all attacks against that character are increased by 1 damage. Leave this card face up until the chosen character or Jabba are destroyed.

SPECIAL



Jabba the Hutt

REINFORCEMENTS

Play anytime on your turn.

Return one destroyed Gamorrean Guard with no damage adjacent to Jabba the Hutt. Jabba the Hutt may not heal until all Gamorrean Guards have been destroyed.

Attack
2

Defend
3



Attack
1

Defend
4



Attack
1

Defend
4





