

**Attack**  
0

**Defense**  
3

Jar-Jar may add 1 point to either his Attack or Defense value for each friendly Gungan adjacent to the defender.

Jar-Jar Binks™

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**Attack**  
1

**Defense**  
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**TWEAK**

**Defense**  
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“TWEAK”

**Attack**  
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**SPECIAL**



**Jar-Jar Binks™**

**MUY GUNGANS BE HERE!**  
 ▶▶ Play on your turn.

Return to play all Gungan minors that have been eliminated. They reappear on empty spaces adjacent to Jar-Jar, or as close as possible, with all wound points.

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**SPECIAL**



**Jar-Jar Binks™**

**SPECIAL**



**Jar-Jar Binks™**

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**Jar-Jar Binks™**

**EXSQUEEEZE ME...**  
 ▶▶ Play on your turn.

Select a character adjacent to Jar-Jar. The controlling player must randomly discard 2 cards.

**EXSQUEEEZE ME...**  
 ▶▶ Play on your turn.

Select a character adjacent to Jar-Jar. The controlling player must randomly discard 2 cards.

**STEADY, STEADY...**  
 ▶▶ Play on your turn.

Each player on your team may draw 1 card EXCEPT you. You may heal Jar-Jar for 3 points instead.

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**Attack**  
4\*



**Jar-Jar Binks™**

**Attack**  
4\*



**Jar-Jar Binks™**

**Defense**  
3\*  
TWEAK



**Jar-Jar Binks™**

**MEESA TRIPPIN' ON YOU!**  
 ▶▶ Play when Jar-Jar is attacking.

If the attack causes any damage, place the defender on its side. That character may not attack, defend, or move until the owner discards 2 cards to stand it up.

**MEESA TRIPPIN' ON YOU!**  
 ▶▶ Play when Jar-Jar is attacking.

If the attack causes any damage, place the defender on its side. That character may not attack, defend, or move until the owner discards 2 cards to stand it up.

**OOCHIE!**  
 ▶▶ Play when Jar-Jar is defending.

Defend at a value of 3. If Jar-Jar loses, he is eliminated. You may recover wound points to keep Jar-Jar in play at a cost of 1 point for each card you discard.

"TWEAK"

Defense

5\*



Jar-Jar Binks™

**HOW WUUDE!**

▶▶ Play when Jar-Jar is defending.

If the defense fails, Jar-Jar takes no damage. Instead, you must lose a matching number of chosen cards from your hand, if possible.

Defense

5\*



Jar-Jar Binks™

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▶▶ Play when Jar-Jar is defending.

If the defense fails, Jar-Jar takes no damage. Instead, you must lose a matching number of chosen cards from your hand, if possible.

SPECIAL



Gungans™

**TOSSIN' DA BOMBA!**

▶▶ Play during your turn.

Pick a character within 5 spaces of the attacker. Roll the move die. That is the damage the character takes. If an 'ALL' result, apply to all adjacent characters.

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Attack

3\*



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**SHIELD PUSH**

▶▶ Play when a Gungan is attacking.

Add 2 Attack points for each added Gungan (Jar-Jar, too) adjacent to the defender. If the defender takes any damage, the defending player must also discard 1 card.

Attack

3\*



Gungans™

**SHIELD PUSH**

▶▶ Play when a Gungan is attacking.

Add 2 Attack points for each added Gungan (Jar-Jar, too) adjacent to the defender. If the defender takes any damage, the defending player must also discard 1 card.

SPECIAL



Gungans™

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Pick a character within 5 spaces of the attacker. Roll the move die. That is the damage the character takes. If an 'ALL' result, apply to all adjacent characters.

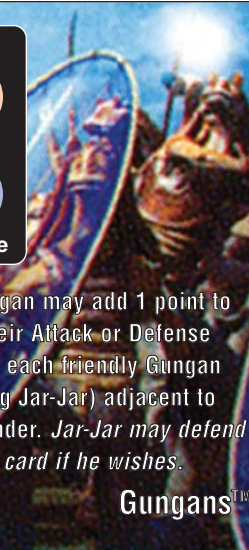
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Attack

0

2

Defense



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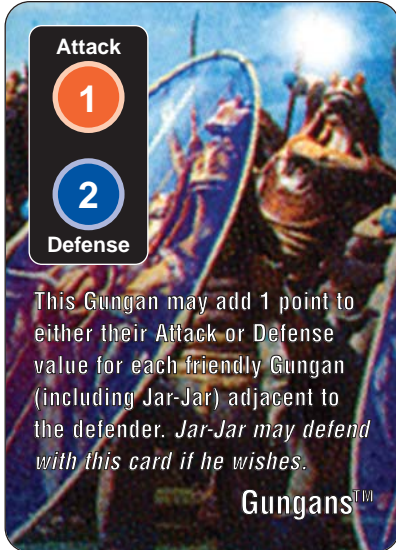
This Gungan may add 1 point to either their Attack or Defense value for each friendly Gungan (including Jar-Jar) adjacent to the defender. Jar-Jar may defend with this card if he wishes.

Attack

1

2

Defense



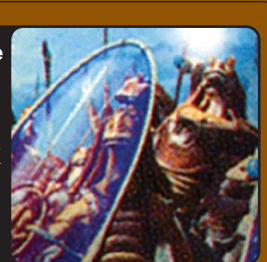
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TWEAK



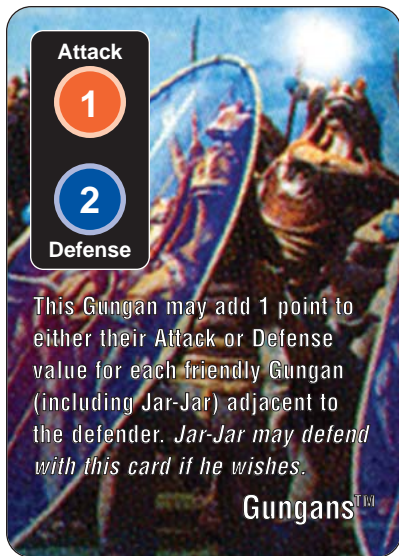
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**SHIELD WALL**

▶▶ Play when a Gungan is defending.

Add 2 Defense points for each additional Gungan (Jar-Jar, too) adjacent to the defender. If no damage is taken, the attacking player must discard 1 card.

"TWEAK"

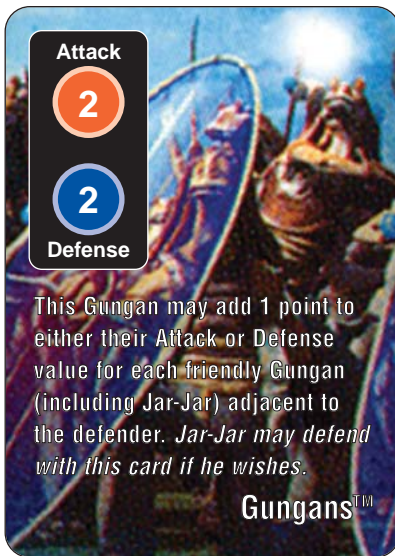


**Attack**  
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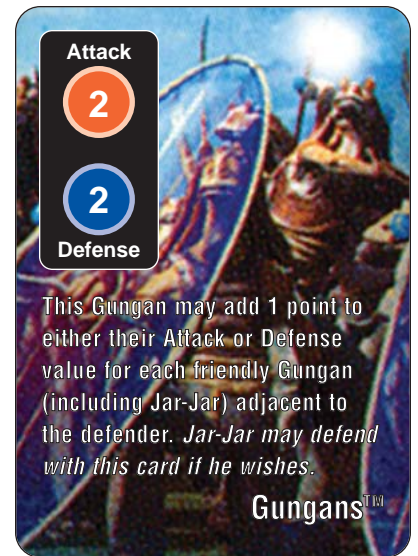


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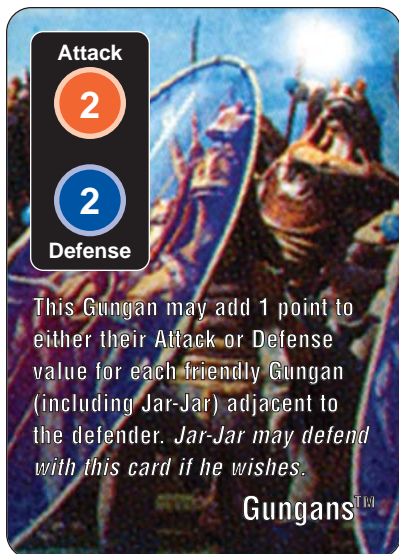
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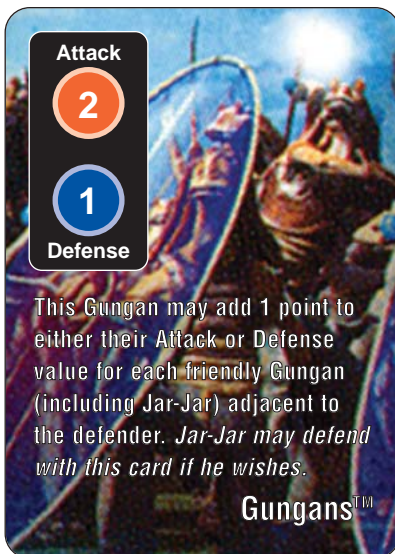


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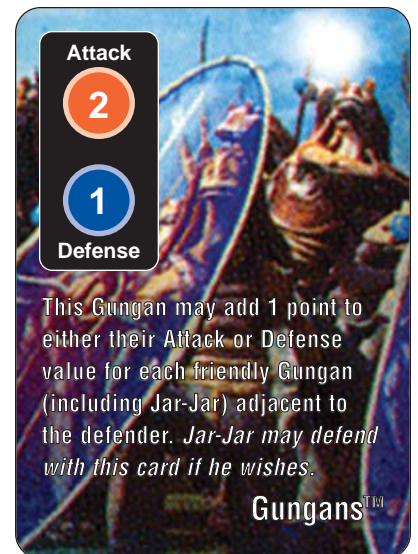


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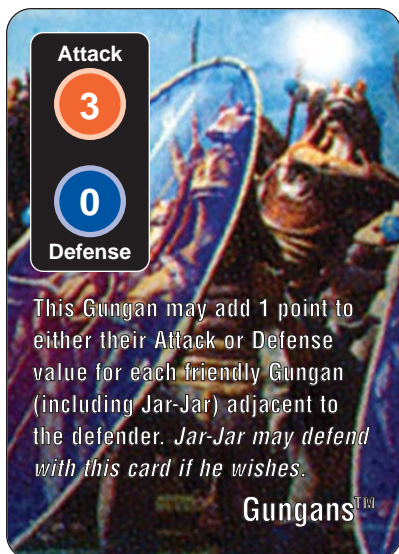
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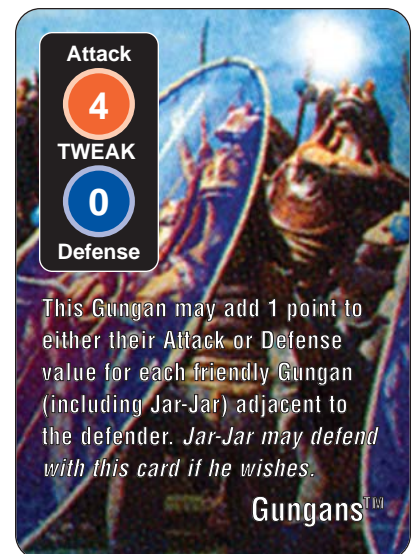
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### How to Use “TWEAK” Cards...

“TWEAK” cards are extra cards that may be used to fine-tune a particular deck to a player’s tastes or to address unseen balance issues within the deck itself and against other decks. Tweak cards are NOT a part of the standard deck for a particular character. Tweak cards may only be introduced if all players in a game agree to use one, some, or all of them. When introducing a Tweak card into a deck, another card within the original deck must be dropped out to make room for it. The dropped card may not be used in for play in the upcoming game.



**Attack**  
4

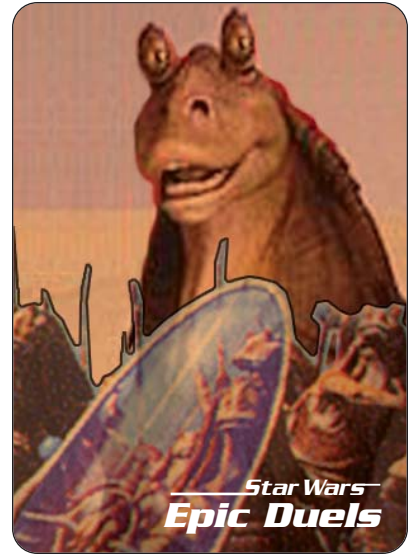
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“TWEAK”



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Jar-Jar Binks™

	1	2	3	4	5	
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**Notes:** Jar-Jar may use all Gungan Basic combat cards in his own defense. A defending character placed on its side from the play of **MEESA TRIPPIN' ON YOU** may NOT also stand up with the assistance of cards discarded caused by the play of **EXSQUEEEZE ME**.



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	1	2	3	4	
	1	2	3	4	