

Jabba the Hutt



●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	●		



Bib Fortuna



●	1	2	3	4	5
6	7	8	9	●	









SPECIAL

Jabba the Hutt  
CRIME LORD

Play anytime on your turn.  
Choose any player. That player chooses 2 cards. Put the chosen cards in your hand. When those cards are discarded, put them into the owner's discard pile.

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SPECIAL

Jabba the Hutt  
THERE WILL BE NO BARGAIN

Play anytime on your turn.  
Choose and discard up to 2 cards. Choose any character. For every card discarded, the chosen character receives 2 damage.

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SPECIAL

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SMUGGLING RING

Play anytime on your turn.  
Choose and discard up to 2 cards. For every card discarded, draw 2 cards.

 <p>Attack 3</p> <p><b>Bib Fortuna</b> <b>CLOAK AND DAGGER</b></p> <p>Play when Bib is attacking. <b>The player controlling the defending character must choose and discard 2 cards.</b></p>	 <p>Attack 3</p> <p><b>Bib Fortuna</b> <b>CLOAK AND DAGGER</b></p> <p>Play when Bib is attacking. <b>The player controlling the defending character must choose and discard 2 cards.</b></p>	 <p>Attack 3</p> <p><b>Bib Fortuna</b> <b>CLOAK AND DAGGER</b></p> <p>Play when Bib is attacking. <b>The player controlling the defending character must choose and discard 2 cards.</b></p>
 <p>Attack 8*</p> <p><b>Bib Fortuna</b> <b>MAJORDOMO'S INFLUENCE</b></p> <p>Play when Bib is attacking. <b>*Decrease the attack value of this card by 1 for every 2 cards in the player controlling the defending character's hand after a defense card is played (if any).</b></p>		

