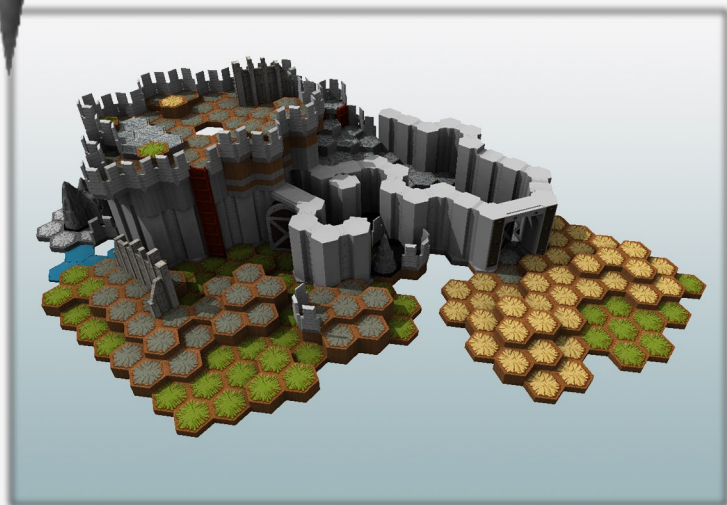




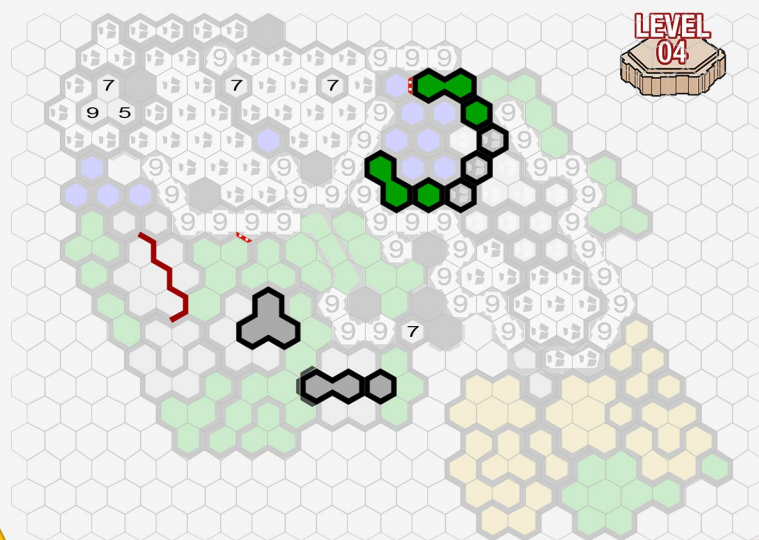
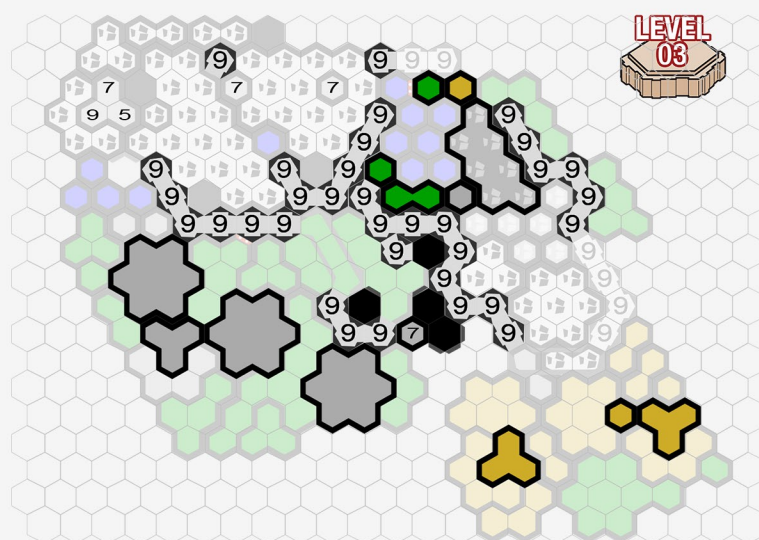
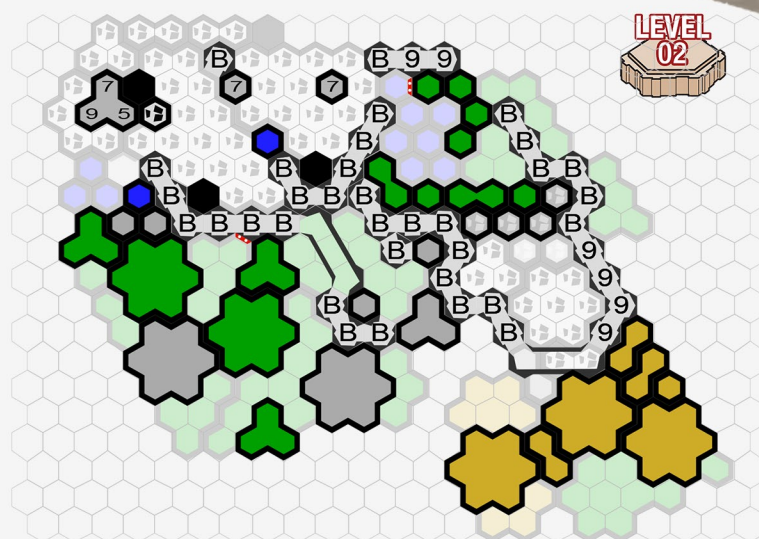
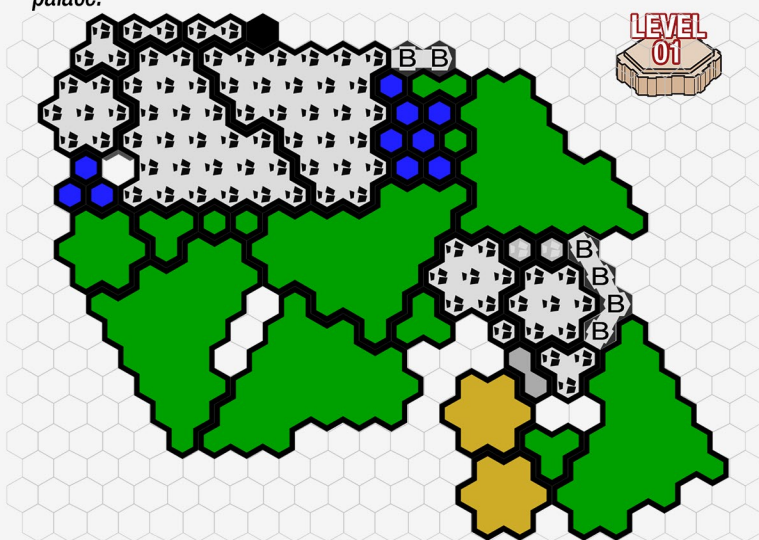
# JABBA'S PALACE



**Required Sets :** 1 Rise of the Valkyries™ - Master Set,  
1 Battle for the Underdark™ - Master Set,  
2 Fortress of the Archykie  
1 Road to the Forgotten Forest.

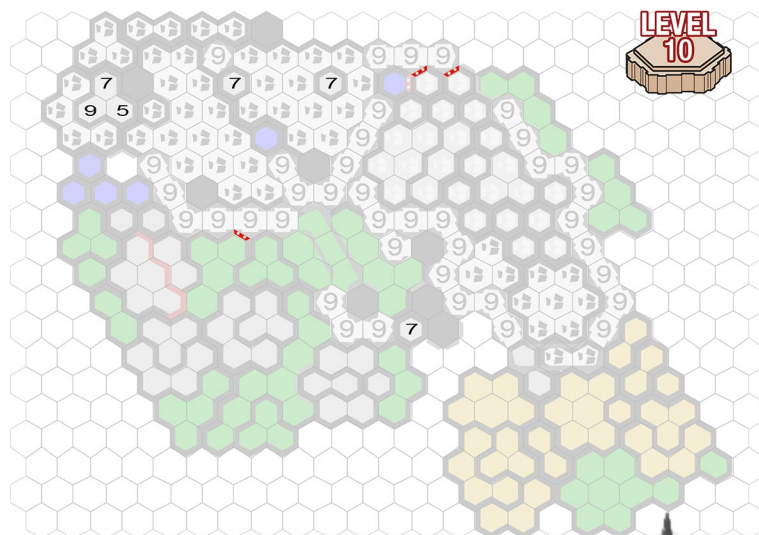
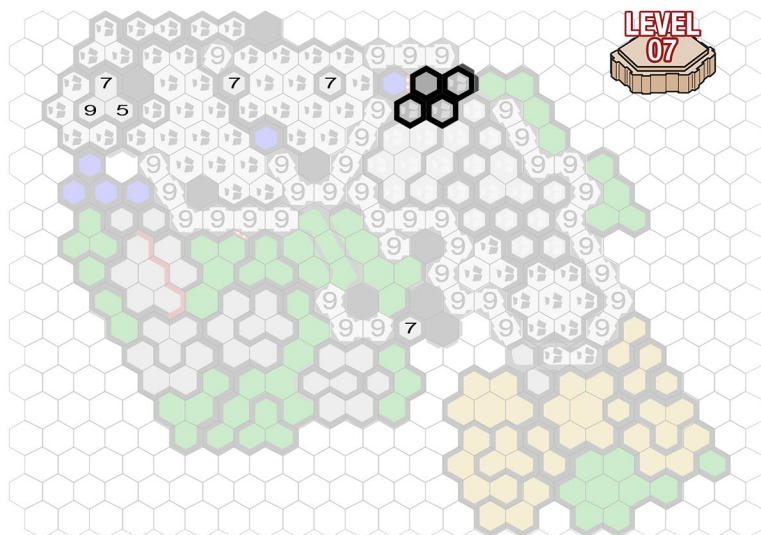
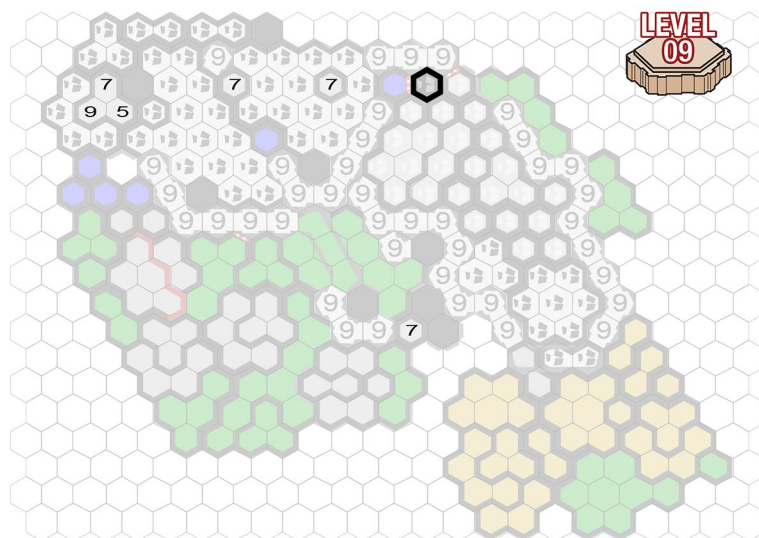
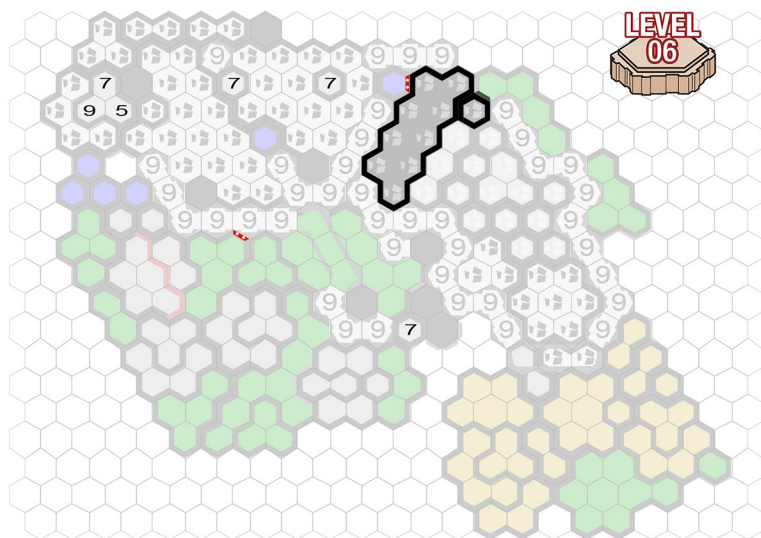
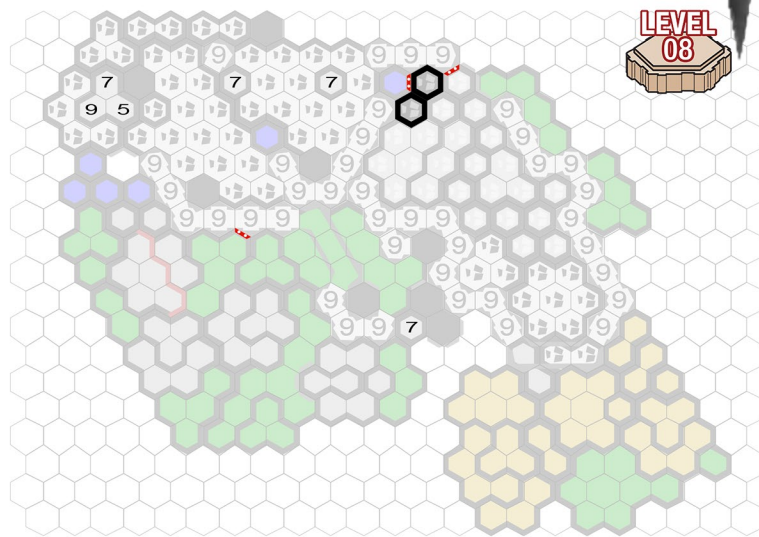
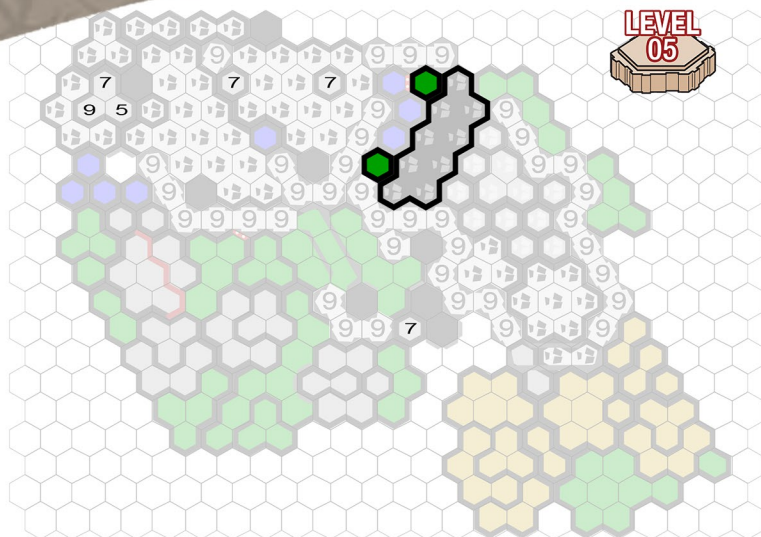
**Jabba's Palace** was the base of operations for Jabba the Hutt, a crime lord and ruling member of the Grand Hutt Council. The palace was located in the Dune Sea on Tatooine, and was accessible on land by a single dirt road that stretched through a canyon.

The palace, constructed with sandblasted metal and stone, was where Jabba conducted illicit business deals. Jabba would entertain guests in a throne room, which also had a live band and overlooked a pit that contained a rancor. The palace was an old monastery that had been fortified for Jabba's purposes by master armorers. After presenting the Hutt with the bill for their services, the armorers became the first prisoners of the crime lord. Despite having designed the fortifications, they were never able to escape the thick walls and cruel traps of the palace.





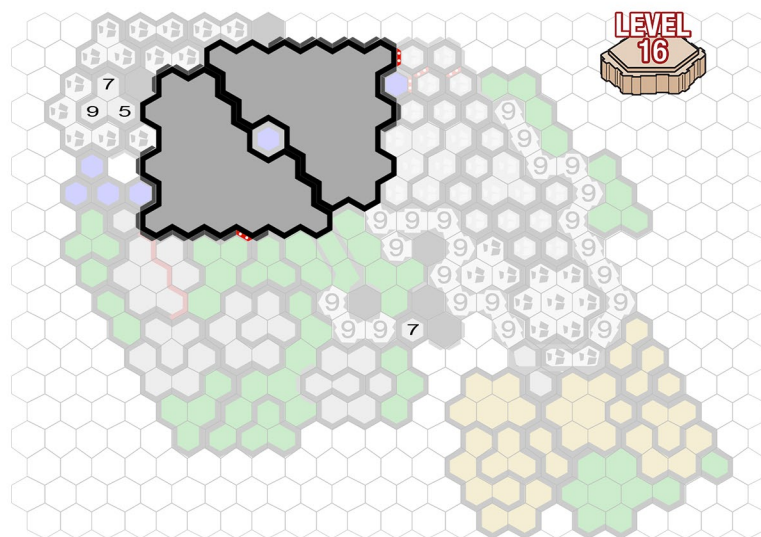
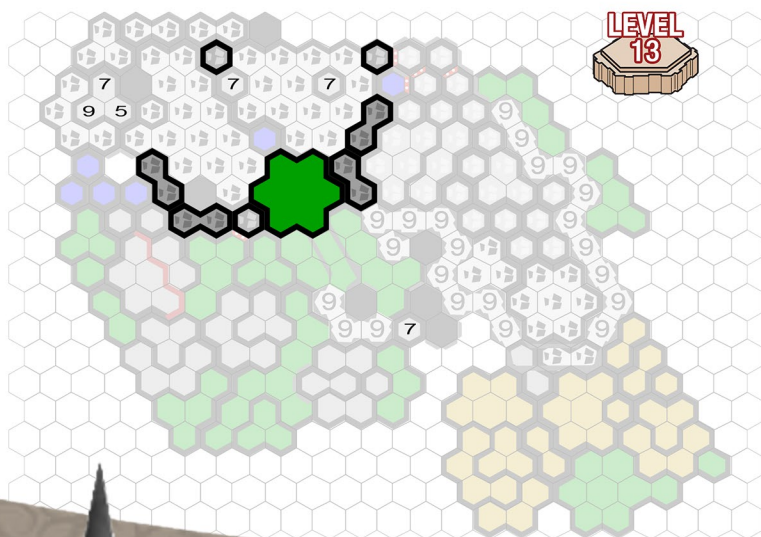
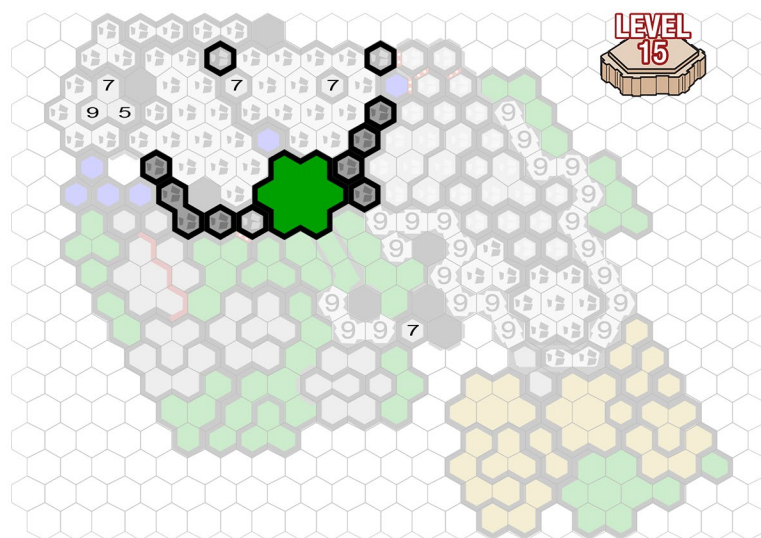
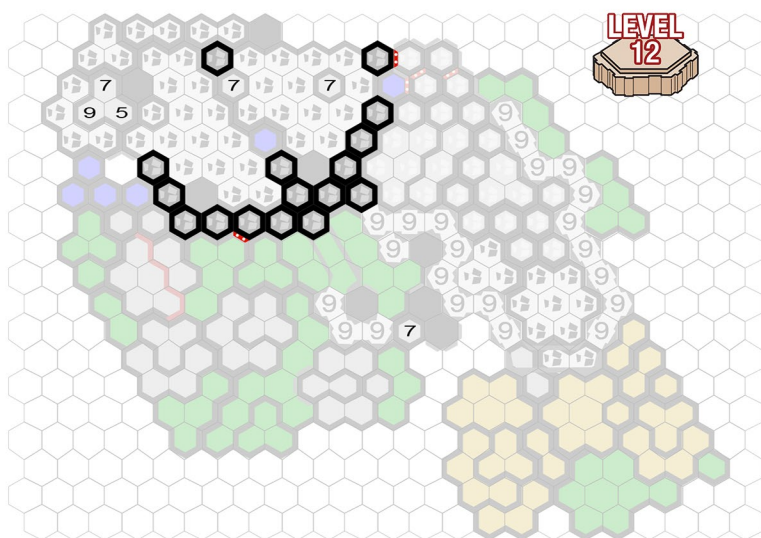
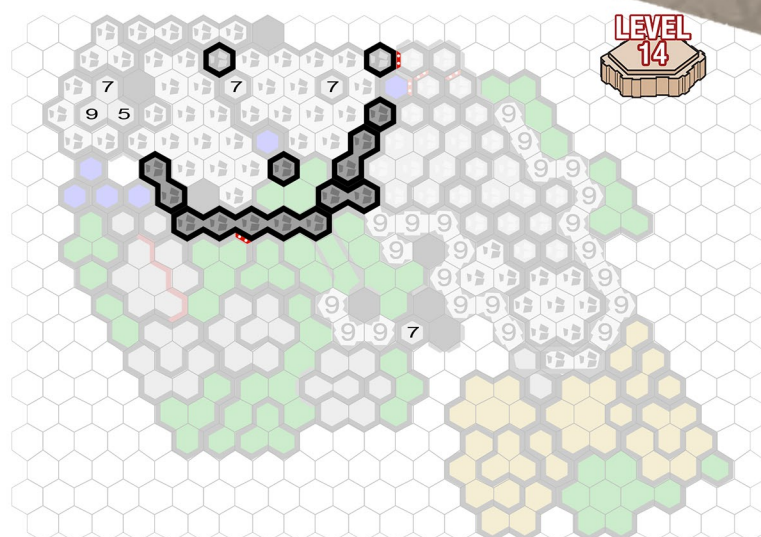
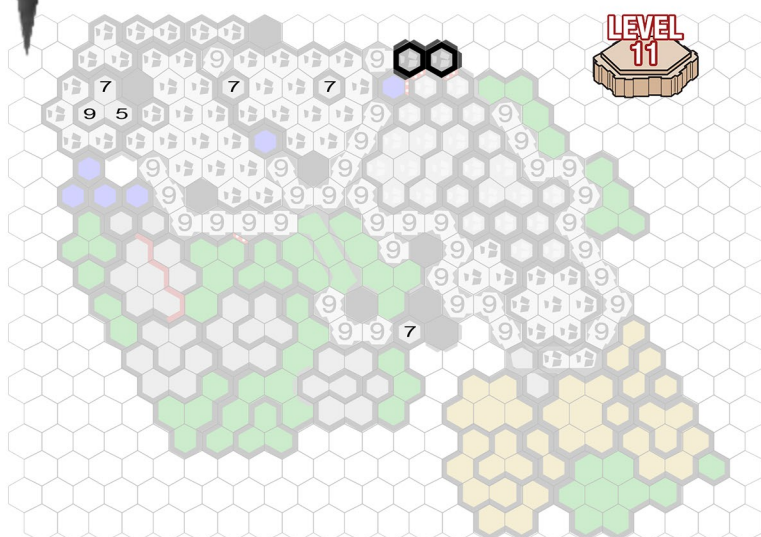
# JABBA'S PALACE





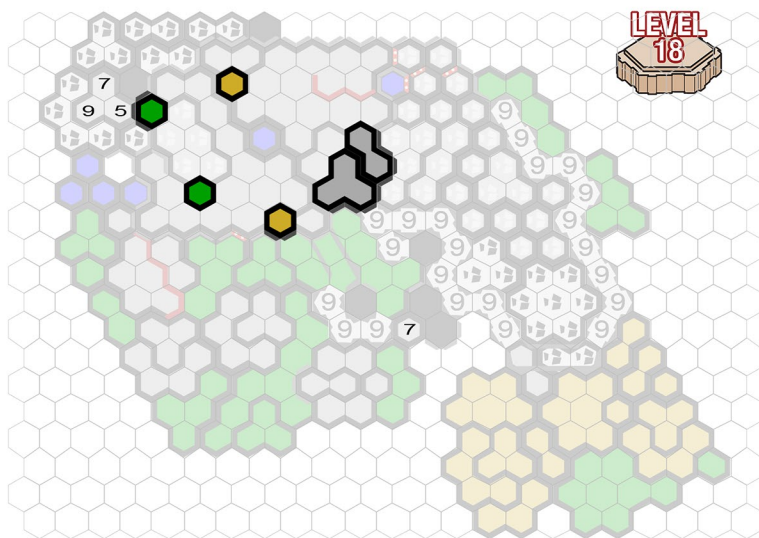
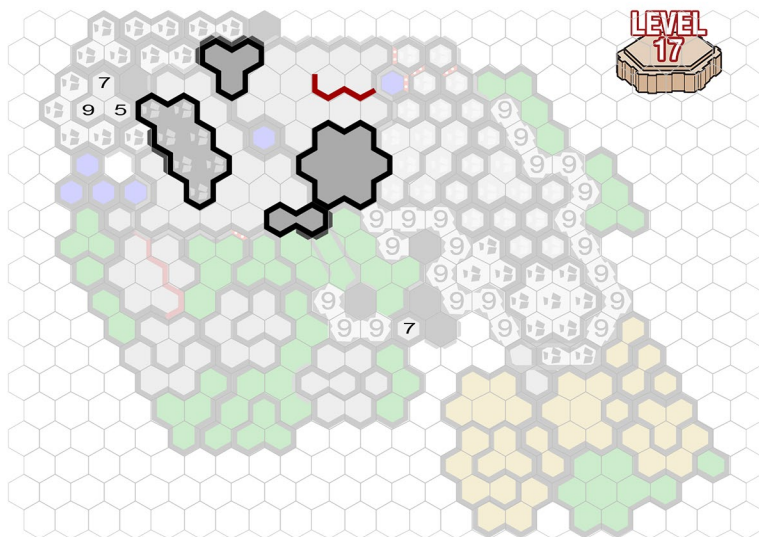


# JABBA'S PALACE

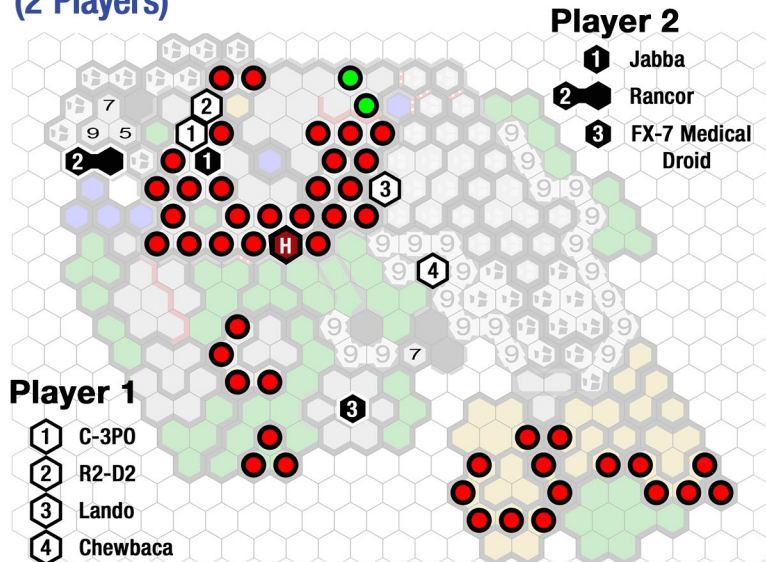




# JABBA'S PALACE



## Master Game - Han's rescue (2 Players)



«Where am I?»  
«Jabba's palace.»

—Han Solo and Leia Organa.

**Goal :** Control the fate of Han Solo.

**Setup :**

**Player 1 controls the rescue forces :**

Luke (Jedi Knight)  
Leia (in Boushh disguise)  
Chewbacca  
Lando  
C-3PO  
R2-D2  
Han Solo

**Player 2 controls Jabba's forces :**

Jabba  
Bib Fortuna  
Boba Fett  
2x Gamorrean Guards  
3x Thugs  
Rancor  
FX-7 Medical Droid

See the map above for figure placement.

Player 1: Place Luke and Leia on the Green starting zone spaces.

Player 2: Place the remaining figures on any Red starting zone spaces.

Han Solo does not start the game on the map. Instead, place the Han Solo in Carbonite Item Glyph as indicated above.





# JABBA'S PALACE

## Special rules and Clarifications :

- Player 2 automatically wins initiative for Round 1.
- Figures may not fly, move, leap or attack over walls or battlements.
- Jabba may not use his Jabba's Most Wanted special power.
- Boba Fett may not use his Bounty special power.
- Droids may never be targeted with a normal or special attack.
- After revealing an order marker and taking a turn with a hero figure, Player 1 may move one other hero figure that he or she controls.

## THAWED FROM THE CARBONITE

When a figure controlled by Player 1 (excluding droids) ends its move adjacent to the Han Solo in Carbonite Item Glyph, that figure may thaw Han Solo from the Carbonite instead of attacking. Replace the glyph with Han Solo's figure. Place the Han Solo in Carbonite Item Glyph on Han Solo's card. Han subtracts one from his Move, Attack, and Defense while the glyph is on his card. Remove the glyph at the end of the next round.



## DISGUISE

At the start of the game, put a Disguise Marker on Luke's and Lando's Army Cards. While the Disguise Marker is on a figure's Army Card, all figures controlled by an opponent are considered friendly to that figure and may not attack that figure.

## WE'RE DISCOVERED!

You must remove the Disguise Marker from an Army Card if:

- The figure makes an attack against an opponent's figure
- The figure uses the Force Push special power
- The figure thaws Han Solo from the Carbonite
- The figure is the only figure you control
- Once per turn, when an opponent takes a turn with a figure that is within 3 clear sight spaces of a figure you control which has a Disguise Marker on its card, roll the 20 sided die. Subtract 1 from your roll for each of the opponent's figures within 3 clear sight spaces. If you roll a 12 or lower remove the Disguise Marker from the Army Card.

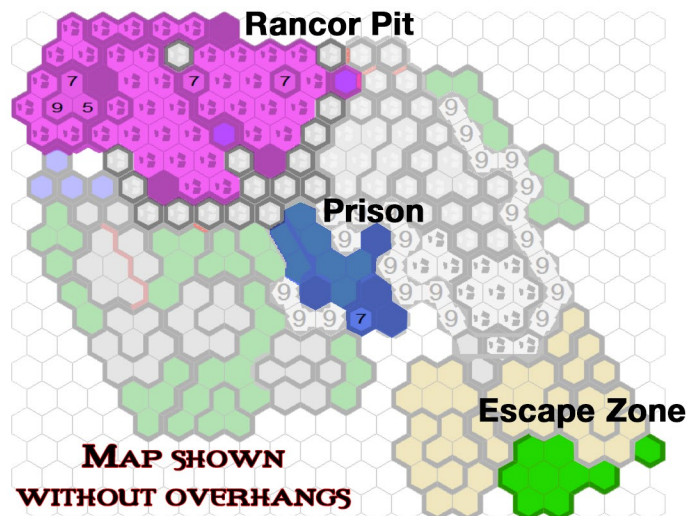


## SPECIAL ZONES

The Rancor Pit consists of the Purple zone as shown below.

The Prison consists of the Blue zone as shown below.

The Escape Zone consists of the Green zone as shown below.



## THE RANCOR PIT HOLE

- Figures may not fly or leap out of the Rancor Pit through the hole in Jabba's Throne Room.
- Figures in Jabba's Throne Room may not attack a figure in the Rancor Pit.

## RANCOR PIT TRAP

When a figure controlled by Player 1 (except droids) without a Disguise Marker on its card moves adjacent to the Rancor Pit Hole for the first time or when a figure is adjacent to the Rancor Pit Hole and a Disguise Marker is removed from its card, Player 2 may roll the 20-sided die. On a roll of 11 or lower, place that figure in the Rancor Pit by placing it on the water space below the hole, or adjacent to the water space if another figure already occupies the water space. Resolve any attack in progress before placing the figure.

## JABBA'S PRISON

- If a figure controlled by Player 1 (excluding droids) is adjacent to a Gamorrean Guard when it receives one or more wounds, Player 2 may immediately place that figure on a shadow space in the Prison or in the Rancor Pit as above. Figures may not be moved from the Rancor Pit into the Prison. If the Prison Door is open when a figure is placed in the Prison, close the door.

- Player 2 may not attack figures inside the prison.

- If Luke is inside the prison, he may use the Force to open the Prison Door on his turn instead of using Force Push.

## Victory :

Player 1 wins if Luke, Leia, Han, Chewbacca and Lando are moved to the Escape Zone.

Player 2 wins if Luke, Leia, Han, Chewbacca or Lando is destroyed.