

The Jawa Clan is designed to reflect the Jawas as portrayed in the Star Wars movies and extended universe writings: not terribly menacing, but tough and resourceful. However, there are a few special rules that go into playing the Jawas.

First off: no primary character - sort of. The Jawa Chieftan, Shaman, and Elder together constitute the primary character for the Clan. To defeat the Clan, you must destroy all 3 of these characters. However, since there is no one primary character, there are no combat cards that can be discarded to heal any characters.

Second: Though there is no primary character, the basic combat cards are divided into Major and Minor cards. Only the three named Jawas can use the Major cards; only the other two Jawas may use the Minor cards. The Power Combat cards and Special cards may be used by any Jawa unless the card specifies otherwise.

Third: Jawas always divide movement. When you roll a green number, move any combination of Jawas none, some, or all of the number of spaces rolled. If you roll a purple number, multiply the result by 3, and divide that number of spaces among the clan. However, when a purple number is rolled, no one Jawa may move in excess of the number showing. EXAMPLE: 4 Jawas remain. An "All 4" is rolled. One Jawa moves 4, 2 Jawas move 3, and the final Jawa moves 2.

Fourth: Jawas are equipped with guns, but only droid characters take full damage. Non droid characters deduct one point from the attack strength per space the shot must travel to reach them; in other words, to do full damage to an organic character, the Jawa must be adjacent to its target. A couple of cards specify otherwise, and these are played like normal attacks, no matter who the target is.




Placement: During initial placement, each Jawa must be adjacent to at least one other Jawa. If you are using the named starting spaces for placement, the Jawa Chieftan begins adjacent to Luke Skywalker's space.

This is the 2.0 release. It reflects the comments from several people on the Epic Duels Yahoo group and fairly extensive playtests. Special thanks to MoonSilver for his deck analysis, and to all my playtesters.




Questions? Comments? Mail me at bee@hypersurf.com.

Jawa Clan




Jawa Chieftan

		1	2	3	4	5	
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Jawa Shaman

		1	2	3	4	
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Jawa Elder

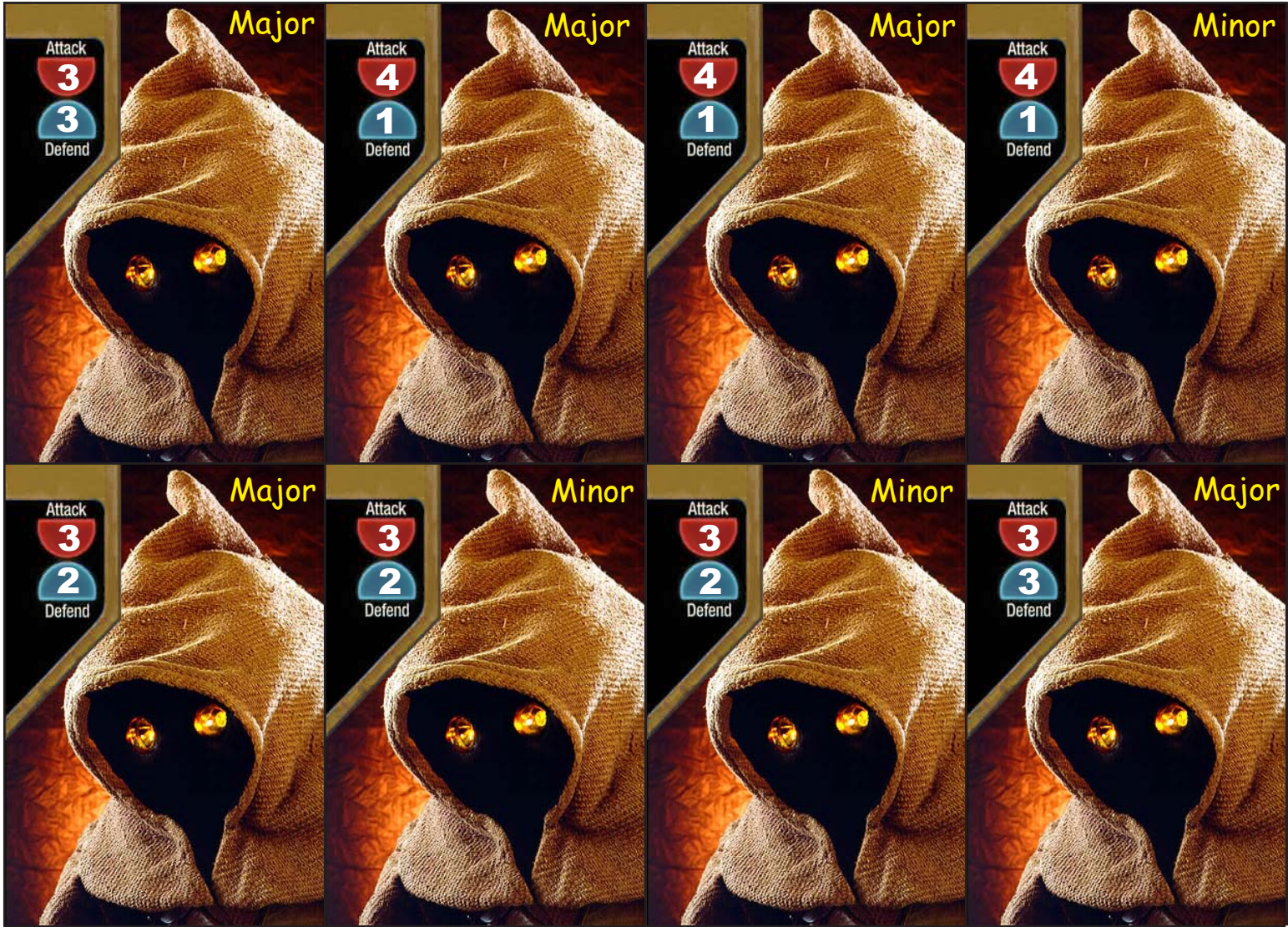
		1	2	3	
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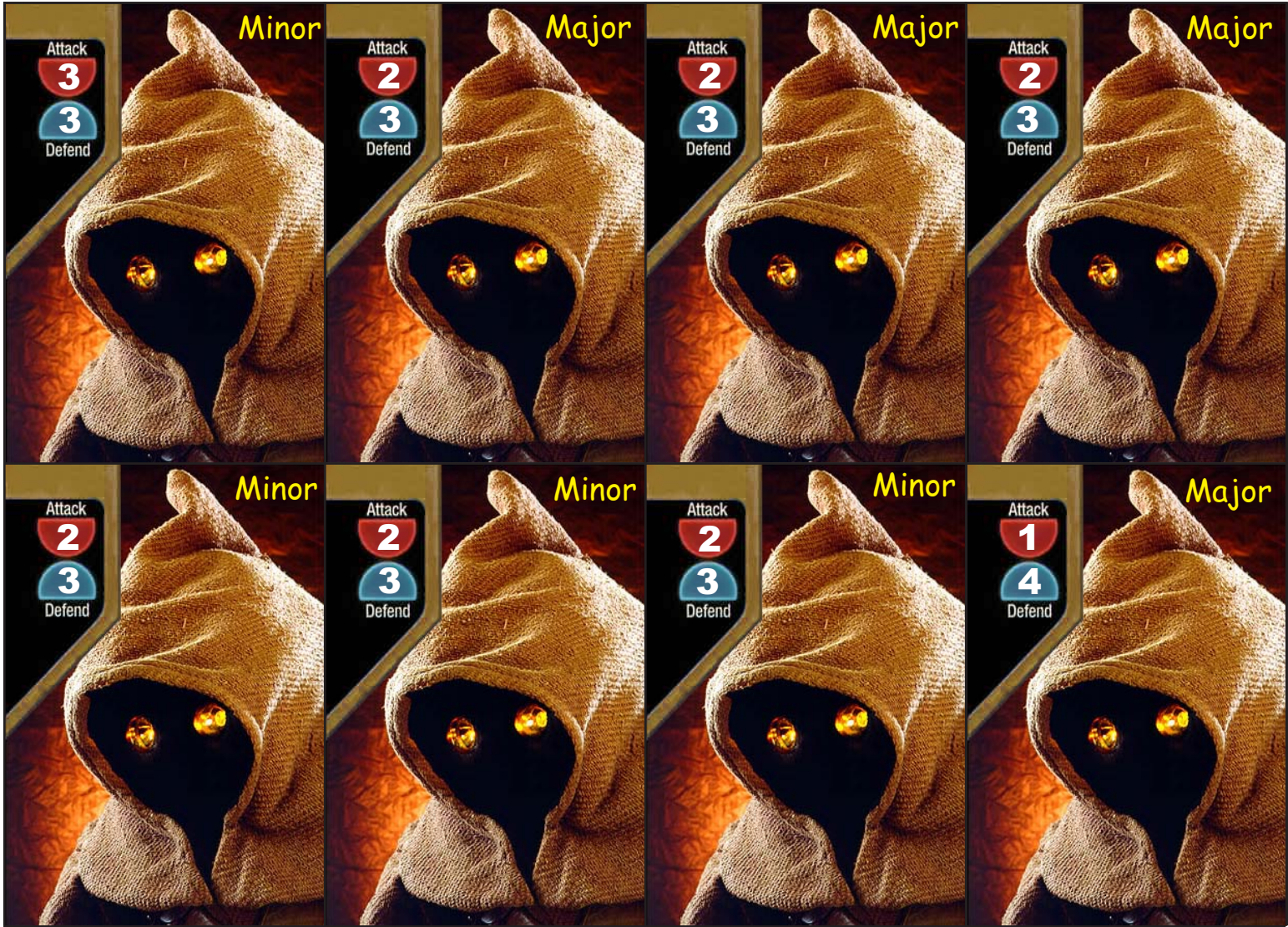
Jawa

		1	2	
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Jawa

		1	2	
---	---	---	---	---





Major

Attack **1**

Defend **4**



Minor

Attack **1**

Defend **4**



Attack **4**



Jawa

Scavenged Gun

Play when you are attacking.

Play this attack like a standard ranged attack. It does not suffer the standard damage reduction for ranged Jawa attacks.

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Defend



Jawa

'Crawler Escape

Play when you are defending.

Jawa escapes to its Sandcrawler and takes no damage from the attack. Remove it from the board. On your next turn, after movement, place it adjacent to any Jawa. If no other Jawas survive, place it on any unoccupied space.

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SPECIAL




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Elder's Instinct

Play anytime during your turn.

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<p style="writing-mode: vertical-rl; transform: rotate(180deg);">SPECIAL</p>  <p>Jawa Sabatoge</p> <p>Play anytime during your turn.</p> <p>Choose an opponent. That opponent must discard two cards at random. Draw two cards.</p> <p>*TWEAK*</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">SPECIAL</p>  <p>Jawa Scavenge</p> <p>Play anytime during your turn.</p> <p>Take a basic combat card from any opponent's discard pile and put it in your hand. You may play this card as an action, at range, without suffering the normal Jawa attack penalty.</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">SPECIAL</p>  <p>Jawa Scavenge</p> <p>Play anytime during your turn.</p> <p>Take a basic combat card from any opponent's discard pile and put it in your hand. You may play this card as an action, at range, without suffering the normal Jawa attack penalty.</p>	<p style="text-align: right;">Minor</p>  <p>Attack 3</p> <p>Defend 3</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">SPECIAL</p>  <p>Jawa Chieftan's Cunning</p> <p>Play anytime during your turn.</p> <p>Move the Jawa Chieftan to any unoccupied space on the board. Draw a card.</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">SPECIAL</p>  <p>Jawa Chieftan's Cunning</p> <p>Play anytime during your turn.</p> <p>Move the Jawa Chieftan to any unoccupied space on the board. Draw a card.</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">SPECIAL</p>  <p>Jawa Shaman Heals</p> <p>Play anytime during your turn.</p> <p>Heal a total of 4 points among any number of living Jawas adjacent to the Shamen.</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">SPECIAL</p>  <p>Jawa Shaman Heals</p> <p>Play anytime during your turn.</p> <p>Heal a total of 4 points among any number of living Jawas adjacent to the Shamen.</p>

