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Tatooine Map Panels

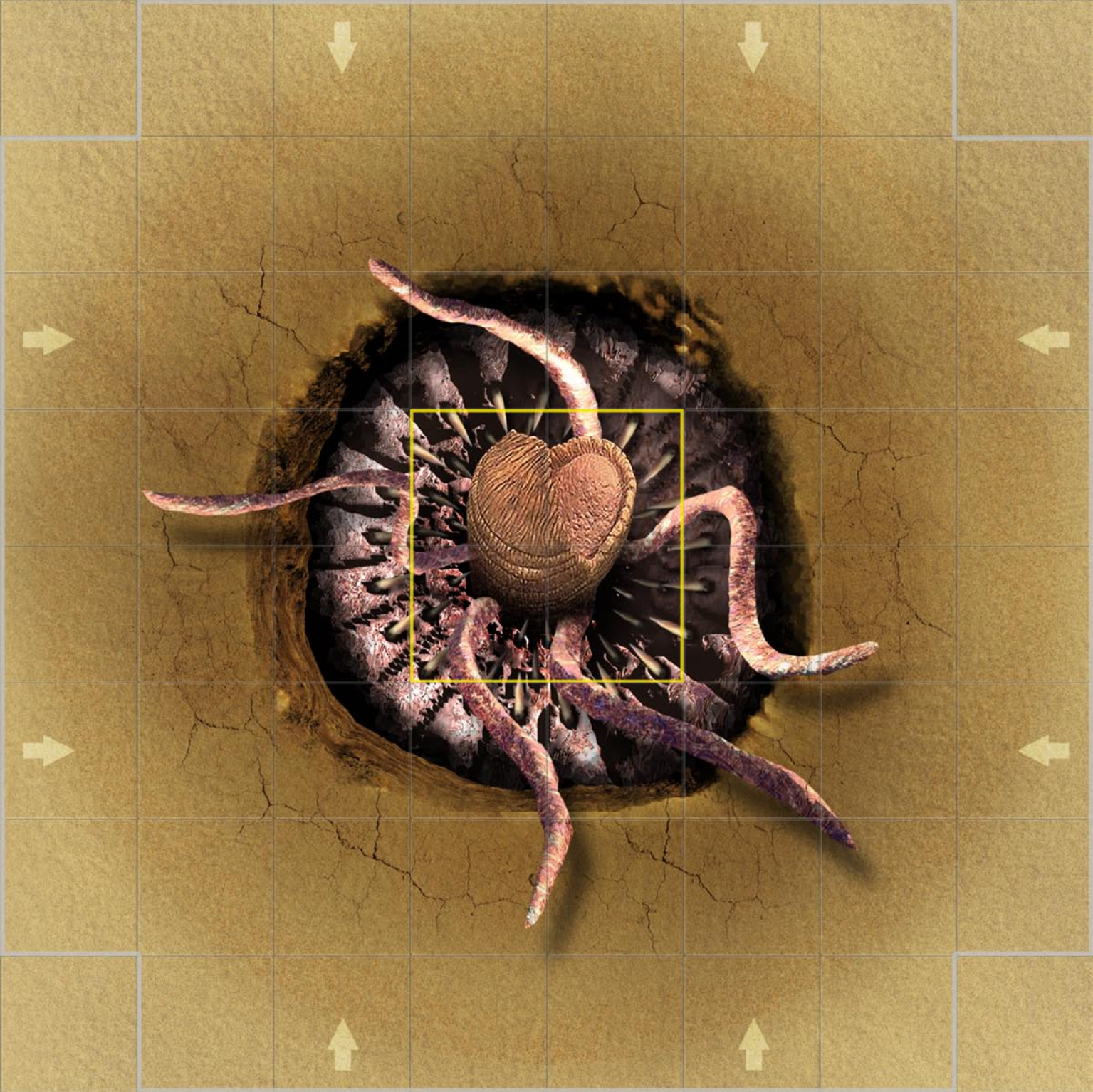
• The Pit of Carcoon

Any character within the gray border is considered to be in the sand pit of the almighty sarlaac and is subject to a tentacle attack. Every turn, a character must make a saving throw vs. 10 or move one square closer to the sarlaac's maw. If a character makes a successful save, he moves one square away from the maw until he is safely out of the pit.

At the end of each round, the sarlaac may attack up to five targets within the gray border – one tentacle per target (Attack +2). A successful attack automatically moves the character one square (no save), and automatically hits the next round unless the target manages to attack and hit the sarlaac's tentacle (Defense 12) at which point the sarlaac releases the character and must roll to hit. Note: Even if a character man-

ages to break free of the tentacle, he must still save to avoid moving closer to the maw.

If a character falls into the sarlaac's maw, he is defeated and is slowly digested over 100 years.



• The Escape Pod

Nice panel for a search & retrieval scenario.

• The Sandcrawler (Following Page)

Jawa characters may start inside the Sandcrawler.

The loading door is open at the end of the round that a character declares he is opening it, not immediately after he is adjacent to the door. Moving on the loading ramp costs two point. However, characters may not end their movement on the ramp unless they are on the stairs (They just slide back down to the sands).



Lifts - There are two lifts in the sandcrawler. When a character moves into a lift square, he is transported to its destination at the end of the round. The lift in the main bay leads outside to the adjacent desert square and is accessible only from the inside of the sandcrawler. The other lift transports a single character to the sandcrawler's bridge section which is elevated. The only other way to reach the bridge is by expending 2 points of movement with a character who has the Flight ability. Custom rules for elevation are detailed in the Tatooine: Jundland Wastes map.

Power station - A character in the same square as a power station gets an extra attack on his turn (May make 1 cumulative extra attack instead of moving) until the end of the character's turn, or until the character is no longer in the power station square.

