

Virtual Cards

Virtual Set #2

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Immune to Alter

Immune to Sense

Immune to Control

X. Adds X to the power of anything he pilots (unless otherwise specified) and is considered to have a pilot icon.

•Affect Mind (V)

DEFENSIVE SHIELD

0 Plays on table. While Inner Strength not on table, opponent may only use 1 combat card per turn. While opponent has 2 Dark Jedi on Naboo, you lose no more than 2 Force to Force drains at opponent's Naboo sites. Let Them Make The First Move may only target droids and spies.

2-1

•Biggs Darklighter (V)

2 Deploys free to Red 3, Beggar's Canyon, or same location as Hobbie or Fel. **2**. Red 3 has an astromech aboard. Once during your control phase, may Old Times.

5

2-2

•C-3PO (See-Threepio) (V)

3 During a battle at a site with R2-D2, may not be targeted by weapons and may draw one destiny, subtracting that amount from opponent's total power. Once per game, may place all your Effects that are not in your Used Pile.

4

2-3

Cantina Brawl (V)

If a battle was just initiated at an interior site where both players have a participating character with a weapon, your weapon destiny draws there are +1 (+3 if at Cantina) for remainder of turn.

2-4

Demotion (V)

Use 2 Force to deploy on an Imperial leader of ability < 5 or a senator. That character's game text is canceled. Effect lost if present with another Demotion.

2-5

Escape Pod (V)

Cancel a Force drain at a holosite. OR If opponent is about to place your character out of play, place that character in your Lost Pile instead. OR any dejarik, hologram, or any holosite.

2-6

•General Dodonna (V)

3 While at a Rebel Base during your control phase, may use 1 Force: any Rebel pilot of ability < 3, Colonel Feyn Gospic, or an Admiral's Order.

5

2-7

Han's Back (V)

Use 1 Force: (or retrieve from Lost Pile) Han, Han's Heavy Blaster Pistol, or the *Falcon*. OR Cancel a weapon destiny targeting Han or the *Falcon*, causing opponent to redraw.

2-8

Han's Dice (V)

Cancel Watto's Chance Cube. OR If one of your characters of ability > 2 is in a battle, use 1 Force to cancel a just drawn destiny and cause a redraw. Once per turn, when drawn for destiny, may take into hand to cause a redraw.

2-9

Into The Garbage Chute, Flyboy (V)

Add one battle destiny during a battle at any Trash Compactor, Incinerator, Junkyard, or swamp.

2-10

•Jawa Siesta (V)

Deploy on table. Your unique () Jawas are defense value +1 and you may add one destiny to power only during a battle at a Tatooine exterior site involving your unique () Jawa.

2-11

•K'lor'slug (V)

Deploy on table. Your characters present about to be lost during battle (before the damage segment) remain in play and must be forfeited for 0 at end of battle. Non-Jedi characters without weapons are immune to Bad Feeling Have I.

2-12

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Leia's Back (V)

Use 1 Force: ▼ (or retrieve from Lost Pile) Leia, Leia's Blaster Rifle, or Leia's Sporting Blaster. OR Use 2 Force to add 2 to a Force drain where Leia is present.

Q•13

Return Of A Jedi (V)

Use 1 Force: ▼ (or retrieve from Lost Pile) Obi-Wan, Obi-Wan's Lightsaber, or Obi-Wan's Cape. OR While Inner Strength not on table, use 1 Force to cancel a weapon, duel or lightsaber combat destiny draw targeting Obi-Wan.

Q•20

Luke's Back (V)

Use 1 Force: ▼ (or retrieve from Lost Pile) Luke of ability < 6, Luke's Lightsaber, or Luke's Blaster Pistol. OR While Inner Strength not on table, use 1 Force to cancel a weapon, duel, or lightsaber combat destiny draw targeting Luke.

Q•14

Rycar Ryjerd (V)

Deploy on table. When your character is lost from table, place all Effects and Devices on that character into owner's Used Pile. Twice per game, may ▲ an Effect or Device that deploys on a character. Ⓜ

Q•21

Nightfall (V)

Deploy on table. Once per game, target a system. At related sites, "nighttime conditions" are in effect and spies deploy - 2. Ⓜ

Q•15

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Sandcrawler (V)

3 Has a permanent driver. May add 7 passengers. 3 Each Jawa at same site is power + 1 and forfeit + 2. Once during your deploy phase, may ▼ any Jawa to this location.

Q•22

•Obi-Wan's Cape (V)

Deploy on Obi-Wan. Adds 1 to defense value and may not be excluded from battle. May lose this card to cancel one weapon, duel, or lightsaber combat destiny draw here during opponent's turn.

Q•16

•Special Modifications (V)

Deploy on table. Your starships may not be made 'immediately lost' during the weapons phase of a battle. May place Effect in Lost Pile to make your starship immune to attrition for remainder of turn.

Q•23

Panic (V)

You may 'react' to a system or sector by ▼ an unpiloted Rebel starship and pilot of ability < 3 (together). OR ▲ a device or non-lightsaber weapon. Ⓜ

Q•17

Utinni! (V)

▲ one Utinni Effect.
OR
▲ one unique (•) and/or one non-unique Jawa.

Q•24

Rebel Reinforcements (V)

Once per game, if opponent has more cards with ability on table than you, draw destiny and retrieve up to that number of Rebel characters and/or Rebel starships (may take one retrieved card into hand).

Q•18

•Yavin Sentry (V)

DEFENSIVE SHIELD

D Plays on table. Opponent must use an additional X Force to deploy a non-unique card (other than a Jawa or Tusken Raider), where X = the number of copies of that non-unique card at that location.

Q•25

Rebel Trooper (V)

1 Destiny +2 when drawn for weapon or battle destiny. While armed with a Blaster Rifle, forfeit
2 +2 and draws one battle destiny if not able to otherwise.

Q•19

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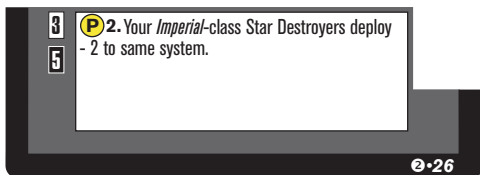
Immune to Alter

Immune to Sense

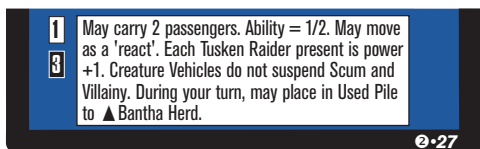
Immune to Control

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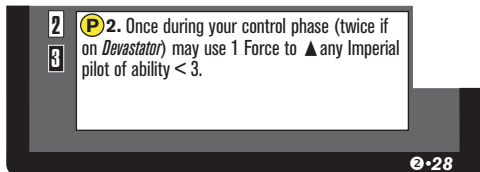
•Admiral Motti (V)



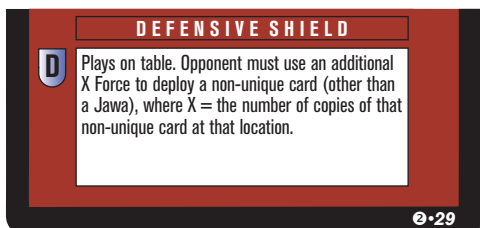
Bantha (V)



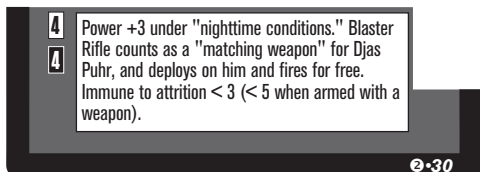
•Commander Praji (V)



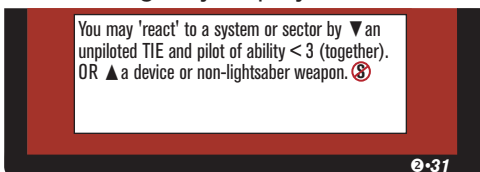
•Death Star Sentry (V)



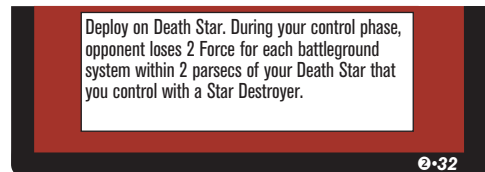
•Djas Puhr (V)



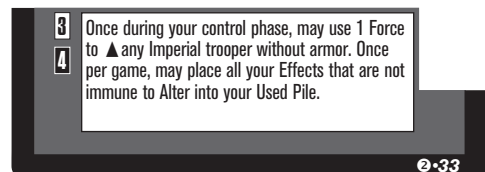
Emergency Deployment (V)



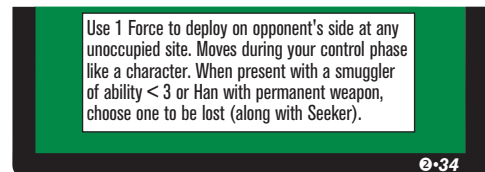
Fear Will Keep Them In Line (V)



•General Tagge (V)

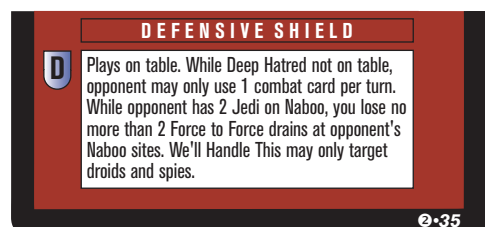


Han Seeker (V)

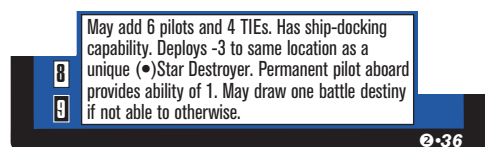


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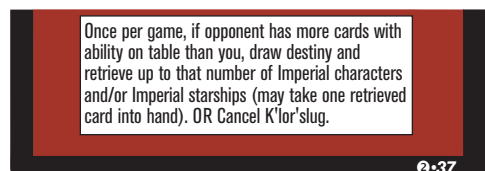
•I Find Your Lack Of Faith Disturbing (V)



Imperial-Class Star Destroyer (V)



Imperial Reinforcements (V)



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•Jawa Pack (V)

Deploy on table. Your unique (•) Jawas are defense value +1 and you may add one destiny to power only during a battle at a Tatooine exterior site involving your unique (•) Jawa.

•38

Stormtrooper (V)

1 Destiny + 2 when drawn for weapon or battle destiny. While armed with a Blaster Rifle, forfeit + 2 and draws one battle destiny if not able to otherwise.

•45

•Kitik Keed'kak (V)

4 You may add X to attrition in battles at same site, where X = total number of opponent's characters present. May not be aboard starships or enclosed vehicles.

•39

Sunset (V)

Deploy on table. Once per game target a system. At related sites, "nighttime conditions" are in effect and spies deploy - 2. You may not play Dark Hours. (Immune to Alter.)

•46

•Labria (V)

2 Once per game, may ▼ Undercover on Labria. Once during your control phase, may reveal top card of your Reserve Deck to both players. May place revealed card on your Reserve Deck, Force Pile, or Used Pile.

•40

•Tactical Recall (V)

Use 2 Force to deploy on opponent's site. Target opponent's leader at a site or character at the Senate. Character's game text is canceled. Effect lost when character reaches this site.

•47

Local Trouble (V)

Use 1 Force at the beginning of your battle phase to allow any two Imperials at an interior site to battle any one opponent's character (your choice); opponent suffers no battle damage here. No other battles may occur at this site this turn.

•41

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The Empire's Back (V)

Use 1 Force: ▼ (or retrieve from Lost Pile) Vader, Tarkin, Motti, or Tagge. OR Once during your control phase, opponent loses 1 Force for each battleground controlled by Vader, Tarkin, Motti, or Tagge.

•48

Molator (V)

Deploy on table. Your characters present about to be lost during battle (before the damage segment) remain in play and must be forfeit (for 0) at end of battle. Characters of ability < 5 are immune to Goo Nee Tay. ⚡

•42

Utinni! (V)

▲ one Utinni Effect.
OR
▲ one unique (•) and/or one non-unique Jawa.

•49

Sandcrawler (V)

3 Has a permanent driver. May add 7 passengers. Each Jawa at same site is power + 1 and forfeit + 2. Once during your deploy phase, may ▼ any Jawa to this location.

•43

We're All Going To Be A Lot Thinner (V)

USED OR LOST INTERRUPT

USED: At the start of your activate phase, activate Force based on your opponent's icons instead of your own.
LOST: Cancel Into The Garbage Chute, Flyboy.

•50

Send A Detachment Down (V)

Deploy on opponent's droid, weapon or device. Target your trooper at a different location. When trooper reaches target, this card goes on trooper; trooper is power + 2, target is "stolen", and you retrieve Force = destiny number of target.

•44