Virtual Cards
Virtual Set #3

To use these cards, simply print them out and cut out the area beneath the card title, and place the cutout in a sleeve with the original card. We recommend using opaque sleeves. If you use clear sleeves, the cutout must be attached to the original card using tape or some other adhesive so the cutout does not slide. The adhesive must not be visible and must not noticably increase the thickness of the card, if it does, the tournament director may interpret that as cheating and penalize you appropriately.

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

Ⓐ *Immune to Alter*   Ⓢ *Immune to Sense*   Ⓒ *Immune to Control*

•A Tremor In The Force (V)

Deploy on table. If you just verified opponent's Reserve Deck, you may either: place one card found there with the word "Podracer(s)" in game text out of play, or retrieve 1 Force.

❸•1

Advance Preparation (V)

USED: Once per game, deploy Death Star: Trench, Attack Run and/or Proton Torpedoes from under your Starting Effect. Ⓢ
LOST: Retrieve 1 Force. OR If One In A Million on table, retrieve any 1 card.

❸•2

•Cell 2187 (V)

EFFECT

Deploy on table. Once per game, may ▼ spy Artoo (deploy -2). During your control phase, if Artoo at same site as a captive Leia, may use 1 Force to release her (you retrieve no Force this turn). While Sometimes I Amaze Even Myself on table, Battle Order is suspended where Leia is present. (Immune to This Is Some Rescue.) Ⓐ

❸•3

•Chewbacca (V)

4
6

Ⓟ 2. Once during your turn, you may use 1 Force to ▲ one card that has 'Chewie' or 'Wookiee' in game text.

❸•4

•Colonel Feyn Gospic (V)

3
4

While Massassi Base Operations on table, opponent may only deploy one Imperial to each Yavin 4 site per turn. Doubles Rebel Tech bonus to Attack Run. Once per turn, may ▲ one commander or Balanced Attack.

❸•5

•Commander Evram Lajaie (V)

2
5

All of your starships with hyperdrive are considered to have an astromech icon. Forfeit +3 at a Rebel War Room. Your piloted starships are each forfeit +1.

❸•6

Note: These cards are legal for tournament play immediately, September 20, 2002.

•Commander Vanden Willard (V)

3
4

Leia is defense value and forfeit +3. Your senators at battleground sites and characters at Yavin 4 locations are forfeit +2. Once per game, may ▲ one Leia that does not have a permanent weapon.

❸•7

Eject! Eject! (V)

Deploy on opponent's starfighter with a permanent pilot. Game text (except that which is related to capacity, identity, ability of permanent pilot, and permanent astromech) is suspended, and that starfighter is forfeit +5. Ⓐ

❸•8

•For Luck (V)

Deploy on table. Once during your control phase , if opponent occupies a non-battleground location, may peek at the top two cards of your Reserve Deck and take one into hand. Once per game, may exchange one card in opponent's Lost Pile with a card on their Colo Claw Fish. Ⓐ

❸•9

Grappling Hook (V)

If less than three Grappling Hooks on table and opponent just played an interrupt, use 1 Force to deploy on table to stack that card here. Other copies of that card are destiny -3. Ⓒ

❸•10

•Leia's Sporting Blaster (V)

Deploy on Leia or your non-droid Undercover spy. May target a character or creature for free. Draw destiny. Target lost if destiny > defense value. If Undercover, may "break cover" to fire during opponent's move phase.

❸•11

•Logistical Delay (V)

Deploy on table. Once during the power segment of a battle, may use X Force to reduce a starship's immunity to attrition by X. Once per turn, may use 2 Force to cancel the game text of a senator (or a character with a maintenance cost) for remainder of turn.

❸•12

Merc Sunlet (V)

Deploy on table. While you have more cards in your Lost Pile than your opponent, and you are about to lose Force, you may use X Force and place X cards of your choice from your Lost Pile out of play to reduce Force loss by X. You may not play Out Of Commission. Ⓚ

❸•13

•••Rebel Tech (V)

2
3

Opponent's game text on your non-docking bay Yavin 4 sites is canceled. During your turn, may place in Used Pile to ▲ Death Star: Trench or Advance Preparation. Cumulatively adds 1 to your Attack Run total.

❸•14

•Red 5 (V)

3
6

May add 1 astromech (once per game, may ▼ one here) and 1 pilot. While Luke piloting, immune to attrition < 6 and once per battle, may cancel game text (except related to capacity, identity and ability of permanent pilot) of a starfighter present for remainder of turn.

❸•15

•R2-D2 (Artoo-Detoo) (V)

1
4

When in battle at a site with C-3PO, may not be targeted by weapons and your destiny draws may not be canceled. Adds 3 to power, maneuver, and hyperspeed of any starfighter he is aboard. Opponent may not place cards in your Used Pile while you have fewer than 13 cards in hand.

❸•16

•Sabotage (V)

LOST INTERRUPT

Target opponent's device or weapon card (except any Superlaser). Draw destiny (subtract 1 for each of your spies on table). If destiny < target's destiny number, target is lost. OR Cancel the targeting of a permanent weapon at same site as your spy.

❸•17

Scanner Techs (V)

Deploy on table. Once during opponent's move phase, you may use 3 Force to look at opponent's hand or place a Political Effect (and all cards on it) in owner's Used Pile. Opponent may not place cards in your Used Pile while you have fewer than 13 cards in hand. Ⓚ

❸•18

Solomahal (V)

Deploy on your scout (except Luke). If opponent targets this character (or ship he is aboard) with a weapon, you may place Solomahal in Lost Pile to cancel that targeting.

❸•19

Note: These cards are legal for tournament play immediately, September 20, 2002.

They're On Dantooine (V)

EFFECT

Deploy on table. Dantooine sites are immune to No Escape. Your Force generation is +1 at each Dantooine site. Once during your control phase, may use 1 Force to ▲ a squadron. While you control a Dantooine site, your squadrons may deploy (deploy cost = squadron's power - 3). (Immune to Point Man.) Ⓚ

❸•20

Traffic Control (V)

DEFENSIVE SHIELD

D

Plays on table. You lose no Force to opponent's Boonta Eve Podrace. Opponent's Force retrieval from Boonta Eve Podrace may not be canceled. Unless opponent occupies more battlegrounds than you, Watto's Box is suspended. When played from An Unusual Amount Of Fear, does not count against your thrice per game limit.

❸•21

Undercover (V)

Deploy on your spy at a site. Spy is now Undercover. Once during your control phase, may ▲ Sabotage. Whenever opponent fires a permanent weapon at same or related site, subtract 1 from each weapon destiny (2 if targeting this character). Ⓚ

❸•22

•Wokling (V)

Deploy on table. Your Force generation is +1. Once per game, may use 3 Force: ▲ Effect that deploys for free on another card. You may place this Effect out of play to retrieve 1 Force. Ⓚ

Original concept by Eric Hunter, GenCon 2002 winner

❸•23

•Han (V)

| POWER 4 | ABILITY 3 | FORCE-ATTUNED |

3
6

Ⓟ 3, 4:*Falcon*. If Or Be Destroyed on table, immune to attrition < Han's Power, and Force retrieved with Or Be Destroyed is immune to Secret Plans. While armed with a blaster, Han is defense value +2 and adds 2 to each of his weapon destiny draws.

❸•24

•Leia (V)

| POWER 3 | ABILITY 4 | FORCE-SENSITIVE |

2
5

Leia's game text may not be canceled. While at opponent's Galactic Senate, may lose 1 Force to place Leia and any character present out of play. Once per battle at same location, may cancel gametext of opponent's leader of ability < 5 present for remainder of turn.

❸•25

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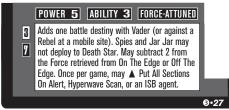
Ⓐ *Immune to Alter*　　Ⓢ *Immune to Sense*　　Ⓒ *Immune to Control*

•Motti (V)

POWER **3**	ABILITY **3**	FORCE-ATTUNED

1
5
Ⓟ **2.** Once per game, may ▼ Kuat Drive Yards. Kuat DriveYards is Ⓐ. Unique (●) Star Destroyers are power +2 (+5 if armed with a starship weapon).

❸•26

•Tarkin (V)

POWER **5**	ABILITY **3**	FORCE-ATTUNED

3
7
Adds one battle destiny with Vader (or against a Rebel at a mobile site). Spies and Jar Jar may not deploy to Death Star. May subtract 2 from the Force retrieved from On The Edge or Off The Edge. Once per game, may ▲ Put All Sections On Alert, Hyperwave Scan, or an ISB agent.

❸•27

•A Disturbance In The Force (V)

Deploy on table. If you just verified opponent's Reserve Deck, you may either: place one card found there with the word "Podracer(s)" in game text out of play OR retrieve 1 Force.

❸•28

•Astromech Shortage (V)

Deploy on table. Once during the power segment of a battle, may use X Force to reduce a starship's immunity to attrition by X. Once per turn, may use 2 Force to cancel the game text of a senator (or a character with a maintenance cost) for the remainder of the turn.
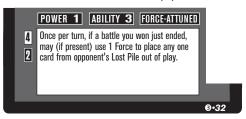
❸•29

Besieged (V)

Deploy on table. Whenever opponent forfeits a character or unpiloted starship at same system or sector as your Imperial capital starship, you may draw destiny. If destiny > target's destiny number, you may capture that character or starship. Ⓐ

❸•30

Come With Me (V)

Deploy on Vader or your Admiral. Once per deploy phase, may ▼ any Imperial pilot to same location. During any control phase, may place Effect in Used Pile to take any Imperial pilot into hand from table (cards on that character go to owner's Used Pile).

❸•31

Note: These cards are legal for tournament play immediately, September 20, 2002.

•Dannik Jerriko (V)

POWER **1**	ABILITY **3**	FORCE-ATTUNED

4
2
Once per turn, if a battle you won just ended, may (if present) use 1 Force to place any one card from opponent's Lost Pile out of play.

❸•32

•Dark Forces (V)

Deploy on table. Once per turn, may lose 1 Force to cancel a just drawn weapon destiny targeting your Dark Jedi, causing a redraw. Once per game, you may exchange one card in opponent's Lost Pile with a card on their Colo Claw Fish. Ⓐ
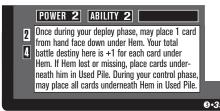
❸•33

•Greedo (V)

1
4
Once per battle, may target opponent's smuggler present at same site. Target's game text is canceled for remainder of turn. Once during your control phase, may ▲ Oo-ta Goo-ta, Solo?.

❸•34

•Hem Dazon (V)

POWER **2**	ABILITY **2**	

2
4
Once during your deploy phase, may place 1 card from hand face down under Hem. Your total battle destiny here is +1 for each card under Hem. If Hem lost or missing, place cards underneath him in Used Pile. During your control phase, may place all cards underneath Hem in Used Pile.

❸•35

Hyperwave Scan (V)

Deploy on table. Once during opponent's move phase, may use 3 Force to look at opponent's hand or place a Political Effect (and all cards on it) in owner's Used Pile. Opponent may not place cards in your Used Pile while you have fewer than 13 cards in hand. Ⓐ

❸•36

I'm On The Leader (V)

For remainder of turn, cancel game text of one character that is at the same system as Vader.

❸•37

Informant (V)

Target your undercover spy present with an opponent's character. Look at top X cards of opponent's Reserve Deck, where X = number of opponent's characters present with target. OR If your undercover spy on table, look at top card of your Reserve Deck. OR ▼ Undercover.

③•38

•IT-0 (V)

2
3

Your Force drains wherever you have a captive present are + 2. Immune to Restraining Bolt and attrition < 3. Once per game, may ▼ Hypo.

③•39

Ket Maliss (V)

Deploy on table. Once per turn, may ▲ Greedo, Hem Dazon, Dannik Jerriko, Beedo, or Reegesk. During your deploy phase you may ▼ one docking bay. While Emperor of destiny > 5 not on table, Black Sun agents are forfeit +2 and defense value +1. Ⓐ

③•40

Leia Seeker (V)

Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase like a character. When present with Leia with a permanent weapon or a senator, choose one to be lost (along with Seeker).

③•41

Oo-ta Goo-ta, Solo? (V)

USED OR LOST INTERRUPT

USED: If your alien bounty hunter (except Fett) is in battle at a site with opponent's smuggler, opponent may not draw more than one battle destiny.
LOST: If your alien bounty hunter is in battle at a site, draws two battle destiny if not able to otherwise.

③•42

Reactor Terminal (V)

DEFENSIVE SHIELD

D

Plays on table. You lose no Force to opponent's Boonta Eve Podrace. Opponent's Force retrieval from Boonta Eve Podrace may not be canceled. Unless opponent occupies more battlegrounds than you do, I Did It! is suspended. When played from Fear Is My Ally, does not count against your thrice per game limit.

③•43

•Reegesk (V)

1
3

While present at a battleground site, once during each of your opponent's turns, you may look through opponent's Lost Pile and 'steal' one droid, starfighter, vehicle, weapon, or device card there into your hand to use as your own.

③•44

Note: These cards are legal for tournament play immediately, September 20, 2002.

••Reserve Pilot (V)

POWER 2	ABILITY 2	

2
4

Ⓟ **2.** While piloting at a system, cumulatively adds 1 to your total battle destiny here. If a battle at a system just ended, may deploy (for free) from hand to replace a pilot character forfeited during that battle.

③•45

•••Rodian (V)

POWER 2	ABILITY 2	

2
4

Once per game, may ▼ any bounty hunter (except Greedo) to same site. While there are no other non-unique •••Rodian cards at same and related sites, your Force drain bonuses at same planet site may not be canceled.

③• 46

•Spice Mines of Kessel (V)

EFFECT

Deploy on Kessel. While your Star Destroyer here, opponent may not play interrupts from their Lost Pile. When opponent forfeits a character here, you may lose this card to retrieve X Force, where X= that character's forfeit value. Ⓐ

③•47

Tentacle (V)

If less than three Tentacles on table and opponent just played an interrupt, use 1 Force to deploy on table to stack that card here. Other copies of that card are destiny -3. Ⓒ

③•48

•Trooper Davin Felth (V)

1
3

Once during your control phase, may ▲ (or lose 1 Force to retrieve) Local Trouble or Look Sir, Droids. Opponent may not fire weapons in Local Trouble battles.

③•49

Undercover (V)

Deploy on your spy at a site. Spy is now Undercover. Once during your control phase, may ▲ Informant. Whenever opponent fires a permanent weapon at same or related site, subtract 1 from each weapon destiny (2 if targeting this character). Ⓐ

③•50