

Virtual Cards

Virtual Set #4

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 for non-objective cards. 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 noticeably increase the thickness of the card, if it does, the tournament director may interpret that as cheating and penalize you appropriately.

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.

•2-1B (Too-Onebee) (V)

2 Once per turn, your non-droid character lost at same or related site may go to your Used Pile instead of your Lost Pile. Subtracts 2 from X on your Bacta Tank.

5

4•1

Attack Pattern Delta (V)

During a battle at a site, if you are about to draw a card for battle destiny, you may instead use the maneuver number of your combat vehicle in that battle.

4•2

•Commander Luke Skywalker (V)

4 Deploys -2 on Rogue 1. **3.** When piloting Rogue 1, adds 2 to maneuver and draws two battle destiny if not able to otherwise. Once during each of your control phases, may any speeder or card with 'T-47' in its game text.

7

4•3

Dark Dissension (V)

USED: Demotion. OR Target a non-Jedi Imperial present with another Imperial. Cancel target's game text for remainder of turn.
LOST: Cancel Imperial Command (except when limiting your battle destiny draws).

4•4

Dual Laser Cannon (V)

Deploy on any T-47. Target a character or vehicle for free. Draw Destiny. Character hit, and its forfeit = 0, if destiny +2 > defense value. Vehicle hit if destiny +X > defense value, where X = pilot's ability (maximum 5).

4•5

•••Echo Base Trooper Officer (V)

2 While at an unshielded marker site, may use 1 Force to suspend "Hoth Energy Shield Rules" until the start of your next turn.

4

4•6

•Frostbite (V)

Deploy on the Hoth system if you control 2 exterior Hoth sites. During each of your control phases, retrieve 1 Force for each Hoth site controlled by your unique combat vehicle. Canceled if opponent controls this system. if you occupy the 1st marker.

4•7

•General Carlist Rieekan (V)

2 Once during your deploy phase, A New Secret Base, one artillery weapon, or one card with 'Hoth' in its game text (except a creature). Your artillery weapons at same and related sites are considered 'powered' and are forfeit +2.

5

4•8

Heroic Sacrifice (V)

Deploy on opponent's just deployed card with a maintenance cost (opponent must lose 1 Force and you may retrieve 1 Force). That card is power - 3 and may not apply its ability toward drawing battle destiny. During opponent's draw phase, opponent must lose 1 Force or place that card out of play.

4•9

•Hoth: Echo Med Lab (V)

Once per turn, may a medical droid here.

Top Of Card

4•10

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Local Uprising (V)

Deploy Hoth, Echo Command Center, and Main Power Generators. May deploy Echo Base Garrison and/or Maneuvering Flaps. For remainder of game, you may not play Hoth Sentry or non-Hoth locations (except Rendezvous Point), and you may only play T-47 Battle Formation twice. While this side up, once per turn, you may ▼ one exterior Hoth site or non-unique Rebel to Hoth. Flip this card during your move phase if your T-47s and/or non-unique Rebels control 3 exterior Hoth sites. Place out of play if 1st Marker "blown away."

4-11a

NOTE - You must use these two sides together.

Liberation (V)

While this side up, each time you must lose Force (except from your card, battle damage, or a Force drain at a battleground) it is limited to 1. Once during each of your control phases, may use 2 Force to ▲ any card. During your control phase, opponent loses 1 Force for each marker site you control with a speeder. Flip this card if you do not control 2 exterior Hoth sites. Place out of play if 1st Marker "blown away."

4-11b

Maneuvering Flaps (V)

Deploy on table. During your deploy phase, you may reveal one unpiloted combat vehicle from hand to take its matching pilot character from Reserve Deck (or vice versa) and deploy both simultaneously; reshuffle. ⓧ

4-12

Nice Of You Guys To Drop By (V)

Cancel Stunning Leader. OR If you occupy a site, 'find' any one of your missing characters there. OR ▲ Lost In The Wilderness or a Rogue speeder. OR Cancel opponent's attempt to randomly remove one or more cards from your hand (except with Monnok).

4-13*

•Nick Of Time (V)

Deploy on table. Dack and Wes each gain P 2. Once during your control phase, you may ▲ any vehicle weapon, Attack Pattern Delta, Desperate Tactics, Lucky Shot, One More Pass, or Rapid Fire. You may lose 2 Force to cancel Trample or Walker Barrage. ⓧ

4-14

R5-M2 (Arfive-Emmtoo) (V)

1 Your capital starships are deploy - 1, and destiny + 2 when drawn for weapon or battle destiny. Once per game, Shawn Valdez deploys free to same site.

4-15

•••Rebel Scout (V)

2 May deploy - 1 as a 'react' to a site where you have a Rebel. When deployed, you may 'peek' at the top card of any Reserve Deck, and may place that card on the bottom of that Reserve Deck.

4-16

•Romas "Lock" Navander (V)

2 P 2. When present with a scomp link, once during each of your deploy phases, you may ▼ one battleground system. While at Echo Command Center, may use 1 Force to suspend "Hoth Energy Shield Rules" until the start of your next turn.

4-17

•Tamizander Rey (V)

2 P 2. Power and defense value + 2 at a docking bay. Your docking bay transit cost is - 3 for Rey and those moving with him.

4-18

•Tauntaun Bones (V)

Deploy on table. Once per turn, may ▲ one ferocious creature or Tauntaun. Your ferocious creatures are deploy - 2 and ferocity + 2. Twice per game you may deploy a ferocious creature or Tauntaun from under your Starting Effect. ⓧ

4-19

•••Tauntaun Handler (V)

2 Adds 2 to the power of any creature vehicle he "rides." While "riding" a Tauntaun, adds one battle destiny. You may ignore any destiny draw for Tauntaun Bones.

4-20

•Tigran Jamiro (V)

2 Deploys free to Dantooine, Yavin 4, or Hoth. Opponent's aliens and Imperials deploy + 1 to same and related sites.

4-21

•Toryn Farr (V)

2 P 2. Cards with a maintenance cost may not participate in battle on the turn they are deployed, and are placed out of play when they leave the table.

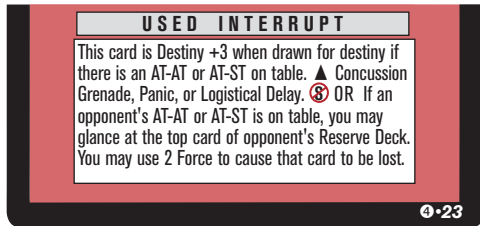
4-22

Note: These cards are legal for tournament play February 5, 2003.

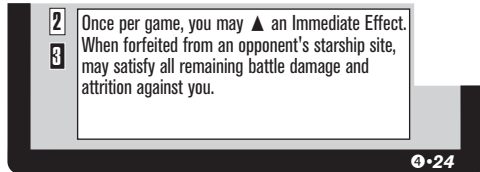
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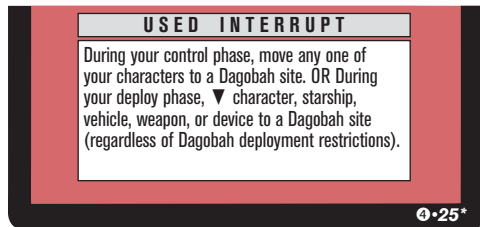
•Walker Sighting (V)



•Wyron Serper (V)



You Will Go To The Dagobah System (V)



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•A Dark Time For The Rebellion (V)

USED INTERRUPT

▲ any Cave. OR If opponent just deployed a planet site, ▼ any related location.

4•26

AT-AT Cannon (V)

Deploy on your AT-AT that does not have a maintenance cost. May target a character or vehicle at same or adjacent site for free. Draw destiny. Add 1 if targeting a character, 2 if a vehicle. Target hit if total destiny > defense value. When this weapon lost from table, place it in your Used Pile.

4•27

•Blizzard Scout 1 (V)

3 May add 1 pilot or passenger. Permanent pilot aboard provides ability of 2. May move as a 'react'. When in battle with your piloted AT-AT, may target one opponent's character present and cancel target's game text for remainder of turn.

5

4•28

•Blizzard 1 (V)

5 May add 2 pilots and 8 passengers. Immune to attrition < 4. While in battle, just after drawing battle destiny, may lose X cards from hand to add X to attrition against opponent.

7

4•29

•Blizzard 2 (V)

6 May add 1 pilot and 8 passengers. Immune to attrition < 4. Permanent pilot provides ability of 2. Once during your control phase, may ▲ Trample or Walker Barrage. Adds 2 to Walker Barrage at same site, which need not target a weapon and may not randomly select Jedi.

6

4•30

•Breached Defenses (V)

Deploy on opponent's just deployed card with a maintenance cost (opponent must lose 1 Force and you may retrieve 1 Force). That card is power - 3 and may not apply its ability toward drawing battle destiny. During opponent's draw phase, opponent must lose 1 Force or place that card out of play. Ⓢ

4•31

•Captain Lennox (V)

2 **P 3: any Star Destroyer.** *Tyrant* and •••Death Squadron Star Destroyers are power + 1, deploy - 3 to Lennox's location, and their permanent pilots have ability of 2.

5

4•32

•Captain Piett (V)

3 **P 2.** Twice per game during opponent's turn, may place 3 cards from hand in Force Pile to draw 2 cards from your Reserve Deck.

4

4•33

•Death Squadron (V)

Deploy on a Rebel Base system or Subjugated Planet. Your *Imperial*-class Star Destroyers and Imperial pilots are deploy - 1 here. Cancels Haven here. While piloted by a unique (•) Imperial, your Star Destroyers may not have their power reduced. Canceled if opponent controls this location. (Immune to Rieekan.) Ⓢ

4•34

Debris Zone (V)

If you have a piloted AT-AT on Hoth, target one of opponent's artillery weapons at a related site, and target is lost. OR Once per turn, ▲ Crash Landing or Weapon Malfunction. Ⓢ

4•35

Deflector Shield Generators (V)

Deploy on any Star Destroyer. This starship is immune to attrition < 3 and is power + 2, and may not be targeted by opponent's Interrupts or non-artillery Weapons. Your Force generation is + 1 here. Once per turn, may ▼ one TIE here. Star Destroyers are destiny + 1 when drawn for weapon or battle destiny.

4•36

•General Veers (V)

3 **P 3, 4:Blizzard 1.** While piloting an AT-AT, draws two battle destiny if not able to otherwise. Adds 2 to the immunity to attrition of any combat vehicle he pilots.

5

4•37

•Image Of The Dark Lord (V)

Deploy on any planet site. Opponent's Force drains here are -1 (-2 if Vader controls an adjacent site).

4•38

•Imperial Domination (V)

Deploy on table. If you have any non-Imperial characters (or starships) on table, place in Lost Pile. Neither player may draw more than two battle destiny in a battle. Whenever you initiate (or win) a battle, you may retrieve any one Imperial, and once per turn, whenever you draw an Imperial for destiny, you may take that card into hand to cause a redraw. Suspended while opponent occupies more locations than you do. Ⓢ

4•39

Note: These cards are legal for tournament play February 5, 2003.

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Imperial Occupation (V)

Deploy Hoth system, Ice Plains, and Main Power Generators (Light side). May deploy Imperial Decree and/or Prepare For A Surface Attack. For remainder of game, you may only play Walker Garrison twice and AT-ATs deploy - 1 to Hoth. Revolution does not affect Hoth locations and you may not play Colo Claw Fish. While this side up, once during your control phase, may ▲ an AT-AT, Target The Main Generators, AT-AT Cannon, Death Squadron, or Electro-Rangefinder. Opponent loses no Force to You May Start Your Landing. Flip this card if Main Power Generators is "blown away."

4•40a

NOTE - You must use these two sides together.

Imperial Control (V)

While this side up, Rebel Base Occupation is canceled. Your Force drain bonuses may not be canceled unless opponent controls a Hoth location. Once during each of your deploy phases, you may ▼ any marker site. Once per turn when you deploy an AT-AT, you may take one card (except an AT-AT) from Lost Pile into hand. For each Imperial in a battle at the Hoth system, your total battle destiny is + 1. Your AT-ATs are destiny + 1 when drawn for weapon or battle destiny.

4•40b

•Krayt Dragon Bones (V)

Deploy on table. Once per turn, may ▲ one ferocious creature. Your ferocious creatures are deploy - 2 and ferocity + 2. Twice per game you may deploy a ferocious creature from under your Starting Effect.

4•41

•One-Arm (V)

Habitat: Hoth sites. Deploys to any marker site. All wampas are selective creatures. All other wampas are ferocity and defense value + 2. Once per game, ▼ Wampa Cave.

4•42

Probe Droid (V)

Provides presence. Three times per turn, may deploy an Imperial to same site at - 1. While in battle, adds 1 to your total battle destiny for each Imperial here. When drawn for destiny, you may look at opponent's hand.

4•43

Probe Telemetry (V)

▲ any Probe Droid. OR Place one non-unique card from any Lost Pile out of play.

4•44

•Security Precautions (V)

Deploy on a battleground site. At same and adjacent sites: your Force generation is + 1, Imperials are forfeit + 1, Revolution is canceled, and cards may not have their deploy cost modified. Place Effect in Used Pile if this site is not a battleground or if it is controlled by an opponent.

Original concept by Johnathan Chu, DragonCon 2002 winner 4•45

•Sergeant Major Bursk (V)

2 Cards with a maintenance cost may not participate in battle on the turn they are deployed, and are placed out of play when they leave the table

4•46

Self Destruct Mechanism (V)

If your droid is 'hit' by your opponent's character weapon, lose that droid to target the character that fired that weapon and draw destiny. If destiny + 3 > target's defense value, target is 'hit' and forfeit - 4.

4•47

•Stalker (V)

8 May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability of 2. Once per turn, may ▼ Probe Droid to a related site.

4•48

Stop Motion (V)

Cancel one attempt by opponent to 'react' away from a battle. OR Cancel Dodge. OR ▲ Ice Storm, He Hasn't Come Back Yet, or Cold Feet. OR Cancel opponent's attempt to randomly remove one or more cards from your hand (except with Grimtaash).

4•49*

Wampa (V)

*Ferocity = 3 + destiny. Habitat: Hoth sites. Deploy to any marker site. Defeated characters are eaten or relocated to Wampa Cave (opponent of victim chooses).

4•50

Note: These cards are legal for tournament play immediately, February 5, 2003.