



The SWCCG Players Committee Presents

## *Virtual Cards: Master List*

*Official text as of June 15, 2012*



### – Special Thanks to –

**Proofing Team:** Phil Aasen, Paul Bansal, Thomas Caspersen, Wes Cobb, Ronald J. Fonck, Ryan French, Adam Howland, Chris Kelly, Regis Michelena, Darren Pilbeam, Reid Smith, Zach Stenberg.

**Graphic Design Team:** Jeremy Gardner, Matt Jourdan, Carson Dech, Chris O'Hara, Ryan R.

To use these cards, simply print them out and cut out the area beneath the card title (not on the actual card), 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 rubber cement, 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 it as cheating and may penalize you appropriately.

This virtual card master list is a comprehensive document containing the up-to-date text of every virtual card released by the Star Wars CCG Players Committee. For ease of access it is sorted alphabetically by card types, making this the easiest way to find the card texts of any and all virtual cards.

**DISCLAIMER:** For best card size printing results, click on the print icon (or File, then Print) and uncheck all boxes under Copies and Adjustments, located on the right side and/or set page scaling to “none”.



# Game Aid



## EXPANSION SET

- A New Hope
- Hoth
- Dagobah
- Cloud City
- Jabba's Palace
- Special Edition
- Endor
- Death Star II
- Reflections II
- Tatooine
- Coruscant
- Reflections III
- Theed Palace
- Premium
- Virtual Set 1: A New Hope
- Virtual Set 2: The Empire Strikes Back
- Virtual Set 3: Return Of The Jedi
- Virtual Set 4: Expanded Universe
- Virtual Set 5: The Old Republic
- Virtual Set 6: Reflections IV
- Virtual Set 7: Darkness Rising

## CARD TYPES

- Admiral's Order
- Character - Alien
- Character - Sith
- Character - Droid
- Character - Imperial
- Character - Dark Jedi Master
- Character - Jedi Master
- Character - Rebel
- Character - Republic
- Creature
- Defensive Shield
- Device
- Effect
- Epic Event
- Interrupt
- Jedi Test
- Mission
- Objective
- Podracer
- Starship
- Vehicle
- Weapon

## SKILLS

- Maintenance
- Nav Computer
- Permanent Weapon
- Pilot (Dark)
- Pilot (Light)
- Presence
- Warrior

## LOCATION FEATURES

- Creature Site
- Exterior Site
- Force (Dark)
- Force (Light)
- Interior Site
- Mobile Site
- Planet
- Space
- Starship Site
- Vehicle Site
- Underground Site
- Underwater Site

## OTHER FEATURES

- Grabber
- Episode I
- Independent Starship
- Republic
- Scomp Link
- Selective Creature
- Sidious Effect
- Setup Card
- Trade Federation
- Vader Effect

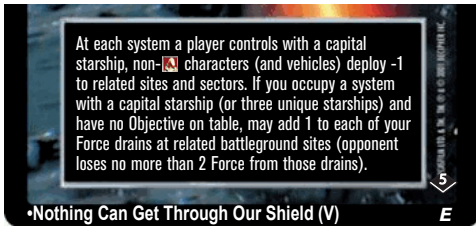


# Virtual Cards: Master List

## DARK SIDE

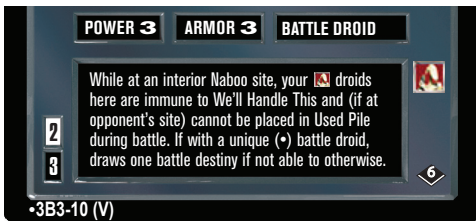
### ADMIRAL'S ORDERS

- Nothing Can Get Through Our Shield (V)

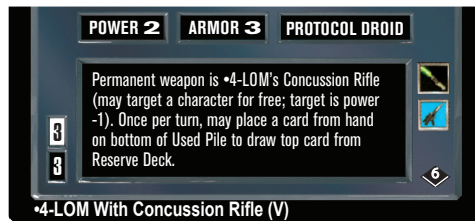


### CHARACTERS

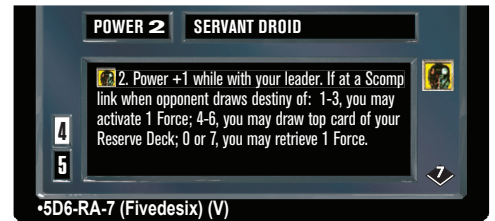
- 3B3-10 (V)



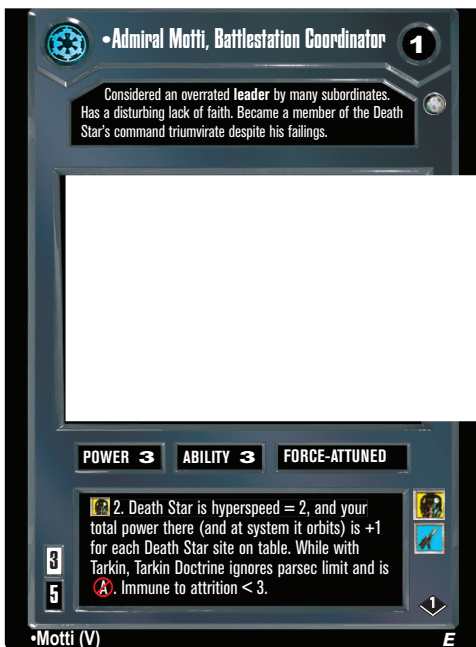
- 4-LOM With Concussion Rifle (V)



- 5D6-RA-7 (Fivedesix) (V)



- Admiral Motti, Battlestation Coordinator



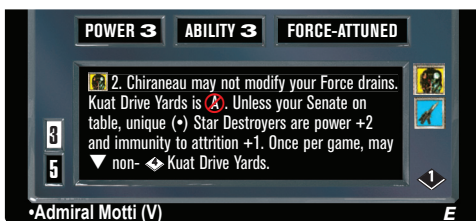
- Admiral Pellaeon



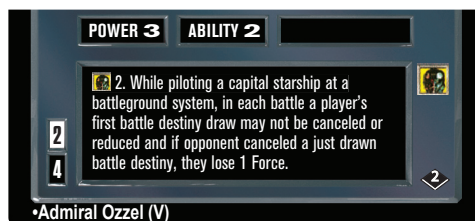
- AT-AT Driver (V)



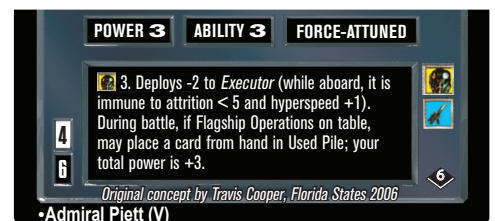
- Admiral Motti (V)



- Admiral Ozzel (V)



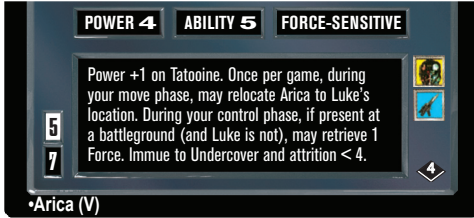
- Admiral Piett (V)



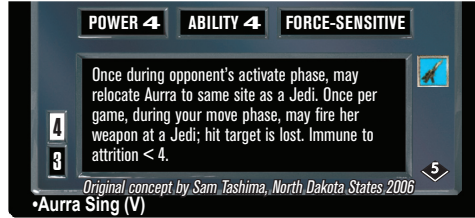
# Virtual Cards: Master List

# DARK SIDE

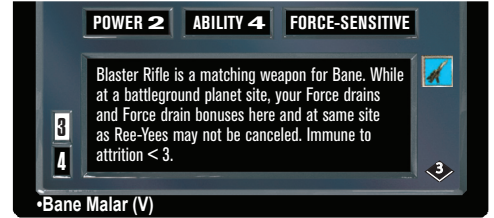
•Arica (V)



•Aurra Sing (V)



•Bane Malar (V)



•Aurra Sing, Deadly Assassin



•Bane, The Bounty Hunter



•Bane Malar, Spice Addict



•Battle Droid Squad



•Black Leader (V)

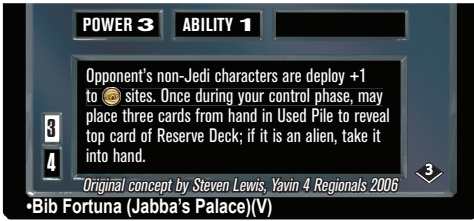


•Black Leader (V) AI

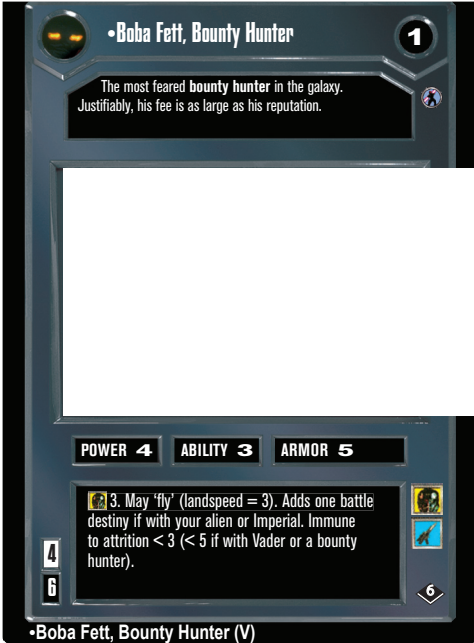


# Virtual Cards: Master List

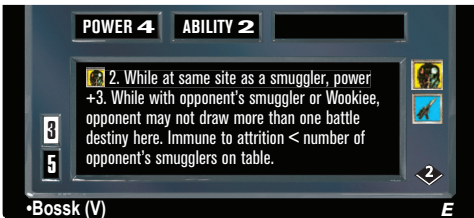
•Bib Fortuna (V)



•Boba Fett, Bounty Hunter (V)



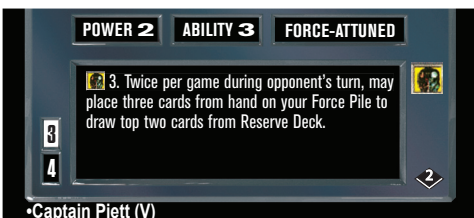
•Bossk (V)



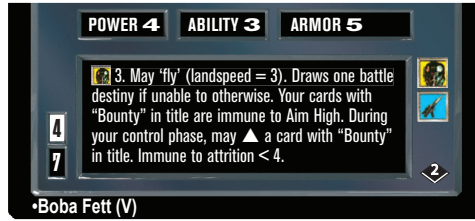
•Brangus Glee (V)



•Captain Piett (V)



•Boba Fett (Cloud City) (V)



•Boba Fett, Prepared Hunter

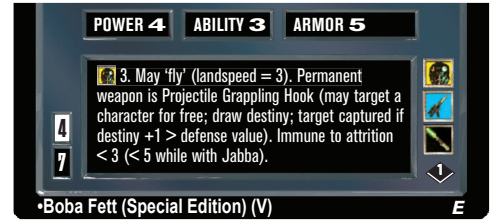


•Bossk With Mortar Gun (V)



# DARK SIDE

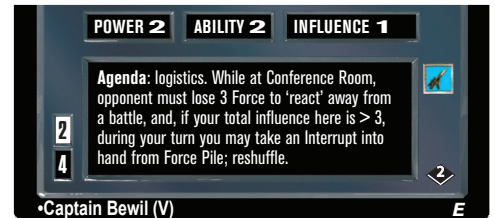
•Boba Fett (Special Edition) (V)



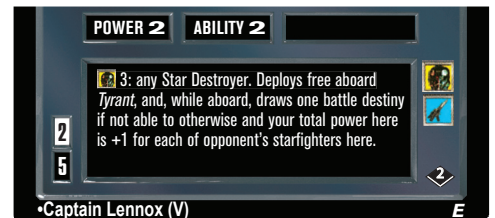
•Boba Fett, Relentless Bounty Hunter



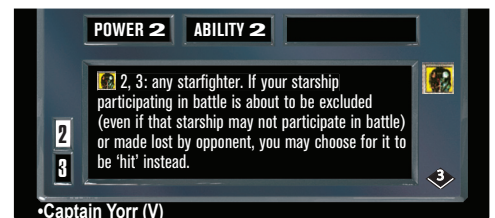
•Captain Bewil (V)



•Captain Lennox (V)



•Captain Yorr (V)



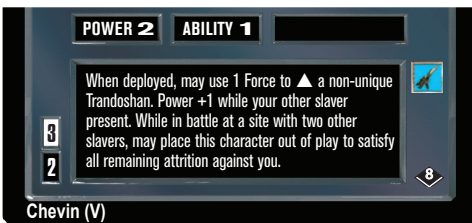


# Virtual Cards: Master List

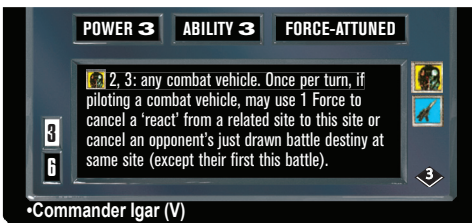
•Captain Mod Terrik



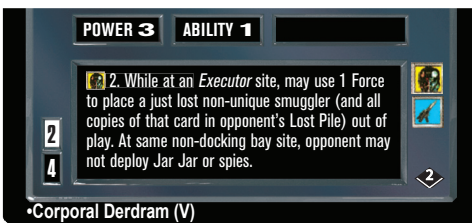
Chevin (V)



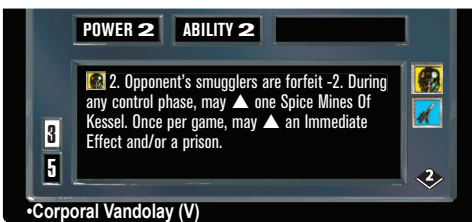
•Commander Igar (V)



•Corporal Derdram (V)



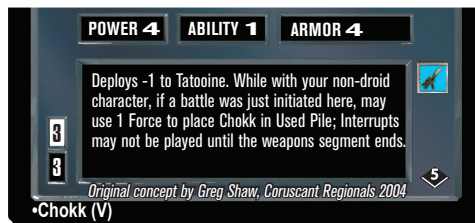
•Corporal Vandolay (V)



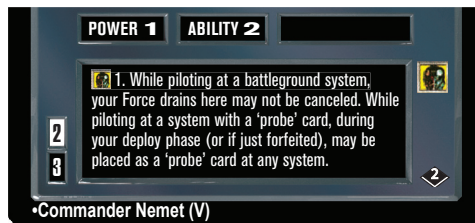
•Carnor Jax, Royal Guard



•Chokk (V)



•Commander Nemet (V)



•Cyborg Commander, Hunter Of Jedi



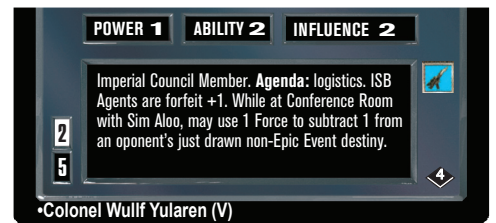
•Twi'lek Advisor (V)

# DARK SIDE

•Commander Daine Jir

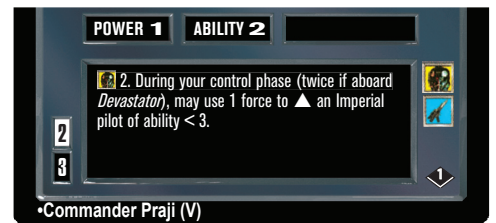


•Colonel Wulff Yularen (V)



•Colonel Wulff Yularen (V)

•Commander Praji (V)



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•Darth Vader, Betrayer Of The Jedi

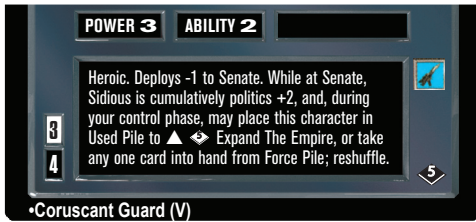


•Leave Them To Me (Death Star II) (V)

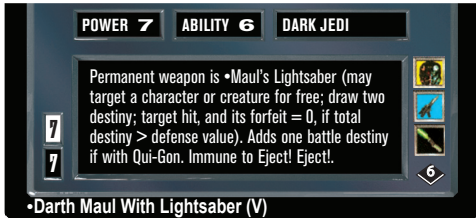


# Virtual Cards: Master List

Coruscant Guard (V)



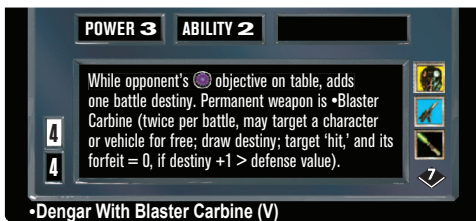
•Darth Maul With Lightsaber (V)



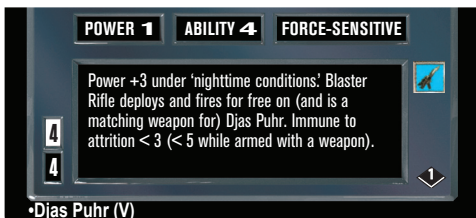
•Darth Vader, More Machine Than Man



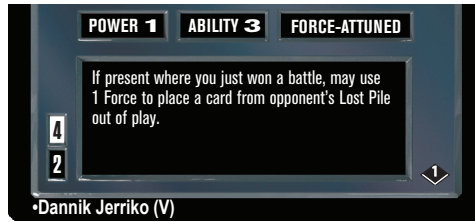
•Dengar With Blaster Carbine (V)



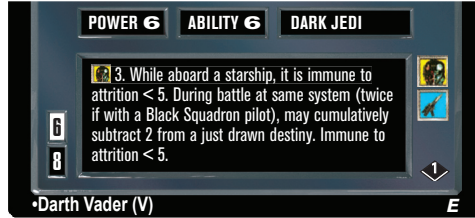
•Djas Puhr (V)



•Dannik Jerriko (V)



•Darth Vader (V)



•••Dathomir Witch

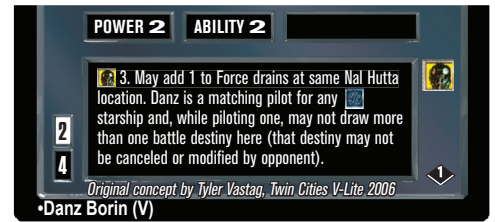


•DS-61-5

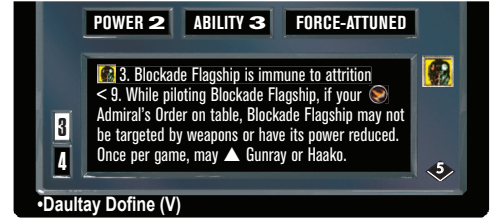


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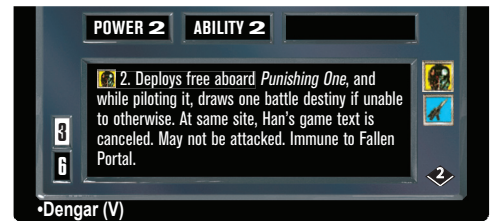
•Danz Borin (V)



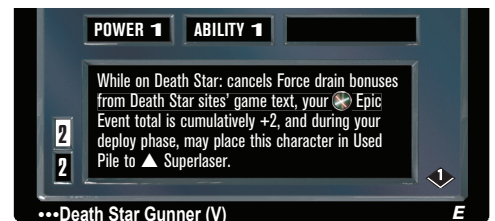
•Daultay Dofine (V)



•Dengar (V)



•••Death Star Gunner (V)



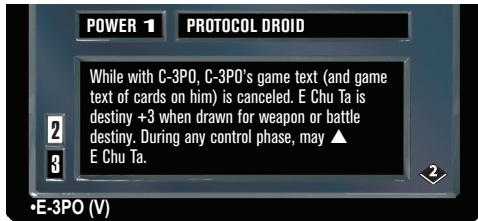
•Galen, Secret Apprentice (V)



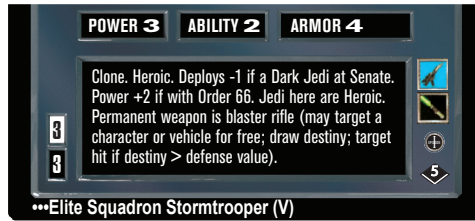
# Virtual Cards: Master List

# DARK SIDE

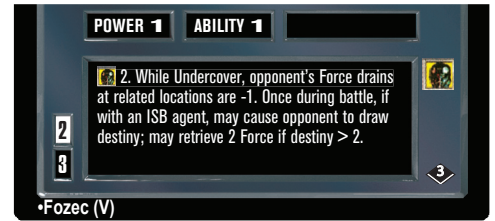
•E-3PO (V)



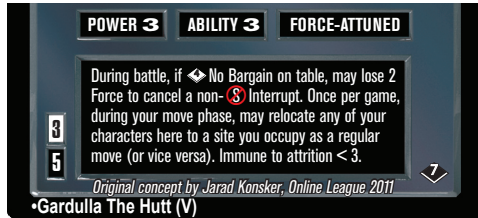
••Elite Squadron Stormtrooper (V)



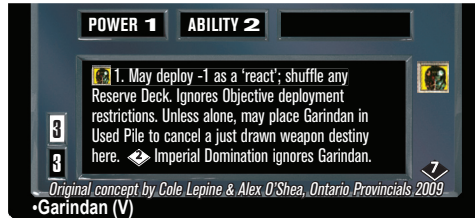
•Fozec (V)



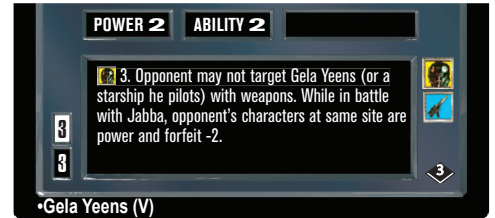
•Gardulla The Hutt (V)



•Garindan (V)



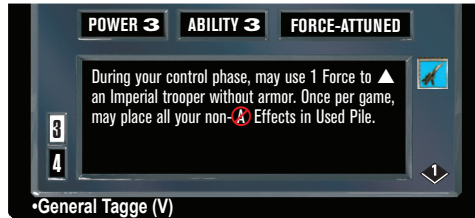
•Gela Yeens (V)



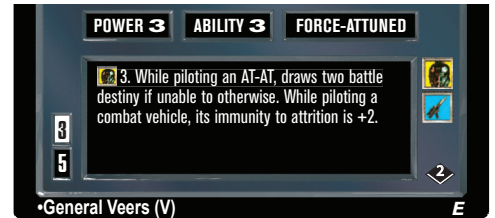
•General Nevar



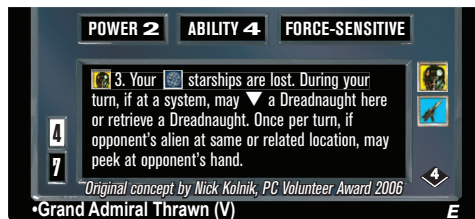
•General Tagge (V)



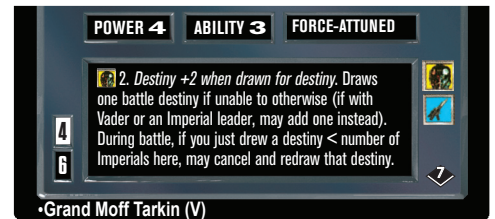
•General Veers (V)



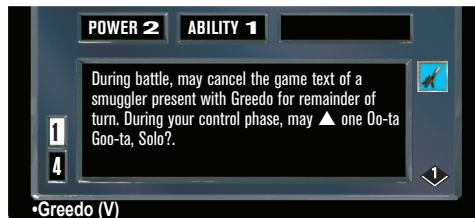
•Grand Admiral Thrawn (V)



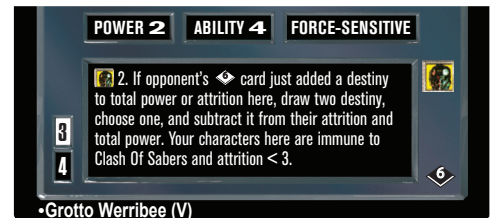
•Grand Moff Tarkin (V)



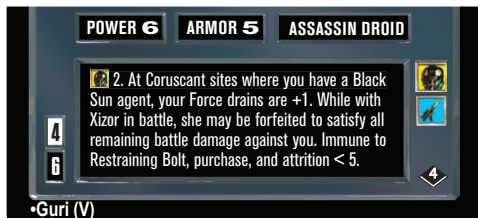
•Greedo (V)



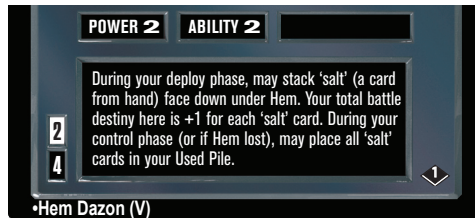
•Grotto Werrabee (V)



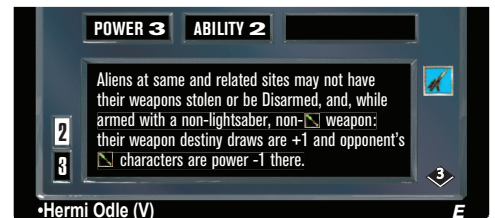
•Guri (V)



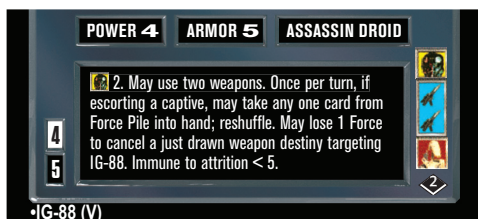
•Hem Dazon (V)



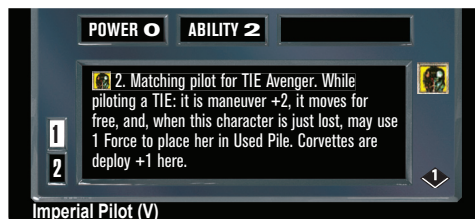
•Hermi Odle (V)



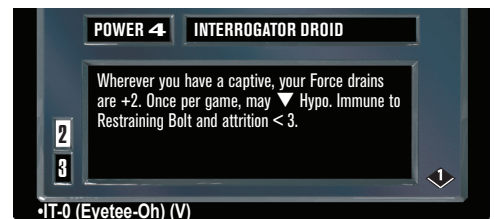
•IG-88 (V)



Imperial Pilot (V)



•IT-0 (Eyete-Oh) (V)





# Virtual Cards: Master List

# DARK SIDE

•Ice-Heart

•••IG Bodyguard Droid

•IG-88, Renegade Droid



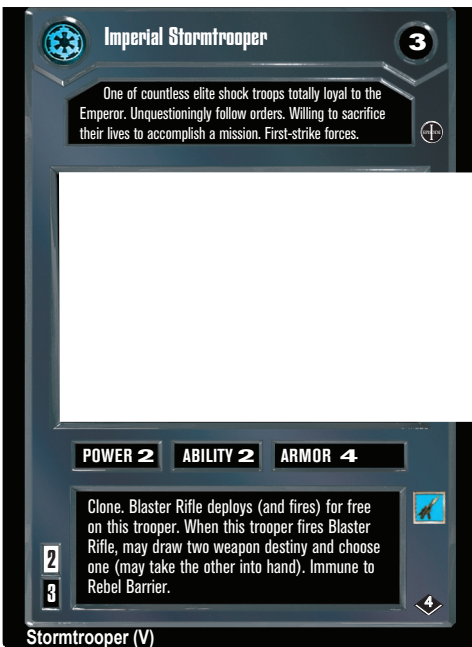
Imperial Stormtrooper (V)



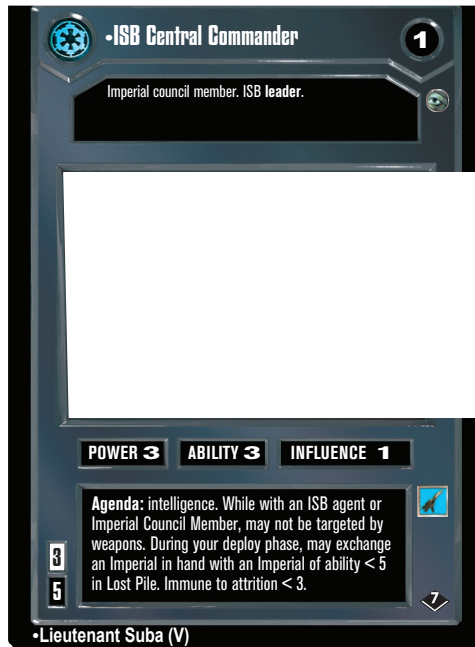
•ISB Central Commander



•ISB Sector Commander



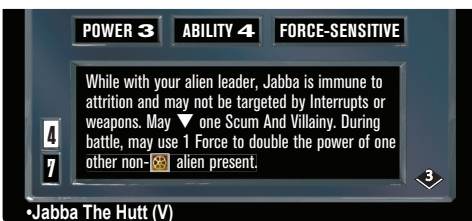
•Jabba The Hutt (V)



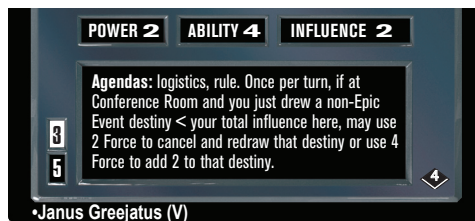
•Janus Greejatus (V)



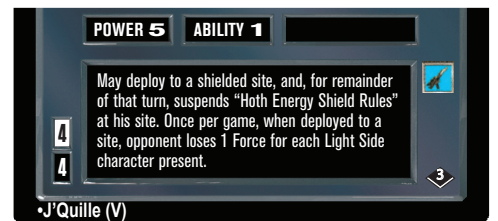
•J'Quille (V)



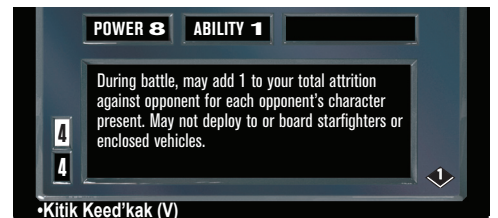
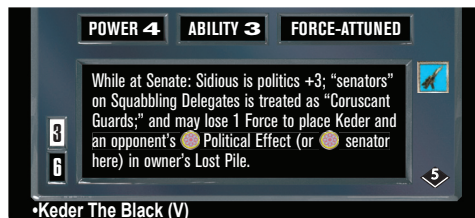
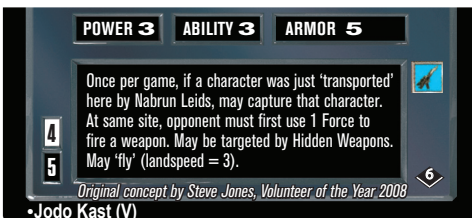
•Jodo Kast (V)



•Keder The Black (V)



•Kitik Keed'kak (V)



# Virtual Cards: Master List

# DARK SIDE

•Ket Maliss, Shadow Killer

•Kir Kanos With Force Pike

•Lord Sidious

•Ket Maliss, Shadow Killer 3

Highly valued by Jabba the Hutt and other gangsters. Ket Maliss, Prince Xizor's "shadow killer," has unknown but undoubtedly lethal business in Mos Eisley. **Assassin.**

POWER 4 ABILITY 2 SHADOW 3

2. While with opponent's character of ability > 2, Ket Maliss is power +1, defense value +2, and draws one battle destiny if unable to otherwise. Whenever an opponent's character is lost from same site, opponent loses 1 Force.

3 4

Ket Maliss (V)

•Kir Kanos With Force Pike 3

Fiercely devoted Royal Guard. Feels deeply indebted to those who risk their life for him. Unaware of the extent of Palpatine's atrocities and cruelty.

POWER 4 ABILITY 2

Heroic. Permanent weapon is Force Pike (may target a character for free; draw destiny; target hit, and its power = 0, if destiny +1 > defense value). Your characters here are immune to Cantina Brawl, Fallen Portal, and Rebel Barrier.

3 4

Original concept by Kevin Shannon, World Champion 2008

•Kir Kanos (V)

•Lord Sidious 1

Leader. Trade Federation.

POWER 5 ABILITY 7 DARK JEDI MASTER

Whenever a Jedi is forfeited and you have exactly two Dark Jedi on table, retrieve 2 Force. While at your Senate and you have no senators here, Sidious is politics +4 and his game text may not be canceled. Immune to ♦ Leia and attrition.

6 8

•Emperor's Power (V)

•Labria (V)

•Lando Calrissian (V)

•Lieutenant Renz (V)

POWER 1 ABILITY 1

Once per game, may ▼ Undercover on Labria. During your control phase, may reveal top card of Reserve Deck. Place revealed card on top of Force Pile, Reserve Deck, or Used Pile.

2 3

•Labria (V)

POWER 3 ABILITY 3 FORCE-ATTUNED

3. Once per turn, while present at a battleground site, may use 1 Force to add or subtract 1 from a just drawn weapon or battle destiny (or from opponent's just drawn destiny).

2 4

•Lando Calrissian (V) E

POWER 2 ABILITY 2

Once per game, if at a battleground site, may initiate a Force drain that cannot be canceled; Force drain is +X (this bonus may not be canceled; ignore other modifiers) where X = the number of unique (♦) Stormtroopers at battleground sites.

2 4

•Lieutenant Renz (V)

•Lieutenant Cecius (V)

•Lieutenant Grond (V)

•Mara Jade With Lightsaber

POWER 2 ABILITY 2

Opponent's characters are deploy +1 to same mobile site. At battlegrounds where you have a unique (♦) and non-unique Imperial present (and no other Force drain bonus), your Force drains are +1. Tactical Support is a Used Interrupt.

2 3

•Lieutenant Cecius (V)

POWER 2 ABILITY 2

2. Adds one battle destiny with Colonel Dyer or if driving a swoop. May place Lieutenant Grond in Used Pile to cancel a Force drain at a related location.

2 3

•Lieutenant Grond (V)

•Mara Jade With Lightsaber 1

Ordered to kill Luke Skywalker. Assumed the identity of a dancer named 'Arica' in order to sneak into Jabba's palace.

•Lieutenant Watts (V)

•Lord Vader (V)

POWER 2 ABILITY 2

2. Once per turn, if at a battleground site, may take a weapon from Lost Pile into hand to cancel a Force drain at a related site.

2 4

•Lieutenant Watts (V)

POWER 6 ABILITY 6 DARK JEDI

3. May deploy an opponent's lightsaber just lost from same site on him (for free); may then use two weapons. While The Quick And Easy Path on table, Jedi Escape and What Was It? may not cancel duels. Immune to attrition < 5.

6 8

Original concept by Jerry Jensen, PC Volunteer Award 2005

•Lord Vader (V) E

POWER 4 ABILITY 5 FORCE-SENSITIVE

While Luke or Emperor on table, power +1 and she moves for free. Permanent weapon is •Mara Jade's Lightsaber (may target a character or creature for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value).

5 7

Original concept by Justin Roth, New York States 2005

•Mara Jade, The Emperor's Hand (V) E

•Major Hewex (V)

•Malakili (V)

•Myn Kyneugh (V)

POWER 2 ABILITY 2

Your unique (♦) Stormtroopers are deploy -1 to same site and are forfeit +1 at same and related locations.

2 4

•Major Hewex (V)

POWER 2 ABILITY 1

Deploys -4 on Tatooine. Rancors may deploy here (even if Malakili is not the only character, habitat permitting), are defense value +4 here, and may not attack Malakili. During your deploy phase, may ▼ one Rancor here.

6 8

•Malakili (V)

POWER 4 ABILITY 3 FORCE-ATTUNED

Heroic. When deployed, may play a Defensive Shield from under your Starting Effect (as if from hand). Force Pike is a matching weapon for Myn, and, when using it, it fires for free and his total weapon destiny is +1. Immune to attrition < 4.

3 5

•Myn Kyneugh (V) E

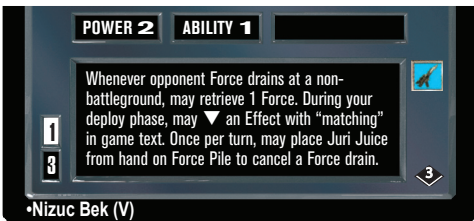


# Virtual Cards: Master List

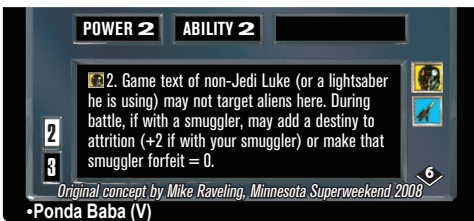
Massassi Warrior



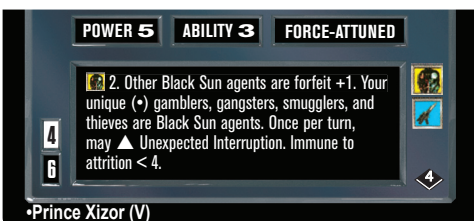
•Nizuc Bek (V)



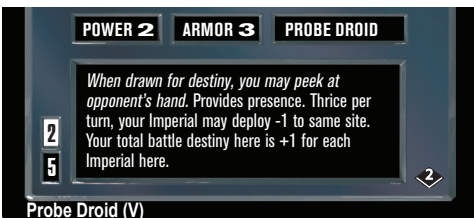
•Ponda Baba (V)



•Prince Xizor (V)



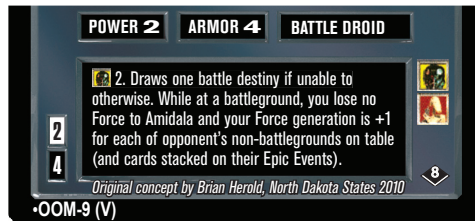
Probe Droid (V)



Mercenary Shadow Pirate



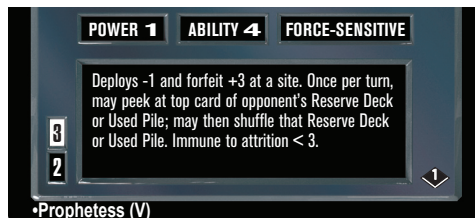
•OOM-9 (V)



••OOM Command Battle Droid



•Prophetess (V)

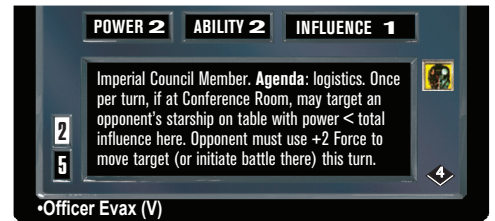


# DARK SIDE

•Moff Tarkin, Death Star Commandant



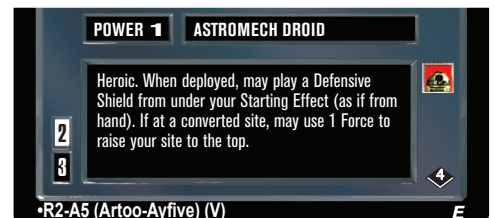
•Officer Evax (V)



•P-13 & •P-14



•R2-A5 (Artoo-Ayfive) (V)



# Virtual Cards: Master List

# DARK SIDE

•Probot



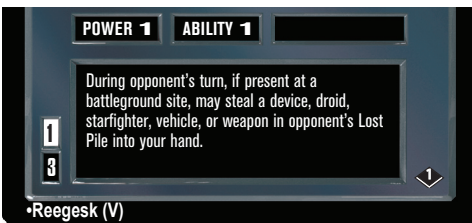
•R'tic H'weei



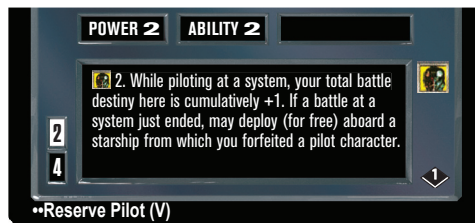
•••Saber Squadron Pilot



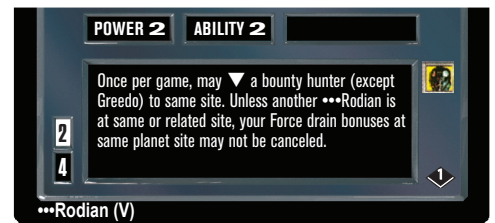
•Reegesk (V)



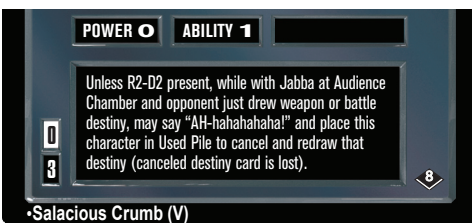
••Reserve Pilot (V)



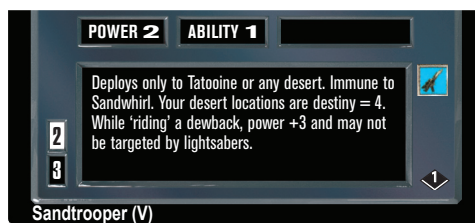
•••Rodian (V)



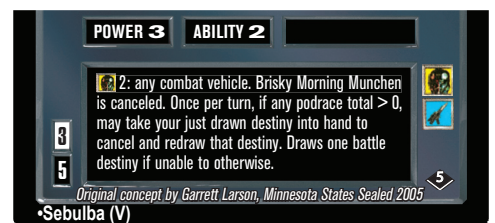
•Salacious Crumb (V)



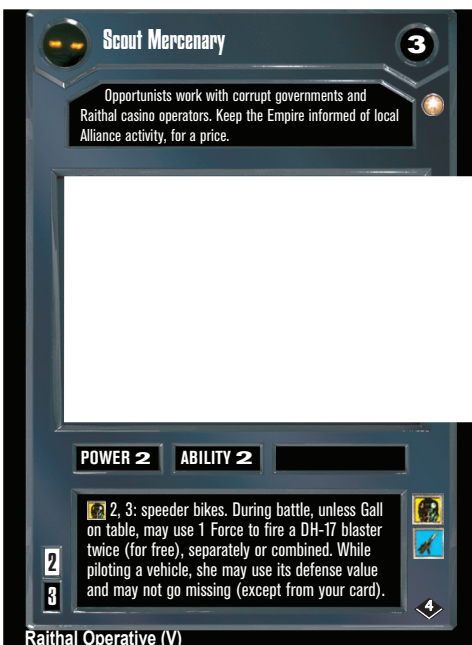
Sandtrooper (V)



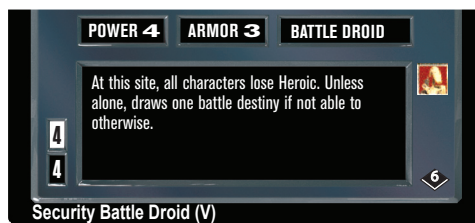
•Sebulba (V)



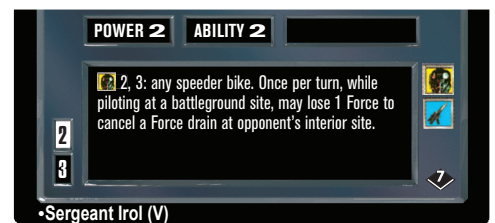
Scout Mercenary



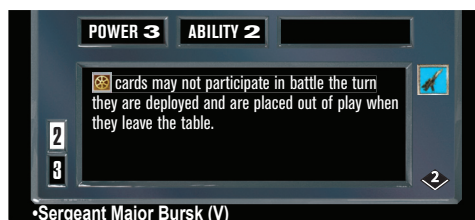
Security Battle Droid (V)



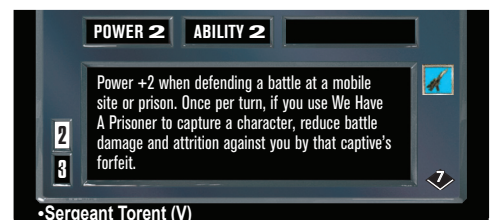
•Sergeant Irol (V)



•Sergeant Major Bursk (V)



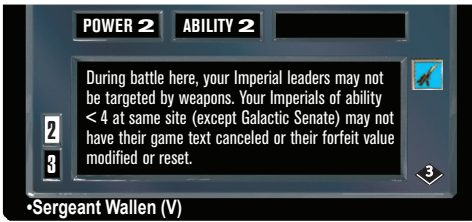
•Sergeant Torent (V)



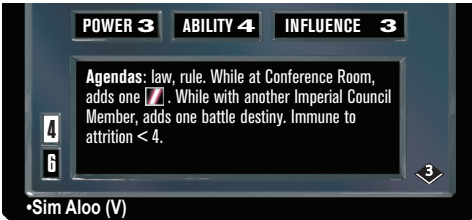


# Virtual Cards: Master List

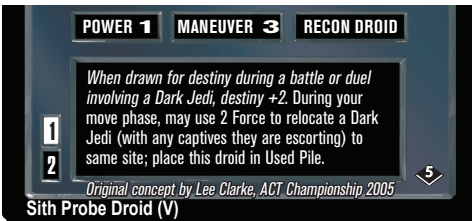
•Sergeant Wallen (V)



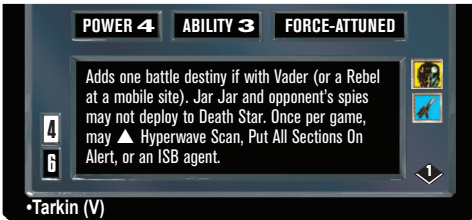
•Sim Aloo (V)



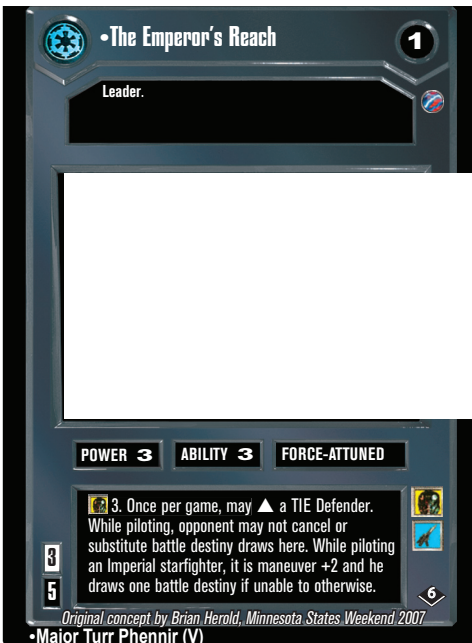
Sith Probe Droid (V)



•Tarkin (V)



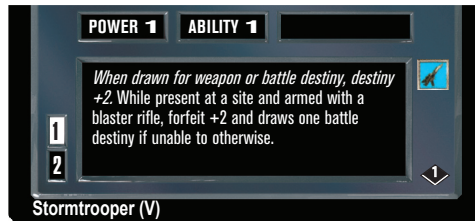
•The Emperor's Reach



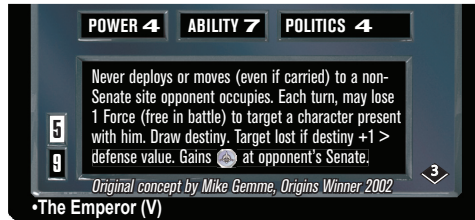
•Shada



Stormtrooper (V)



•The Emperor (V)



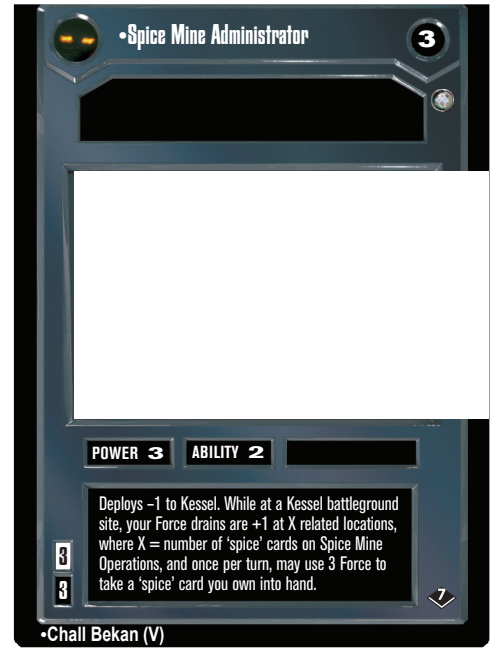
•The Mandalorian



•Jodo Kast (V)

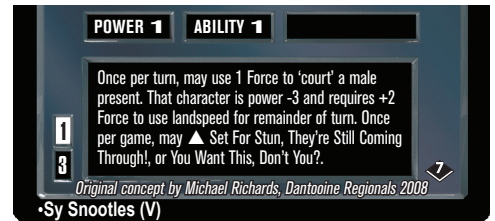
# DARK SIDE

•Spice Mine Administrator



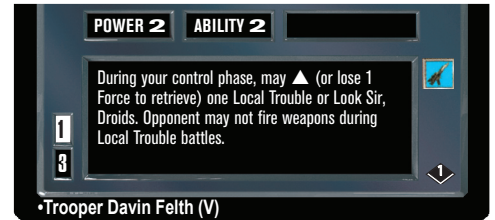
•Chall Bekan (V)

•Sy Snootles (V)



•Sy Snootles (V)

•Trooper Davin Felth (V)



•Trooper Davin Felth (V)

•The Mandalorian, Father Of Fett



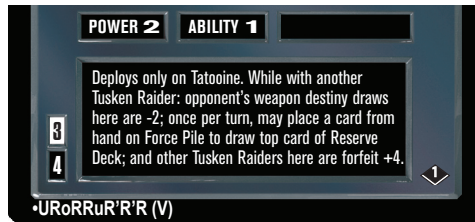
Lando System? (V)

# Virtual Cards: Master List

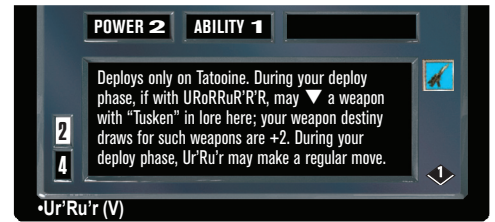
•Thok & •Thug (V)



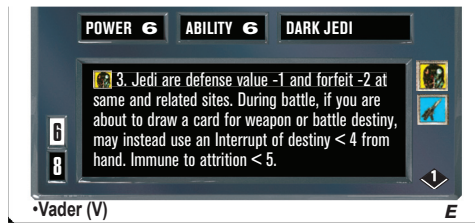
•URoRRuR'R (V)



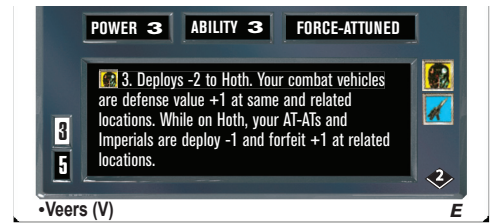
•Ur'Ru'r (V)



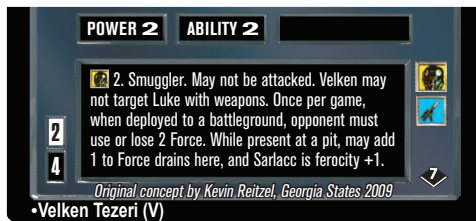
•Vader (V)



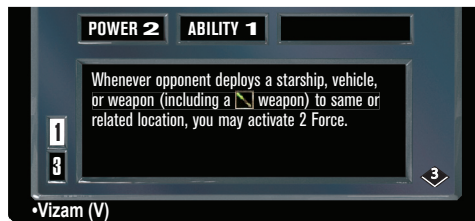
•Veers (V)



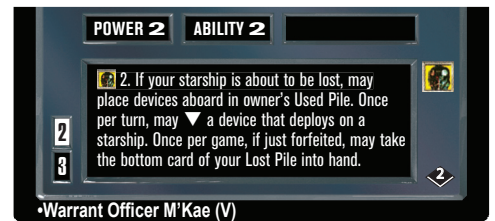
•Velken Tezeri (V)



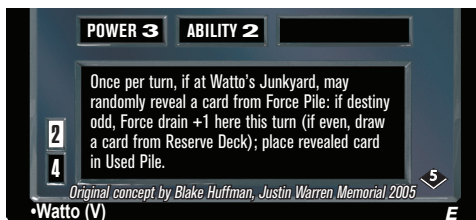
•Vizam (V)



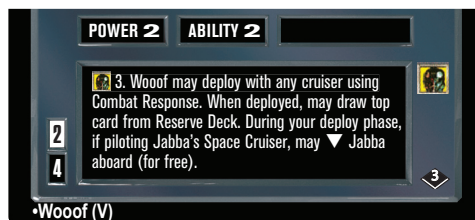
•Warrant Officer M'Kae (V)



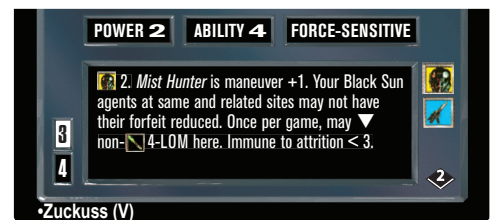
•Watto (V)



•Woof (V)

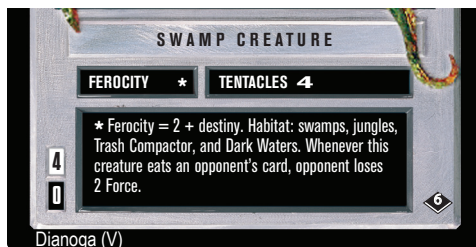


•Zuckuss (V)



## CREATURES

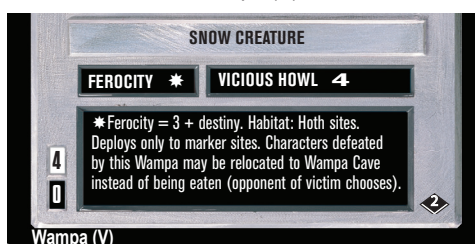
Dianoga (V)



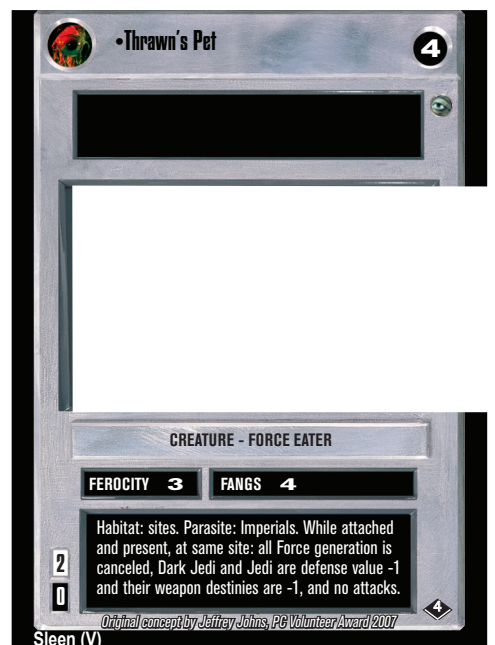
•One-Arm (V)



Wampa (V)



•Thrawn's Pet





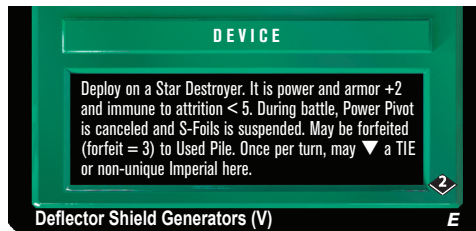
# Virtual Cards: Master List DEVICES

## DARK SIDE

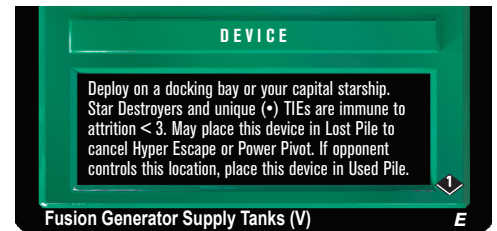
Comlink (V)



Deflector Shield Generators (V)



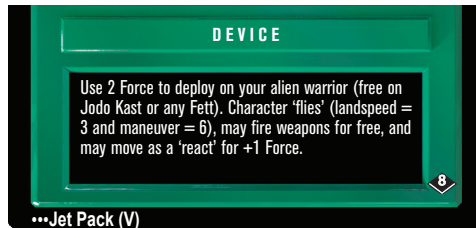
Fusion Generator Supply Tanks (V)



••Floating Refinery (V)



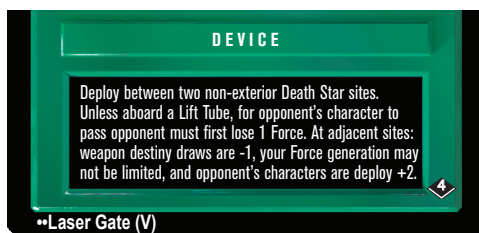
•••Jet Pack (V)



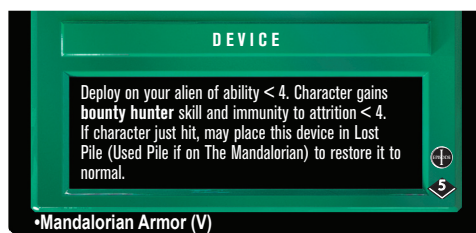
•Kessel Surveillance System



••Laser Gate (V)



•Mandalorian Armor (V)



••Trophy Of A Kill



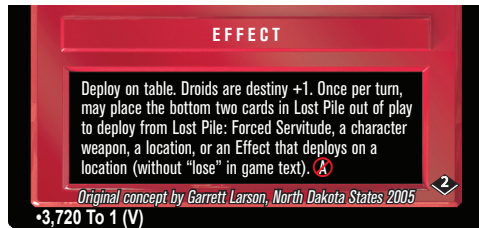
•Mara Jade's Lightsaber (V)



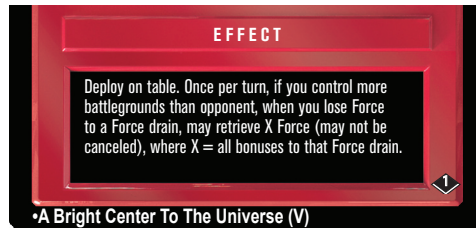
# Virtual Cards: Master List EFFECTS

## DARK SIDE

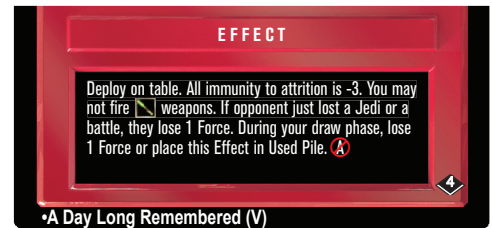
•3,720 To 1 (V)



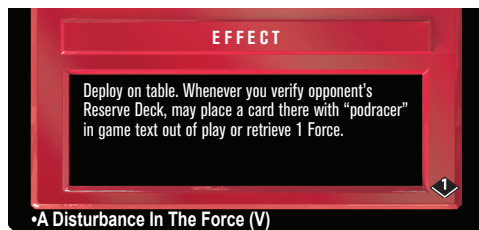
•A Bright Center To The Universe (V)



•A Day Long Remembered (V)



•A Disturbance In The Force (V)



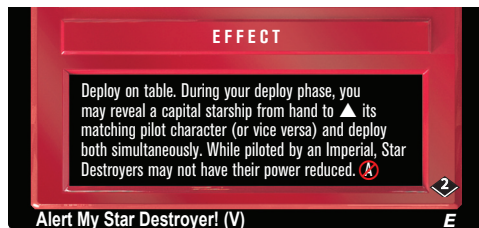
•A Sith's Plans



•A Sith's Weapon



Alert My Star Destroyer! (V)



•Ability, Ability, Ability (V)



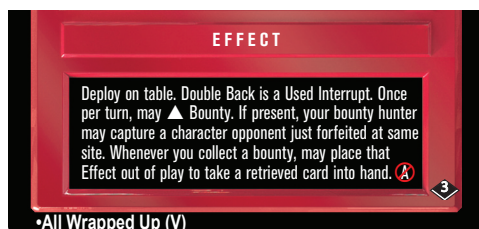
•Altering The Deal



•An Enemy Of The Republic

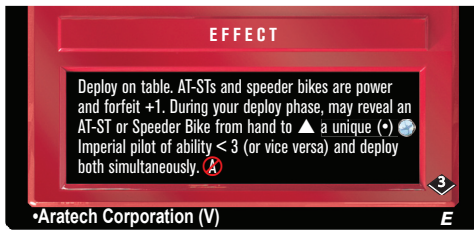


•All Wrapped Up (V)

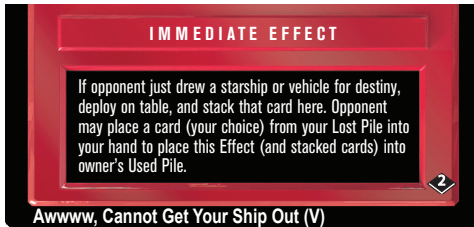


## Virtual Cards: Master List

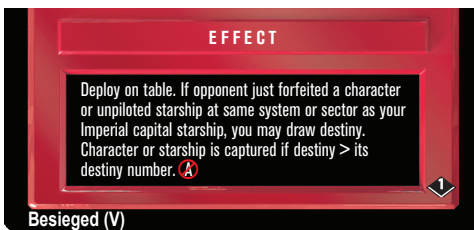
- Aratech Corporation (V)



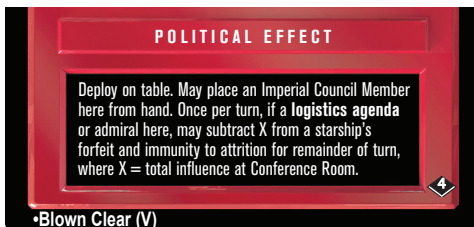
## Awww, Cannot Get Your Ship Out (V)



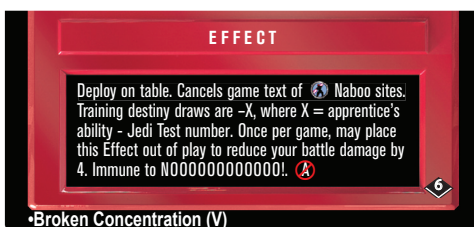
Besieged (V)



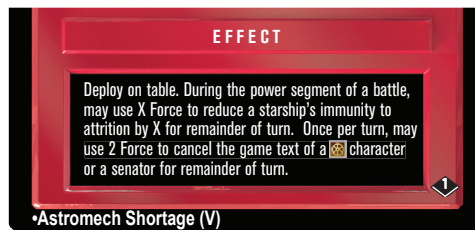
- Blown Clear (V)



- Broken Concentration (V)



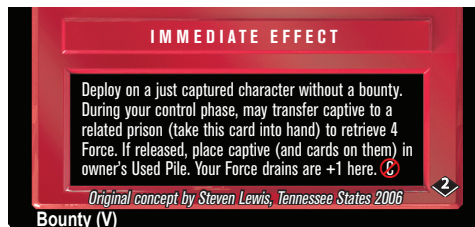
- Astromech Shortage (V)



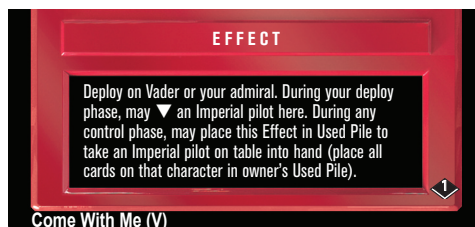
- Baktoid Armor Workshop



Bounty (V)

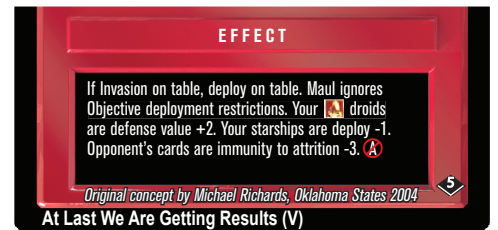


## Come With Me (V)

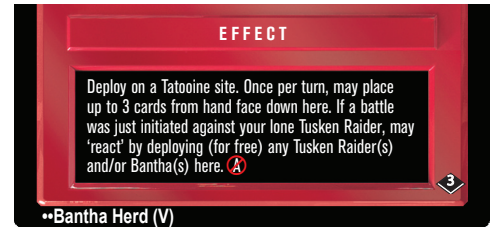


***DARK SIDE***

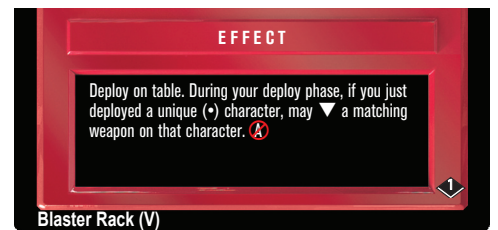
### At Last We Are Getting Results (V)



- Bantha Herd (V)



Blaster Rack(V)



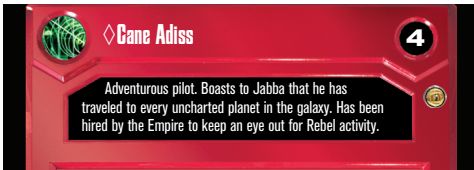
- Breached Defenses & • Molator



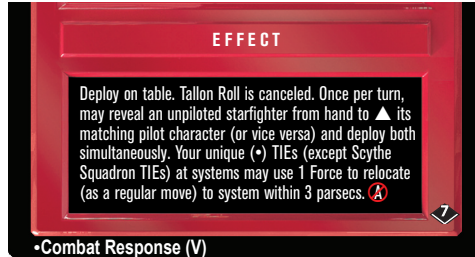


# Virtual Cards: Master List

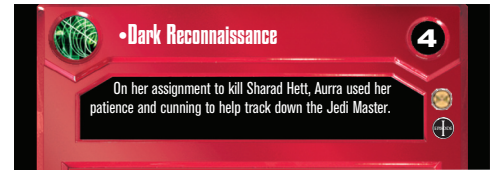
◇ Cane Adiss (V)



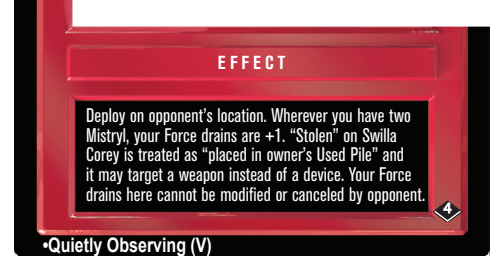
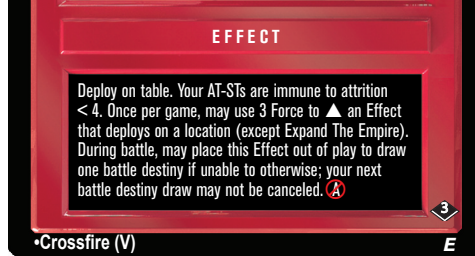
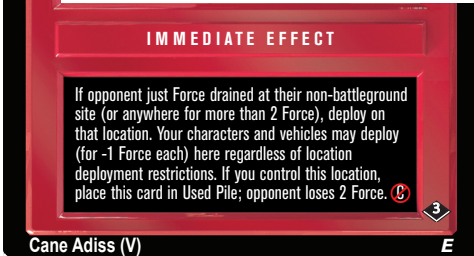
•Combat Response (V)



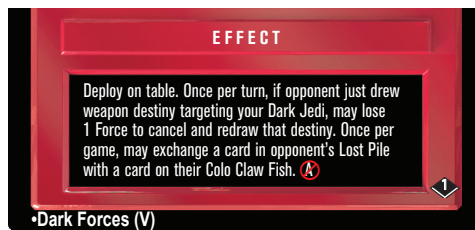
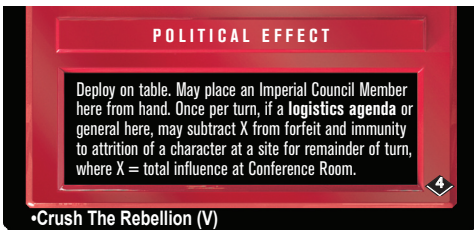
•Dark Reconnaissance



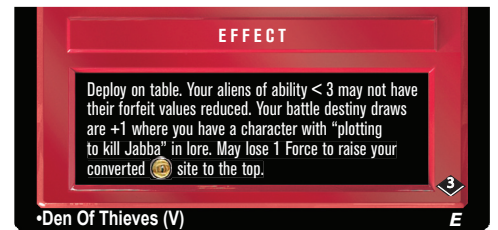
•Crossfire (V)



•Crush The Rebellion (V)



•Den Of Thieves (V)



•Dark Waters & •Krayt Dragon Bones



•Death Mark & •Hutt Bounty



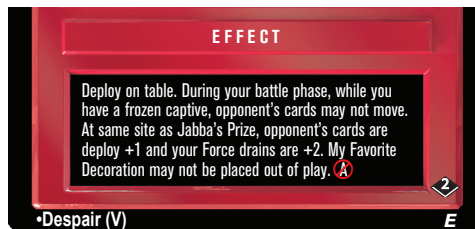
•Den Of Thieves & •Special Delivery



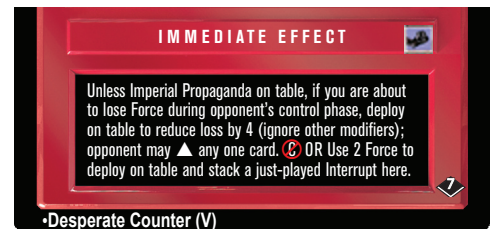
•Desilijic Tattoo (V)



•Despair (V)



•Desperate Counter (V)



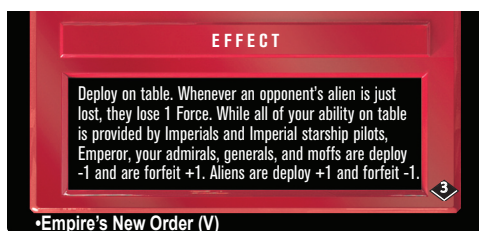


# Virtual Cards: Master List

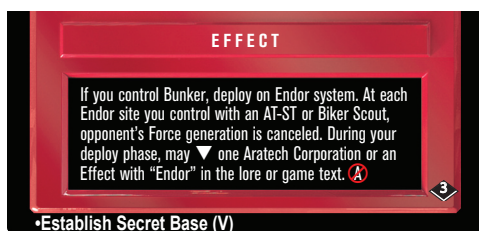
•Deployment Orders



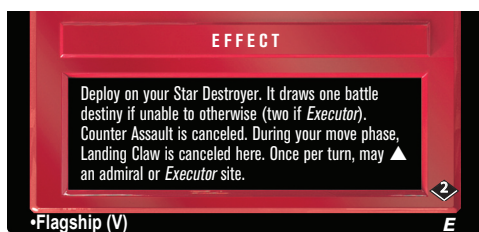
•Empire's New Order (V)



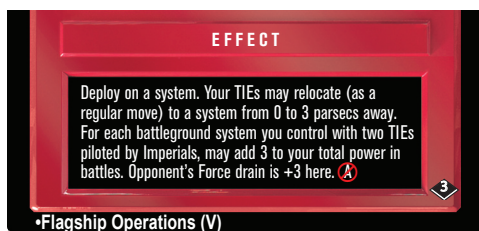
•Establish Secret Base (V)



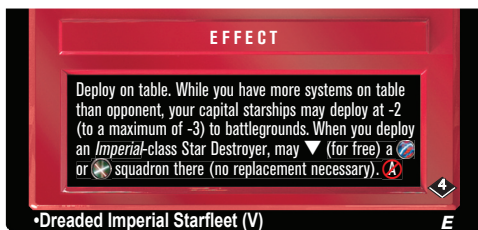
•Flagship (V)



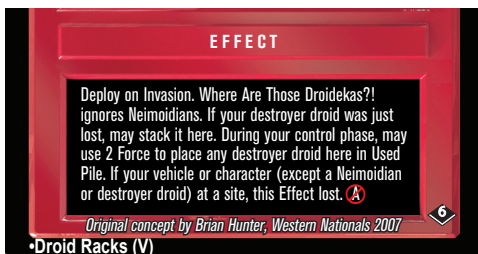
•Flagship Operations (V)



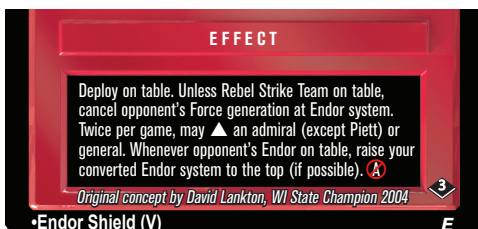
•Dreaded Imperial Starfleet (V)



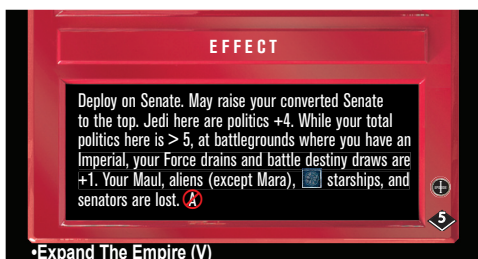
•Droid Racks (V)



•Endor Shield (V)



•Expand The Empire (V)

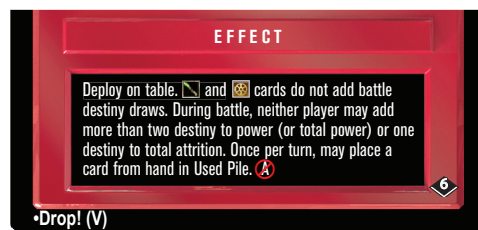


•Fleet Security Protocols

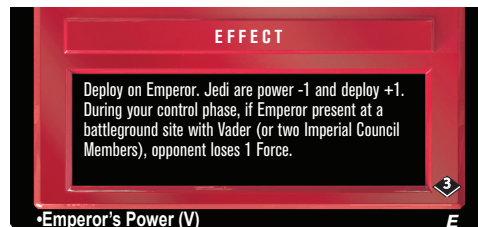


# DARK SIDE

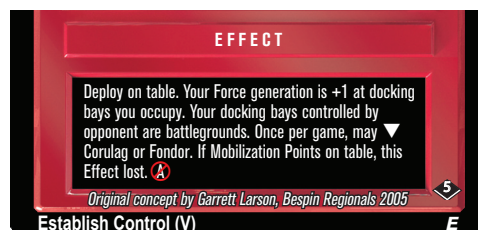
•Drop! (V)



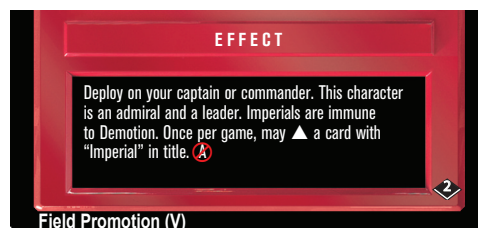
•Emperor's Power (V)



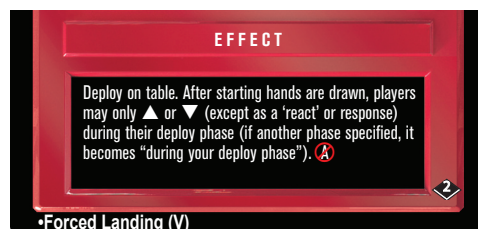
Establish Control (V)



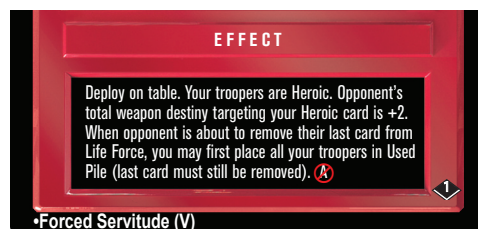
Field Promotion (V)



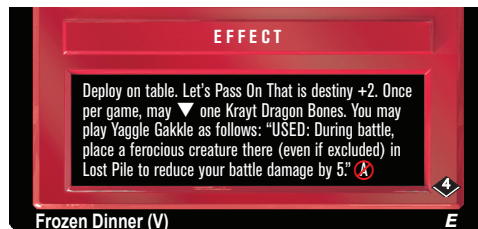
•Forced Landing (V)



•Forced Servitude (V)



Frozen Dinner (V)



## •Imperial War Machine

**Imperial War Machine** 3

Absolute control wielded by the Emperor enables Imperial forces to dominate planetary systems before the Rebel Alliance can gain a foothold.

**EFFECT**

Deploy on table. Imperial pilots are not restricted (\*\*\*). Once per turn, may reveal a non-unique Imperial pilot from hand to ▲ a non-unique AT-AT (of armor > 6), Victory-class Star Destroyer, or Dreadnaught (or vice versa), and deploy both simultaneously. (A)

•A Dark Time For The Rebellion (V) E

## •Jabba's Haven

**Jabba's Haven** 4

Jabba has won the service of many of his guards and other henchbeings through games of chance.

**EFFECT**

Deploy on table. May ▼ Nal Hutta. Once per game, may retrieve an alien or starship into hand. While Fearless And Inventive on table, once per battle, may lose 1 Force; your battle destiny modifiers affect your total battle destiny instead. (A)

Original concept by Jarad Konsker, Online League MPC 2010

•Jabba's Palace Sabacc (Dark) (V) E

## •Join Us Or Die

**Join Us Or Die** 4

Vader had to show Luke that giving in to the dark side of the Force was his only destiny.

**EFFECT**

Deploy on your Throne Room. While Emperor and Vader here, Take Your Father's Place does not deplete Life Force or cause Force loss. Once per turn, may ▼ So Be It, Jedi or a docking bay. "Battle" on Insignificant Rebellion is treated as "battle or duel!" (A)

Original concept by UK players, Community of the Year 2010

•Lightsaber Parry (V) E

## •Insignificant Rebellion (V)

**EFFECT**

If Ralltiir Operations on table, deploy on table. Ounee Ta is canceled. Your troopers are power = 2. Your Force generation at Ralltiir system is +1. Whenever you draw battle destiny, may exchange a card in hand with a card of the same card type in Lost Pile. (A)

•Insignificant Rebellion (V) E

## •Jabba's Influence (V)

**EFFECT**

Deploy on table. Your gangsters are information brokers. Your bounty hunters (except Boba Fett) are power +1. While Xizor on table, Scum And Villainy ignores Emperor. Once per game, if Jabba at Audience Chamber, may ▼ a non-bounty hunter alien. (A)

•Jabba's Influence (V) E

## •Jawa Pack (V)

**EFFECT**

Deploy on table. Your unique (•) Jawas are defense value +1. During battles at exterior Tatooine sites where your unique (•) Jawa is participating, may add one destiny to your total power.

•Jawa Pack (V) E

## Ket Maliss (V)

**EFFECT**

Deploy on table. Unless Emperor Palpatine on table, Black Sun agents are defense value +1 and forfeit +2. Once per turn, may use 1 Force to ▼ one Beedo, Dannik Jerriko, Greedo, Hem Dazon, Reegesk, or a docking bay. (A)

Ket Maliss (V) E

## •Knowledge And Defense (V)

**STARTING EFFECT**

Deploy on table with up to 12 cards from outside your deck face-down under here. Four times per game, may play a Defensive Shield from here (as if from hand). Unless canceling your Interrupt, opponent may not play Recoil In Fear until the end of your first turn. (A)

•Knowledge And Defense (V) E

## •Krayt Dragon Bones (V)

**EFFECT**

Deploy on table. Womp Rats are not. Once per turn, may ▼ a creature (except a parasite) or a dewback. Your ferocious creatures are deploy -2 and ferocity +1. Whenever you retrieve Force because a creature has eaten a card, you need only use X-2 Force for Aim High (to a minimum of 1). (A)

•Krayt Dragon Bones (V) E

## •Kuat Drive Yards (V)

**EFFECT**

Deploy on table. Unique (•) Imperial-class Star Destroyers draw one battle destiny if not able to otherwise and are immune to attrition < 4. During your deploy phase, may use 2 Force to ▼ a battleground system. We're In Attack Position Now is canceled. (A)

•Kuat Drive Yards (V) E

## •Location, Location, Location (V)

**EFFECT**

Deploy on table. Your locations are destiny +1. During their deploy phase, players may use 2 Force to ▼ a battleground planet site (except a War Room) not on table. (A)

•Location, Location, Location (V) E

## •Luke? Luuuuke! (V)

**UTINNI EFFECT**

Deploy on your non-droid character present at a battleground site; character may not be carried from here or move. Target a Jedi at a site. You lose no more than 1 Force to Force drains at target's location. This Utinni Effect canceled when reached by target. (A)

•Luke? Luuuuke! (V) E

## •Maneuver Check (V)

**EFFECT**

Deploy on table. Starships may not move the turn they are deployed (or carried) to Death Star. Once per game, if Alderaan "blown away," may target a system. Unless opponent has a capital (or starship) there, Objectives treat target as a Subjugated planet. (A)

Original concept by Tim Simon, New Jersey States 2005

•Maneuver Check (V) E

## •Molator (V)

**EFFECT**

Deploy on table. If your character in battle is about to be lost before the damage segment, it is instead lost at end of battle (if forfeited, forfeit for 0). Characters of ability < 5 are immune to Goo Nee Tay. (A)

•Molator (V) E

## •Much Anger In Him (V)

**EFFECT**

Use 4 Force to deploy on opponent's non-droid, non-Jedi Master character (or 2 Force on a Rebel). Character's game text is canceled and they draw one battle destiny if unable to otherwise. Opponent may lose three cards from hand (may not be reduced) to cancel this Effect. (A)

•Much Anger In Him (V) E



# Virtual Cards: Master List

•Gift Of The Master

•Guild Of Assassins

# DARK SIDE

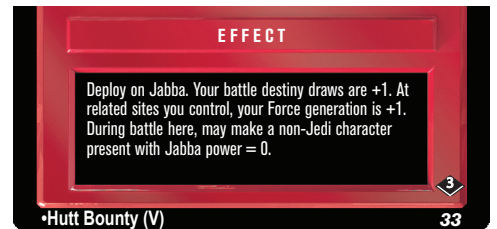
He Is Not Ready & Imperial Propaganda



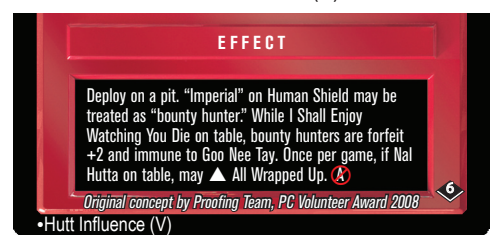
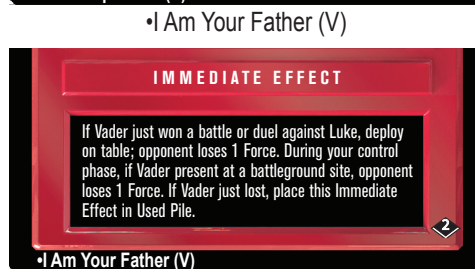
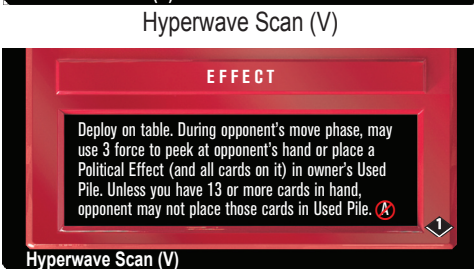
•He's No Jedi

•Hoth Blockade

•Hutt Bounty (V)



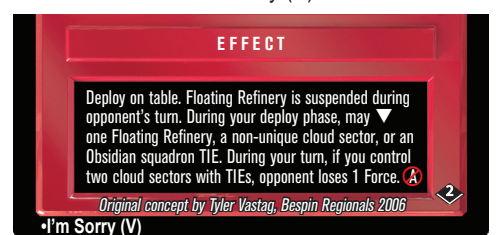
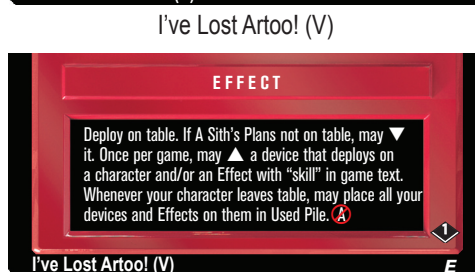
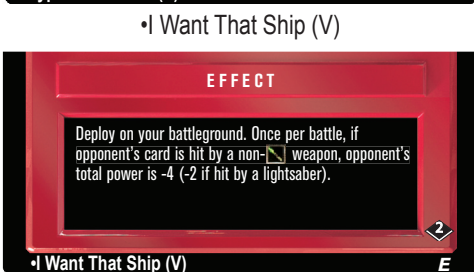
•Hutt Influence (V)



Hyperwave Scan (V)

•I Am Your Father (V)

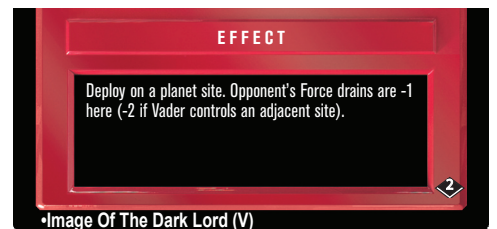
•I'm Sorry (V)



•I Want That Ship (V)

I've Lost Artoo! (V)

•Image Of The Dark Lord (V)





# Virtual Cards: Master List

•I Want Every Part Of This Ship Checked

**•I Want Every Part Of This Ship Checked** 3

Imperials use sensitive equipment to search captured ships for shielded compartments. Scanning crew BT-445 planned to search the *Millennium Falcon*.

**EFFECT**

Deploy on table. Once per game, if Obi-Wan on table, may ▼ Vader. May place this Effect in Used Pile to a ▲. If you just attempted to ▼ or ▲ a card, and the card was not found, may place this Effect in Lost Pile to search your Force Pile for that card; reshuffle.

Scanning Crew (V)

•Imperial Detainment

**•Imperial Detainment** 4

"There'll be no escape for the princess this time."

**EFFECT**

Deploy on table. We Have A Prisoner is a Used Interrupt. TIEs are deploy +1 to Launch Bay. During your deploy phase, may ▼ (or retrieve) one Besieged or a Launch Bay. Once per turn, when your Imperial captures (seizes) a character, opponent loses 1 Force. (A)

•First Strike (V)

Imperial Propaganda (V)

**IMMEDIATE EFFECT**

If you are about to lose Force during opponent's control phase, deploy on table to reduce loss by 2. Whenever you lose force during opponent's control phase (except from a Force drain at a battleground or your card), that loss is cumulatively -1 (to a minimum of 1).

Imperial Propaganda (V)

•Inconsequential Losses (V)

**EFFECT**

Deploy on table. You may forfeit non-lightsaber weapons (using forfeit value = 3); place your just forfeited weapon in Used Pile. During your deploy phase, if you just deployed a vehicle or starship, may ▼ a weapon (for free) on that vehicle or starship. (A)

•Inconsequential Losses (V)

•I'll Take Them Myself

**•I'll Take Them Myself** 3

"Several fighters have broken off from the main group. Come with me." Darth Vader targets his TIE fighter's fire-linked blaster cannons at the Rebel pilots in the trench.

**EFFECT**

Deploy on table. Once per game, may ▲ a card. May place this Effect in Used Pile to ▲ an Immediate Effect. May place this Effect in Lost Pile to cancel a Force drain. (A)

I Have You Now (V)

•Imperial Domination (V)

**EFFECT**

Deploy on table. If your non-Imperial character (or starship) on table, this Effect lost. Unless you occupy fewer locations than opponent: if you initiate or win a battle, retrieve an Imperial; and, during battle, may take an Imperial just drawn for destiny into hand to cancel and redraw that destiny. (A)

•Imperial Domination (V)

•Imperial Security Bureau

**•Imperial Security Bureau** 1

**EFFECT**

Deploy on table. Sundown is canceled. ISB agents who are leaders are deploy -2 to sites with "ISB" in title. Once per game, may ▲ a Mission. Look Sir, Droids and your Interrupts with "advisor" in title may be played as follows: "USED: Use 1 Force to ▲ an ISB agent." (A)

•Cloud City Sabacc (Dark) (V)

# DARK SIDE

•Imperial Academy Training (V)

**EFFECT**

Deploy on table. Imperials armed with a blaster or rifle at battleground sites are forfeit +2 and their weapon destiny draws are +1. Once per battle, if you have a non-lightsaber weapon there, may use 2 Force to add 4 to your total power. (A)

•Imperial Academy Training (V)

Imperial Decree (V)

**EFFECT**

Deploy on table. At start of your turn, may lose 1 Force to activate this turn using [ ] instead of [ ]. Whenever you lose Force (except from Force drains, battle damage, or your card), may reduce loss (to a minimum of 1) by the number of battlegrounds you occupy. (A)

Imperial Decree (V)

Imperial Justice (V)

**EFFECT**

Deploy on table; shuffle your Reserve Deck, peek at top three cards, and stack them face-up here. During battle, may take a card here into hand to prevent all battle destiny draws from being modified or canceled (each player may draw no more than one battle destiny). (A)

Imperial Justice (V)

•Imperial Stockpile

**•Imperial Stockpile** 4

The Empire's efficient, fear-driven logistical systems can quickly divert weapons and equipment from one conflict to another, focusing on regions of highest strategic priority.

**EFFECT**

Deploy on table; ▲ and stack a non-lightsaber weapon (without "lost" in game text) here. If a battle was just initiated, may deploy weapon here on a participating card. Return weapon here at end of weapons segment (if possible), at end of battle, or if it is about to leave table, be stolen, or become inactive. (A)

Original concept by Kevin Shannon, Player of the Year 2008

•Imperial Supply (V)

•Information Exchange (V)

**EFFECT**

Deploy on Imperial City. While your objective on table, Scum And Villainy may deploy here and, if a Black Sun agent present, may not be canceled. Once per turn, may use 1 Force to ▼ a non-weapon card with "Black Sun" or "Xizor" in lore (except Emperor).

•Information Exchange (V)

# Virtual Cards: Master List

# DARK SIDE

•Mercenary Slavers

•Nute Gunray's Bounty

•Occupied Territory

**•Mercenary Slavers** 4

Hunters who track down escaped Wookiee slaves and report on their location. The Empire and Trandoshans pay a high price for that kind of information.

**EFFECT**

Unless your objective on table, deploy on a site. Your smugglers and gangsters are slavers. Slavers are forfeit +2 and weapon destinies targeting them (or starships they pilot) are -1. "Trandoshan" on your sites may be treated as "slaver."

*Original concept by James Barnes, Dantooine Regionals 2011*

**Kashyyyk Operative (Dark) (V)**

•Ni Chuba Na?? (V)

**EFFECT**

Deploy on table. Your Force generation is +1. Once per game, may relocate this Effect to a site. At same and related locations, Revolution is canceled and your cards may not have their deploy costs modified by Goo Nee Tay. Security Precautions is canceled.

*Original concept by Jonathan Chu*

**•Ni Chuba Na?? (V)**

•On The Hunt

**•On The Hunt** 5

**EFFECT**

Deploy on Contract Killers. Assassins are defense value +1. Once per game may retrieve Death Mark. At end of opponent's turn, if their character targeted by Death Mark is at a non-battleground or aboard their starship, opponent loses 3 Force.

**•Sniper (V)**

**•Nute Gunray's Bounty** 4

Palpatine suggested to the Queen that she acquiesce to the Trade Federation, just for the time being.

**EFFECT**

Deploy on Amidala or opponent's senator. During your move phase, unless a Jedi here, your alien bounty hunter present may capture and seize that character. During your control phase, if that character is escorted by an alien, opponent loses 1 Force.

**•Accepting Trade Federation Control (V)**

•No Bargain (V)

**EFFECT**

Deploy on your objective; "Xizor" on it (and on Guri) is treated as "Shada." Non- alien females are Mistryl and Black Sun agents. You may not deploy cards with ability except Mistryl and starships. Mistryl (except Kitik) are power +1 (+2 if unique ) and, while Scum And Villainy on table, deploy +1.

**•No Bargain (V)** E

•Order 66

**•Order 66** 7

Hologram.

**EFFECT**

Deploy on Sidious. If with Expand The Empire during your control phase: relocate this card to an Jedi at a battleground or Senate (otherwise, retrieve 1 Force). If on a Jedi, add one battle destiny here, and if that Jedi just lost, relocate this card to Sidious.

**•Kill Them Immediately (V)**

**•Occupied Territory** 4

"I advise everyone to leave before more Imperial troops arrive."

**EFFECT**

Deploy on a battleground. If you occupy, during battle here or at a related location, may place this Effect in Used Pile and choose: Draw up to two cards from Reserve Deck OR Prevent opponent from drawing any destinies during the power segment of that battle (except battle destiny).

**•Cloud City Occupation (V)**

•Organa's Ceremonial Necklace (V)

**EFFECT**

Deploy on table. While you have < 13 cards in hand, opponent may not peek at or remove those cards (except with Grimtaash). May lose 2 Force to target two Political Effects; opponent may not place cards on either until the next time you use this text.

**•Organa's Ceremonial Necklace (V)**

•Pinned Down (V)

**EFFECT**

Deploy on table. X = 4 on Tusken Breath Mask. May place this Effect in your Used Pile to cancel a 'react'.

**•Pinned Down (V)**

Precision Targeting (V)

**EFFECT**

Deploy on table. Your capital starship weapon destiny draws are +1. During your deploy phase, may use 1 Force to a starship weapon (for free) on your capital starship. If a starship was just hit, may place this Effect in Lost Pile to make that starship forfeit = 0.

**Precision Targeting (V)**

•Pride Of The Empire (V)

**IMMEDIATE EFFECT**

If you just deployed a TIE/sa, deploy on a unique TIE/sa. Bombing Run is . May place this card in Used Pile to (or, once per game, retrieve) Bombing Run or ComScan Detection; opponent loses 1 Force.

*Original concept by Dennis Hes, PC Volunteer Award 2007*

**•Pride Of The Empire (V)**



# Virtual Cards: Master List

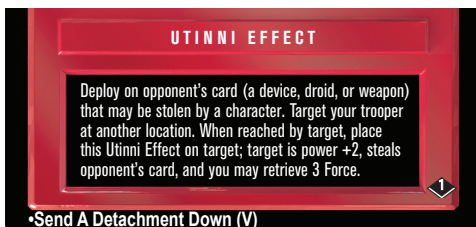
•Power Of The Sith



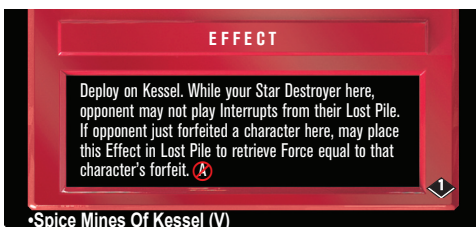
•Revenge Of The Sith



•Send A Detachment Down (V)



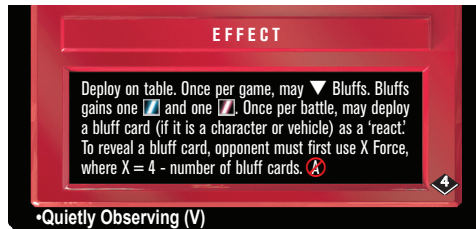
•Spice Mines Of Kessel (V)



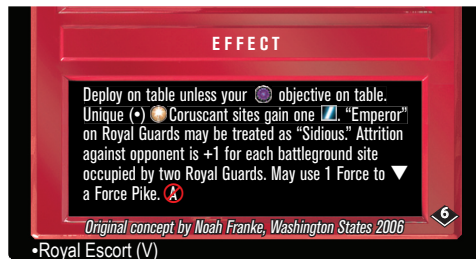
•Program Trap (V)



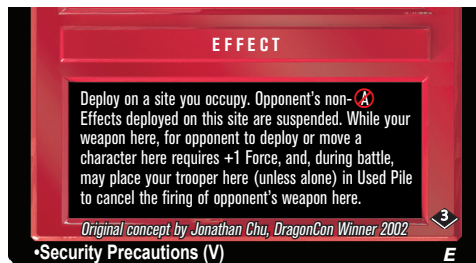
•Quietly Observing (V)



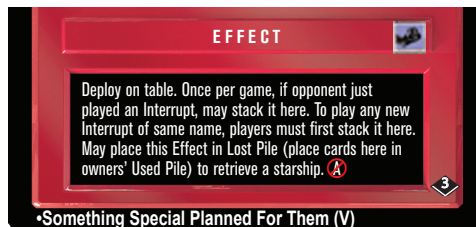
•Royal Escort (V)



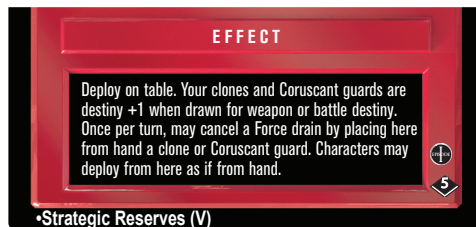
•Security Precautions (V)



•Something Special Planned For Them (V)



•Strategic Reserves (V)



# DARK SIDE

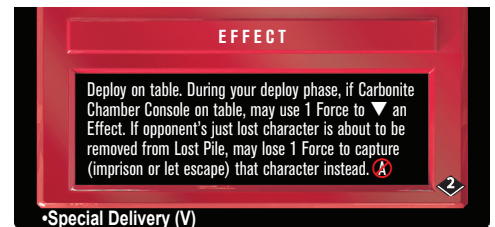
Protocol Failure



•Shadows Of The Empire



•Special Delivery (V)



Sudden Impact (V)





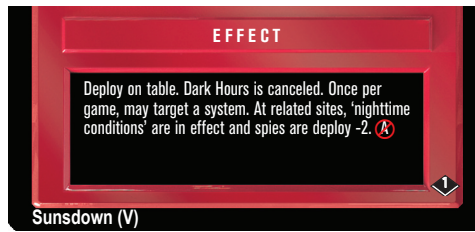
# Virtual Cards: Master List

# DARK SIDE

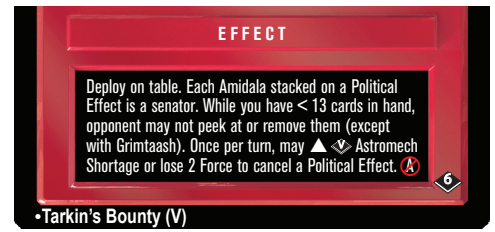
•So Be It, Jedi



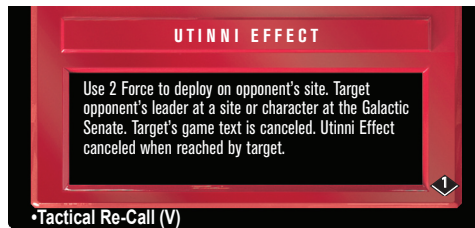
Sundown (V)



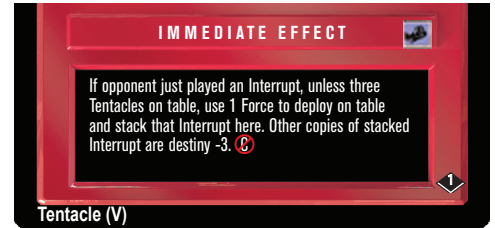
•Tarkin's Bounty (V)



•Tactical Re-Call (V)



Tentacle (V)



•Tarkin Doctrine



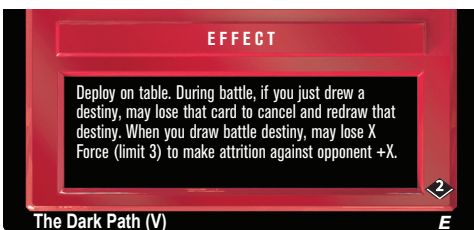
•T'doshok Hunting Vow



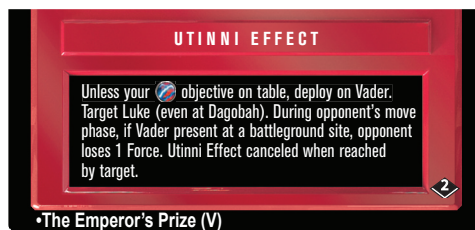
•The Emperor Is Coming Here?



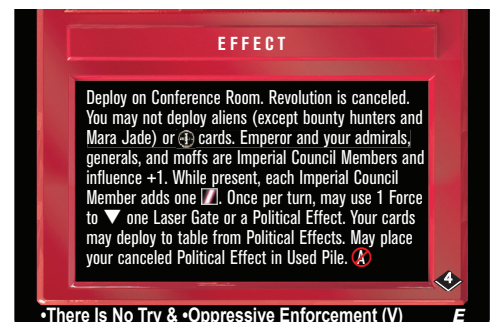
The Dark Path (V)



•The Emperor's Prize (V)



•There Is No Try & •Oppressive Enforcement (V)



# Virtual Cards: Master List

# DARK SIDE

•The Inner Circle

**•The Inner Circle** 6

Imperial officers aboard the Death Star considered the Rebellion a minor threat.

**EFFECT**

Deploy on Conference Room (only at start of game); ▼ Sim Aloo here and ♦ There is No Try. Players initiate battles here for free. Once per game may ▼ Ord Mantell. May not be canceled (except by opponent) or placed in Used Pile. Immune to Ineffective Maneuver.

•A Useless Gesture (V)

•The Quick And Easy Path

**•The Quick And Easy Path** 3

"Ready are you? What know you of ready?"

**EFFECT**

Deploy on table. Sith Fury and your non-epic duels are canceled. Once per turn, may use 1 Force to ▲ a non-⊕ Interrupt (or Immediate Effect) with "duel" in its game text. If ♦ Epic Duel on table, Force retrieved (or lost) during a duel cannot be reduced or canceled. (A)

Original concept by Steve Marshall, DeckTech Classic Deck 2003

•Bad Feeling Have I (V)

•Trophy Of A Bounty Hunter

**•Trophy Of A Bounty Hunter** 5

The Abyssins are known for their regenerative abilities. Jabba keeps several statue heads of Abyssin creatures on his repulsorled.

**EFFECT**

Deploy on table. Whenever opponent's card hit by your bounty hunter leaves table, stack it here face down. Your bounty hunters are power and defense value +X, where X = number of cards stacked here. Once per game, may ▼ Desilijic Tattoo or Jabba's Influence. (A)

Original concept by Volunteer Team, PC Volunteer Award 2010

•Abyssin Ornament (V)

•TIE Fighter Construction Facility

**•TIE Fighter Construction Facility** 4



**EFFECT**

Deploy on table. TIE/ads and restricted (\*\*\*TIEs are deploy = 2, forfeit = 4, and immune to attrition < 4. Ignore "unique (+)" in Watch Your Back's game text. Attrition against opponent is +3 where your capital starship present with a non-squadron TIE. (A)

•Mobilization Points (V)

•Trained In The Jedi Arts

**•Trained In The Jedi Arts** 5

While Qui-Gon spent years maintaining peace, Maul was sharpening his combat skills. Those years of training came to fruition in one fateful moment.

**EFFECT**

Deploy on table. Your  and  cards are lost. "Vader" on your Interrupts may be treated as "Maul or Mara Jade." Wherever you have an Effect with "skill" in its game text, your Force drains and battle destiny draws are +1. (A)

•Qui-Gon's End (V)

•Vader's Bionic Limbs

**•Vader's Bionic Limbs** 0

Darth Vader often used physical means of 'persuasion' to get information. Captain Antilles of *Tantive IV* chose to die rather than reveal the location of the stolen Death Star plans.


**EFFECT**

Deploy on  Vader. Vader is landspeed +1. If Vader about to be lost before the damage segment, he is instead 'hit'. During battle, may target one opponent's character present. Draw destiny. Target 'choked' (lost) if destiny > ability. (A)

Physical Choke (V)

Undercover (V)


**EFFECT**

Deploy on your spy at a site. Spy is now Undercover. During your control phase, may ▲ one Informant. At same and related sites, opponent's  weapon destiny draws are -1 (-2 if targeting this character). (A)

Undercover (V)

•Vader's Bounty (V)


**EFFECT**

Deploy on table. *Slave I* is destiny +2 when drawn for weapon or battle destiny. During battle: while non- Boba Fett with Vader, neither may be excluded or lost until the damage segment, and may place this Effect in Lost Pile to make Boba Fett's total weapon destiny +3.

•Vader's Bounty (V)

•Vader's Cape (V)

**EFFECT**

Deploy on  Vader. Vader moves (using landspeed) for free. While with a Jedi or Skywalker, Vader is defense value and immunity to attrition +2, and his weapon destiny draws are +1. During a duel (or lightsaber combat) opponent initiates, Vader's destiny draws are +1. (A)

•Vader's Cape (V)

# Virtual Cards: Master List

# DARK SIDE

## •Vader's Cybernetic Enhancements

**•Vader's Cybernetic Enhancements** 0

Users of the Force can mysteriously manipulate their own physiology and psychology. Control allows rapid healing and provides some immunity to pain, poison and disease.

**EFFECT**

Deploy on Vader. Vader may move as a 'react'. Your battle destiny draws here are +1. Opponent's cards deployed on Vader are canceled. If Vader about to be placed in Lost Pile, may lose 4 Force to take him (and a lightsaber he was armed with, if possible) into hand. (A)

•Control (Dagobah) (V)

## •Vader's Helmet

**•Vader's Helmet** 0

"If once you start down the dark path, forever will it dominate your destiny. Consume you it will, as it did Obi-Wan's apprentice."

**EFFECT**

Deploy on Vader. When Vader moves to same site as a Jedi or Skywalker, opponent loses 1 Force. If Obi-Wan's Journal here, may place it on bottom of opponent's Lost Pile. While with opponent's character of ability > 4, Vader is power +1 and draws two battle destiny if not able to otherwise. (A)

•The Dark Path (V)

## •Vader's Mask

**•Vader's Mask** 0

Darth Vader's armored mask and life-support system provide him with extraordinary physical protection in duels and battles, in addition to his Dark Jedi combat skill.

**EFFECT**

Deploy on Vader. During your battle phase, may cancel this Effect to allow Vader to make a regular move. In order for opponent's character to move away from here using landspeed, opponent must first lose 1 Force. While defending a battle at opponent's site, Vader is power +2 and immune to attrition. (A)

•Vader's Eye (V)

## •Weather Vane (V)

**EFFECT**

Deploy on table. Character here lost if new character arrives. During owner's move phase, they must relocate character here to a Cloud City site (if a bounty hunter on Cloud City, character captured instead). (A)

•Weather Vane (V) E

## •Where Are You Taking Them?

**•Where Are You Taking Them?** 4

"Coruscant?"

**EFFECT**

Deploy on table. At non-⊕ sites, immunity to attrition of Jedi is limited to < 5. Your gametext on systems is canceled. During your control phase, may say "Coruscant?" and lose 1 Force to place a just-resolved Interrupt in owner's Lost Pile. (A)

*Original concept by Kevin Shannon, MPC Champion 2010*

•Halt! (V)

## •Where Are You Taking This ... Thing?

**•Where Are You Taking This ... Thing?** 5

**IMMEDIATE EFFECT**

If opponent just drew destiny for Nabrun Leids (or removed a just-lost character from Lost Pile), deploy on table and stack that card here face down. Elis Helrot and Nabrun Leids are canceled. Opponent may use 2 Force to place card stacked here in Used Pile. (C)

*Original concept by Reid Smith, MPC Consolation 2011*

•Lt. Shann Childsen (V)

## •We're The Bait (V)

**EFFECT**

Deploy on table. It's A Trap! may not be played. Once per game, may use 1 Force to ▼ an Effect with "Bespin" or "Cloud City" in lore or game text. If Chewie, Han, Leia, or Luke wins a battle on Cloud City, place this Effect in Used Pile. (A)

•We're The Bait (V)

## •Well-earned Command (V)

**EFFECT**

Deploy on a battleground site. At sites where you have a vehicle with armor and an Imperial general (or Imperial commander), your total battle destiny is +3 and opponent may not draw more than two battle destiny. If opponent controls this site, this Effect lost. (A)

•Well-earned Command (V)

## •Well Guarded (V)

**EFFECT**

Deploy on table. Your non-unique aliens are immune to Grimtaash (while you have < 13 cards in hand), The Camp, and deployment costs on Watch Your Step. During battle with two non-unique aliens of your Rep's species, your aliens there may not have their forfeit reduced. (A)

*Original concept by Tom Hollingworth, MPC Champion 2011*

•Well Guarded (V)

## •Where Are Those Droidekas?!

**EFFECT**

Deploy on table. Scum And Villainy is canceled. Non-unique destroyer droids are deploy -1 and forfeit +1. While all your characters at sites are destroyer droids, opponent's characters are defense value -1 for each destroyer droid present. (A)

*Original concept by Alden Peterson, GenCan 2005*

•Where Are Those Droidekas?! (V)

## •Wipe Them Out, All Of Them (V)

**EFFECT**

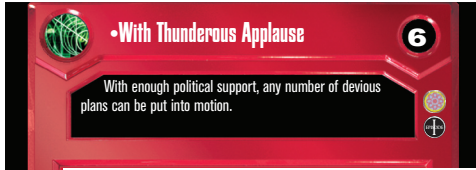
Deploy on a site. Unless a player controls a battleground site, that player's weapon destiny draws are -2. During opponent's draw phase, if opponent's non-battleground site (with no related locations) on table, may activate or retrieve 1 Force. (A)

*Original concept by Michael Raveling, Minnesota States 2004*

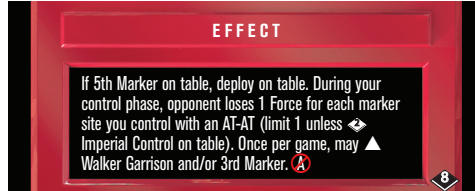
•Wipe Them Out, All Of Them (V)



•With Thunderous Applause



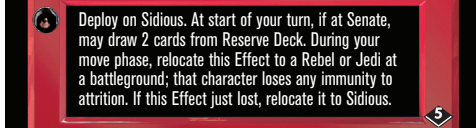
•You May Start Your Landing (V)



•You'll Be Dead!



**EFFECT**



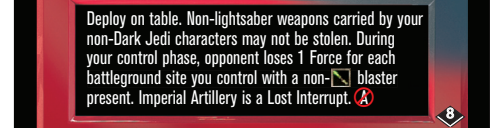
•Vote Now! (Dark) (V)

•You Want This, Don't You? (V)



•You Want This, Don't You? (V)

**EFFECT**



•Dr. Evazan (V)

## EPIC EVENTS

•Commence Primary Ignition (V)



If Death Star orbits Alderaan (and Central Core on table), deploy on Death Star and fire Superlaser at Alderaan; it is 'blown away'. Once during your control phase, if Death Star orbiting a planet (except a Rebel Base) without related sites, may fire Superlaser at planet (regardless of Objective restrictions) as follows: Draw destiny. Add 2 if you control that system. If destiny + Y - Z > 8, target is 'blown away' and opponent loses 4 Force from Life Force. Y = total Death Star sites where opponent has no presence. Z = total sites at Yavin 4.

Commence Primary Ignition (V)

•Give Yourself To The Dark Side



If Bring Him Before Me on table, play instead of a Starting Interrupt. an Endor site and two always- Effects. Deploy on table; may and stack Son Of Vader here. A Powerful Ally: While Son Of Vader on table, Jedi, Rebels, and Rebel starships lose all immunity to attrition and opponent loses 1 Force at the end of each turn. When Son Of Vader leaves table, stack him here. If Luke crossed over, Your Destiny is lost and may deploy (or persona replace) Son Of Vader from here as if from hand.

•There Is No Conflict (V)

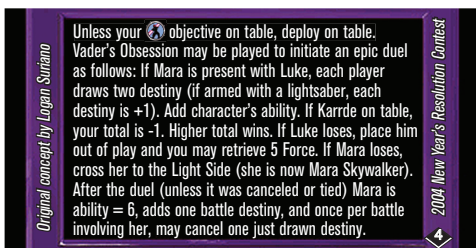
•If The Trace Was Correct (V)



Deploy on table. Instead of firing Galen's Lightsaber, may 'throw' it to Used Pile: draw destiny; choose up to half that number (round up) of opponent's ability < 3 characters present to be hit. Galen's Fighter may deploy to sites, moves for free (unless relocating), is immune to attrition < 4, and you may use 3 Force to relocate it to a battleground site (as a regular move during your move phase). If it just moved to a site opponent occupies, may take top card of Used Pile into hand (or if it just landed, any one card in Used Pile; reshuffle).

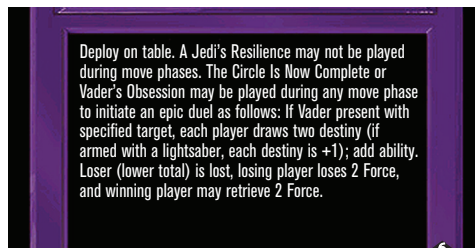
•If The Trace Was Correct (V)

•Deep Hatred (V)



•Deep Hatred (V)

•Epic Duel (V)

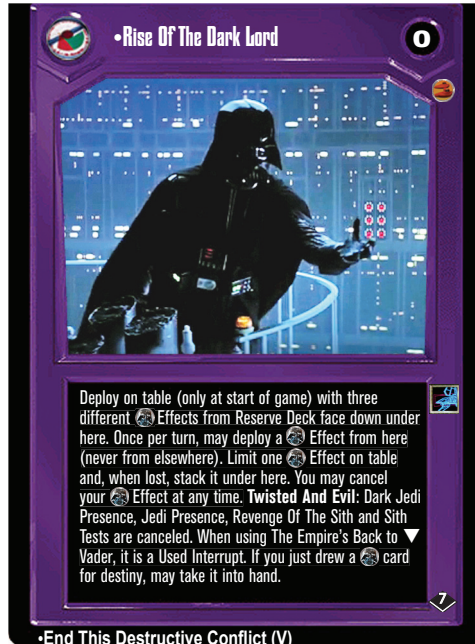


•Epic Duel (V)

•Insidious Prisoner

•Rise Of The Dark Lord

•The Force Unleashed

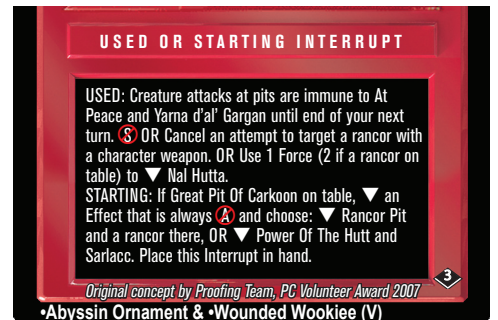
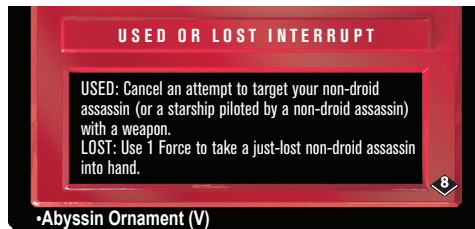
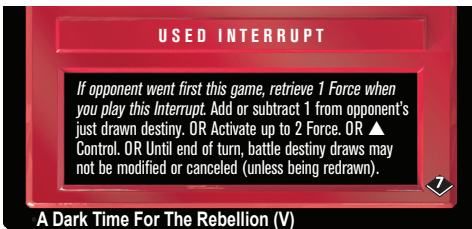


## INTERRUPTS

•A Dark Time For The Rebellion (V)

•Abyssin Ornament (V)

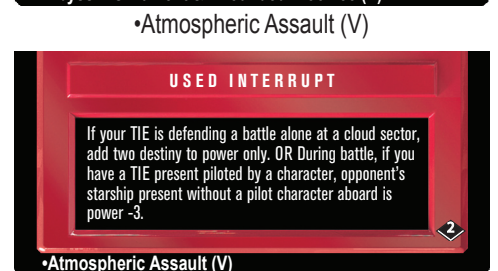
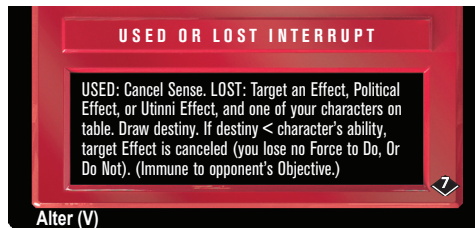
•Abyssin Ornament & •Wounded Wookiee (V)



•According To My Design

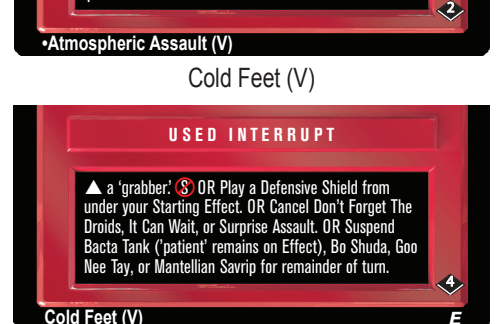
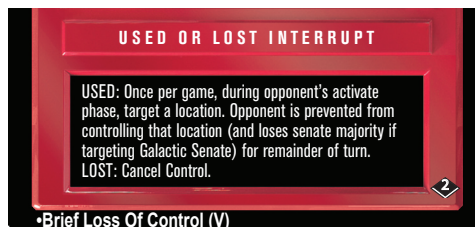
Alter (Premiere or Coruscant) (V)

•Atmospheric Assault (V)

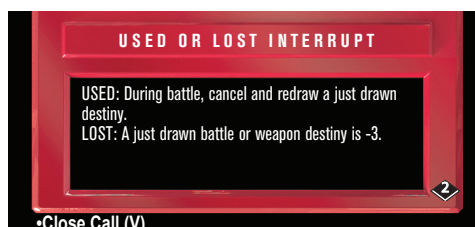


•Brief Loss Of Control (V)

Cold Feet (V)



•Close Call (V)

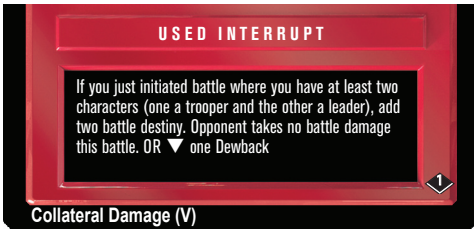




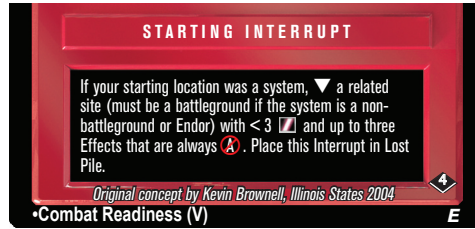
# Virtual Cards: Master List

# DARK SIDE

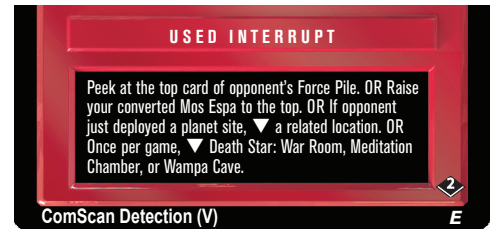
Collateral Damage (V)



•Combat Readiness (V)



ComScan Detection (V)



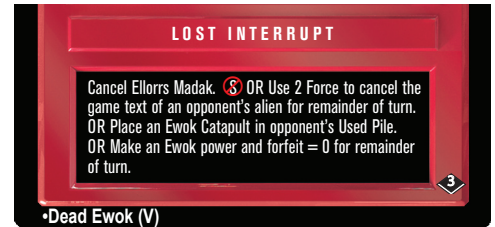
•Coordinated Attack (V)



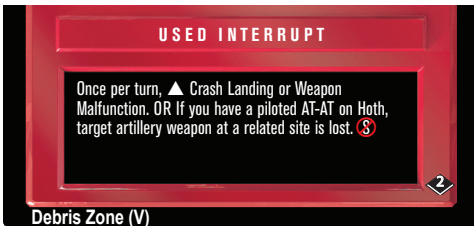
•Dark Collaboration (V)



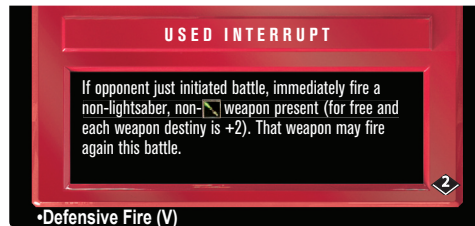
•Dead Ewok (V)



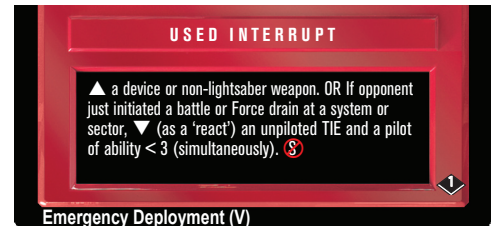
Debris Zone (V)



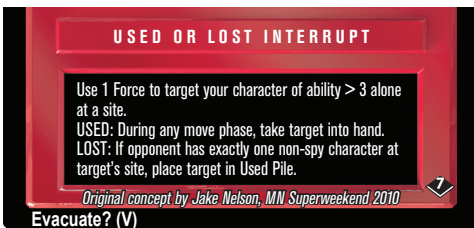
•Defensive Fire (V)



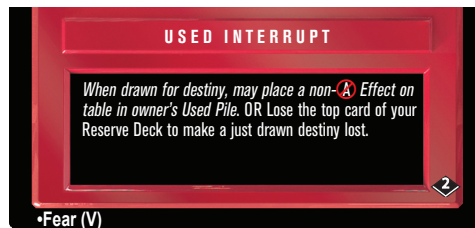
Emergency Deployment (V)



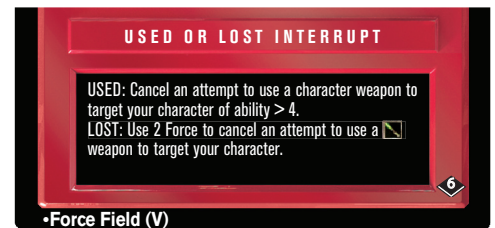
Evacuate? (V)



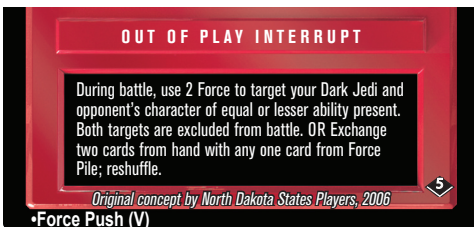
•Fear (V)



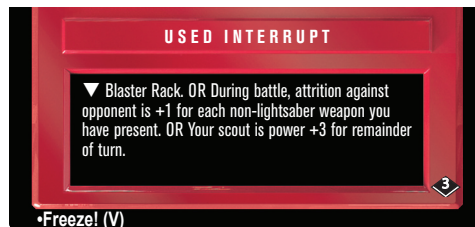
•Force Field (V)



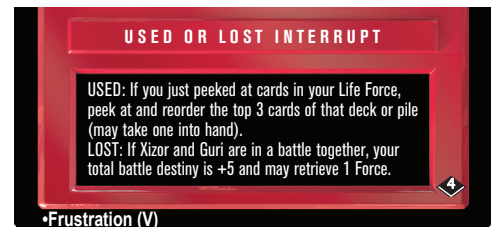
•Force Push (V)



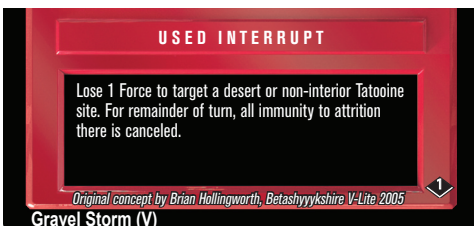
•Freeze! (V)



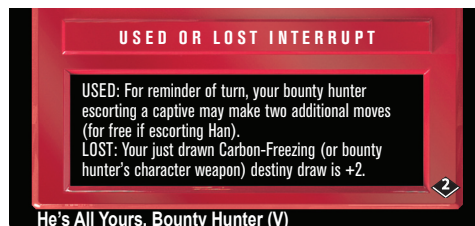
•Frustration (V)



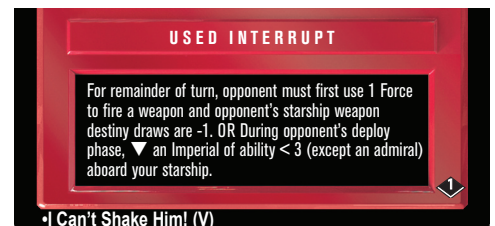
Gravel Storm (V)



He's All Yours, Bounty Hunter (V)



•I Can't Shake Him! (V)





# Virtual Cards: Master List

# DARK SIDE

•I'm On The Leader (V)

**LOST INTERRUPT**

Cancel the game text of a character at same system as Vader for remainder of turn.

1

•I'm On The Leader (V)

Imperial Code Cylinder (V)

**USED OR STARTING INTERRUPT**

USED: ▲ *Executor*: Control Station, Homing Beacon, or Kessel.  
STARTING: If Conference Room on table, ▼ Ord Mantell, Death Star: War Room, There Is No Try, and two always Ⓜ Effects. Place this Interrupt in Lost Pile.

4

Imperial Code Cylinder (V)

Imperial Reinforcements (V)

**LOST INTERRUPT**

Once per game, if opponent has more cards with ability on table than you, draw destiny and retrieve up to that number of Imperials and/or Imperial starships (may take one retrieved card into hand). OR Cancel K'lor'slug.

1

Imperial Reinforcements (V)

•Imbalance & •Kintan Strider

**•Imbalance & •Kintan Strider**

4



**USED INTERRUPT**

Cancel Blaster Proficiency. Ⓢ OR If opponent just retrieved Force, opponent must lose X Force, where X = one-half the number of cards retrieved (round down) to a minimum of 1. OR If opponent's character just lost, lose 1 Force to retrieve the topmost character of ability < 6 (except a Ⓜ or Ⓜ card) in your Lost Pile into hand.

6

•Imbalance (V)

•Imperial Tyranny (V)

**USED OR LOST INTERRUPT**

USED: ▼ *Empire's New Order*. OR If Vader just won a battle at same site as an alien, place that alien out of play. LOST: If a battle was just initiated where you have a character weapon card, place the top card of your Lost Pile on top of Reserve Deck.

3

•Imperial Tyranny (V)

Informant (V)

**USED INTERRUPT**

▼ Undercover. OR Peek at top X cards of opponent's Reserve Deck, where X = number of opponent's characters present with your Undercover spy. OR If your Undercover spy on table, peek at top card of your Reserve Deck.

1

Informant (V)

It's Worse (V)

**USED INTERRUPT**

Use 1 Force to ▼ a pit. OR At end of your deploy phase, target a non-frozen captive at a site; captive is released and relocated to a related pit you do not occupy. OR During an attack, cancel a just drawn weapon destiny.

4

It's Worse (V)

Lando System? (V)

**USED INTERRUPT**

▲ Lando or a card with "Lando" in game text. OR Cancel an attempt to replace your Lando; opponent's Lando is lost.

2

Lando System? (V)

•Lana Dobreed & •Sacrifice

**•Lana Dobreed & •Sacrifice**

4



**USED INTERRUPT**

If your character's forfeit was just reduced to 0, use 1 Force (free if forfeit reduced by a Ⓜ weapon) to restore it to normal. Ⓢ OR Lose 2 Force to cancel an attempt by Yoda or Obi-Wan to cancel your Interrupt or your just drawn weapon destiny. OR During your move phase, target any or all of your characters at one site to 'transport' (relocate) to an exterior or battleground site. Draw destiny. Use that much Force to 'transport,' or place this Interrupt in Lost Pile.

6

•Lana Dobreed (V)

•Let's Pass On That

**•Let's Pass On That**

4

"Uu a'kingsa riika pagh bagla bis kachata weenow con banthia poodoo."

**USED INTERRUPT**

During opponent's control phase, your ferocious creature attacks. At end of turn, if that creature is at an unoccupied site and did not move, opponent loses 1 Force and you retrieve 1 Force. OR Use 3 Force to retrieve a creature.

4

•Bantha Fodder (V)

•Levitation Attack (V)

**USED INTERRUPT**

▼ (or retrieve) a device (for free). Ⓢ OR Cancel Sabotage targeting a device. OR During battle, place your weapon or device present in Used Pile to add 2 to your total power (3 if Vader present).

2

•Levitation Attack (V)

Lightsaber Deficiency (V)

**USED INTERRUPT**

▲ Ghhhk or Molator. OR Cancel Corellian Retort, Gift Of The Mentor, or Jedi Presence. OR Retrieve Protocol Failure into hand. OR If a lightsaber was just 'swung' during battle, it may not target again this battle.

6

Lightsaber Deficiency (V)

# Virtual Cards: Master List

# DARK SIDE

•Lone Pilot (V)

**USED OR STARTING INTERRUPT**

USED: Activate 1 Force. STARTING: ▲ Black Leader, Bossk, Dengar, DS-61-2, or Guri (may also ▲ a system with exactly 1 [D], a matching starship, and an always [A] Effect.) When drawing your starting hand, draw four cards instead of eight. Place this Interrupt in Lost Pile.

*Original concept by Dirk Friedrichs, European MPC 2008*

•Lone Pilot (V)

Local Trouble (V)

**LOST INTERRUPT**

At the beginning of your battle phase, use 1 Force to initiate a battle between two Imperials and an opponent's character present at same interior site. For remainder of turn, no other battles may occur here and opponent takes no battle damage here.

Local Trouble (V)

Look Sir, Droids (V)

**USED OR STARTING INTERRUPT**

USED: ▲ a non-[D], non-[A] droid. OR Place a card from hand on Used Pile. STARTING: ▼ two always [A] Effects. If you have only one location (with < 3 [D]) on table, may ▼ Central Office or Mos Eisley. Place this Interrupt in hand.

*Original concept by Mike Tomaszewski, PC Volunteer Award 2006*

Look Sir, Droids (V)

None Shall Pass (V)

**USED INTERRUPT**

If opponent just deployed a character (except Leia) to a Jabba's Palace site, use 1 Force to place that character on bottom of opponent's Force Pile (opponent may draw two cards from Reserve Deck).

None Shall Pass (V)

•One Beautiful Thing

**•One Beautiful Thing**

"I don't know how we're gonna get out of this one."



**USED INTERRUPT**

Lose 1 Force to ▲ (or retrieve) Black Leader. OR During battle where you have no Dark Jedi or droids and only two cards with ability there (a male and a female), add one destiny to total power (and attrition against you = 0).

*Image courtesy of Julia*

Those Rebels Won't Escape Us (V)

•One Bright Spot

**•One Bright Spot**

Even a Jedi cannot always foresee future events.



**USED INTERRUPT**

If Galen was just lost and Black Leader is on table (or vice versa), place the just-lost character on your Used Pile instead. OR If Black Leader is participating in a battle, you may lose Galen from hand to satisfy all battle damage and attrition against you.

*Image courtesy of Julia*

Uncertain Is The Future (V)

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

**USED OR LOST INTERRUPT**

USED: During battle at a site where your alien bounty hunter (except Boba Fett) is with opponent's smuggler, opponent may not draw more than one battle destiny. LOST: During battle at a site where you have an alien bounty hunter, add one battle destiny.

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

Operational As Planned (V)

**USED INTERRUPT**

Once per turn, if taken into hand using Protocol Failure, may immediately reveal this Interrupt to return Protocol Failure from Lost Pile to hand. Use 1 Force to ▲ [D] Grotto Werribee or an Immediate Effect. OR Use 2 Force to ▲ an Effect that deploys for free.

•Operational As Planned (V)

•Outflank (V)

**USED INTERRUPT**

If opponent just initiated battle at a site where their total power is greater than yours, may use 1 Force (or cause opponent to use 1 Force) to relocate one of your characters or vehicles to that site from a related location.

•Outflank (V)

•Prepared Defenses (V)

**USED OR STARTING INTERRUPT**

USED: ▲ one Death Squadron Star Destroyer, a Dreadnaught, or a Victory-class Star Destroyer. STARTING: ▼ up to three cards that have the [D] icon or are Effects that deploy for free, are always [A], and deploy on table. Place Interrupt in Lost Pile.

•Prepared Defenses (V)

Probe Telemetry (V)

**USED INTERRUPT**

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

Probe Telemetry (V)

•Release Your Anger (V)

**USED OR LOST INTERRUPT**

Destiny +2 with drawn for lightsaber combat or weapon destiny. USED: ▲ Your Powers Are Weak, Old Man. LOST: If you just lost a character armed with a non-[D] lightsaber, lose 1 Force to take that character (or lightsaber) into hand.

*Original concept by Nate Meeker, Coruscant Regionals 2006*

•Release Your Anger (V)

•Sacrifice (V)

**USED INTERRUPT**

If opponent just initiated a battle, target your non-[A] Effect on table. Draw destiny. Place target on Used Pile and activate up to X Force if destiny < X, where X = target's destiny number.

•Sacrifice (V)

•Scout Recon (V)

**USED INTERRUPT**

Find one of your missing characters. OR During battle, activate 1 Force for each of your scouts participating. OR During battle, if your Imperial with opponent's alien, your total battle destiny is +3.

•Scout Recon (V)

Self-Destruct Mechanism (V)

**USED INTERRUPT**

If your droid was just hit by a character weapon, lose that droid to target the character that fired that weapon. Draw destiny. Target hit and forfeit -4 if destiny +3 > defense value.

Self Destruct Mechanism (V)

•Shocking Revelation (V)

**USED INTERRUPT**

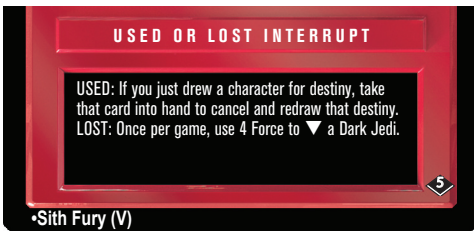
Unless you have a senate majority, if opponent just ▲ or ▼ a character (except with an Effect with "matching" in game text) or just drew a card from Reserve Deck using a character's game text, they must place 2 other cards from hand on Used Pile (if possible).

•Shocking Revelation (V)



# Virtual Cards: Master List

•Sith Fury (V)



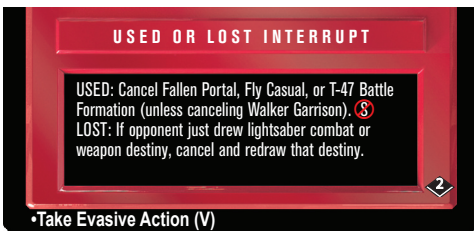
•Sneak Attack (V)



Stop Motion (V)



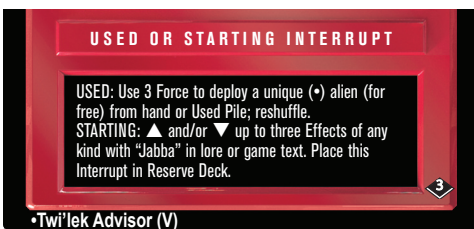
•Take Evasive Action (V)



Those Rebels Won't Escape Us (V)



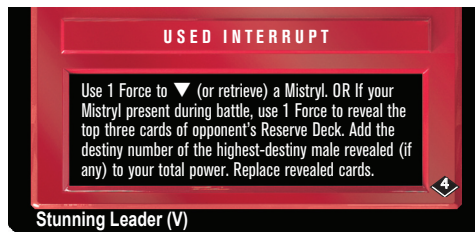
•Twi'lek Advisor (V)



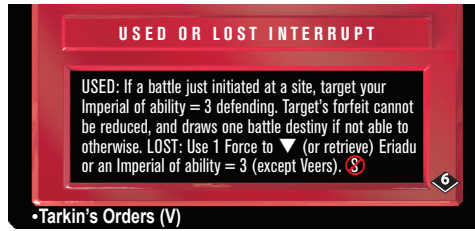
•Sith Fury & •End This Destructive Conflict



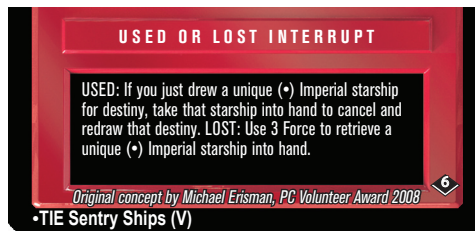
Stunning Leader (V)



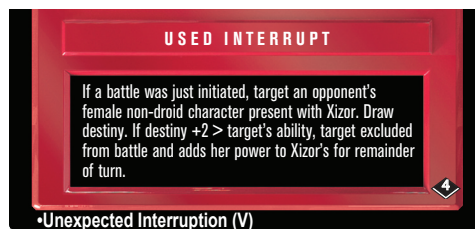
•Tarkin's Orders (V)



•TIE Sentry Ships (V)

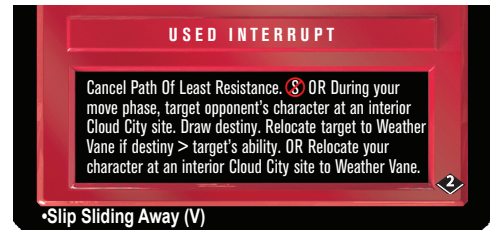


•Unexpected Interruption (V)

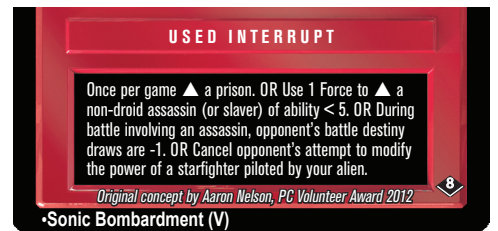


# DARK SIDE

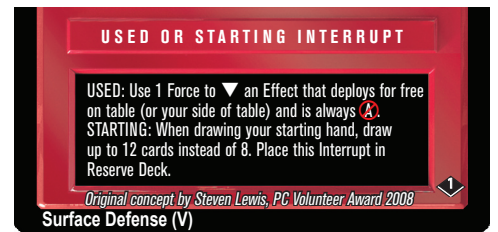
•Slip Sliding Away (V)



•Sonic Bombardment (V)



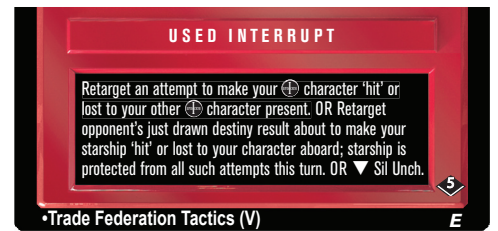
Surface Defense (V)



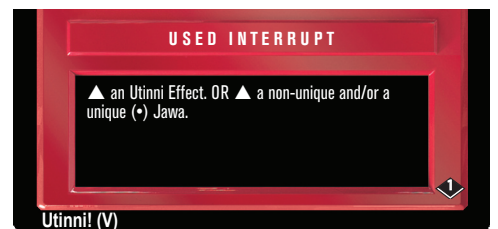
The Empire's Back (V)



•Trade Federation Tactics (V)



Utinni! (V)





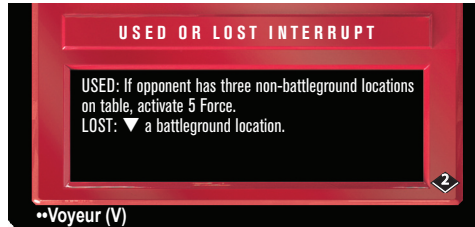
# Virtual Cards: Master List

# DARK SIDE

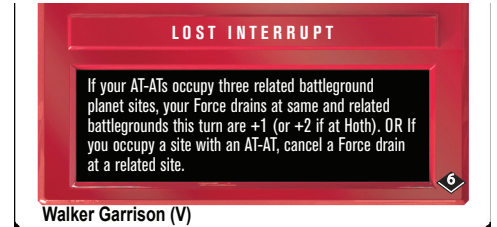
•Vader's Anger (V)



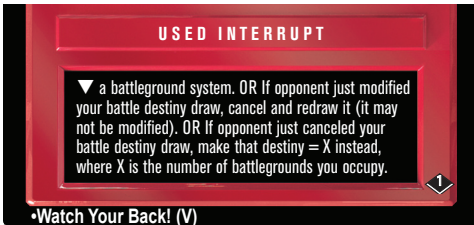
•Voyeur (V)



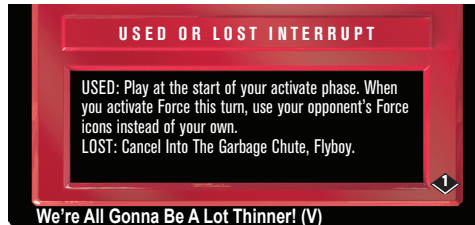
Walker Garrison (V)



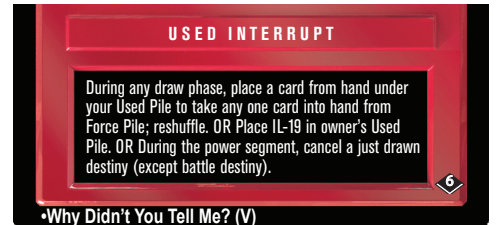
•Watch Your Back! (V)



We're All Gonna Be A Lot Thinner! (V)



•Why Didn't You Tell Me? (V)



•We Have A Prisoner & •I Can't Shake Him!



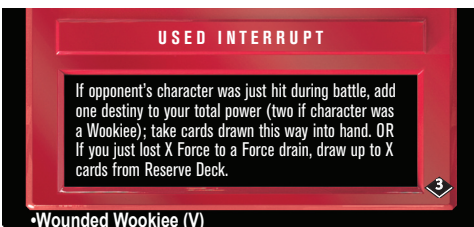
Weapon Levitation & The Empire's Back



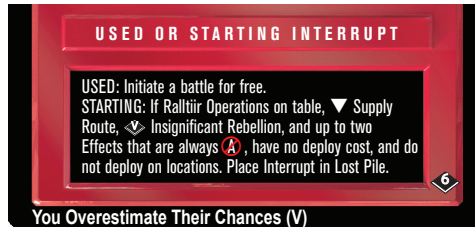
•Wookiee Subjugation



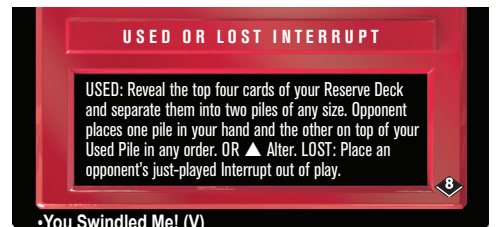
•Wounded Wookiee (V)



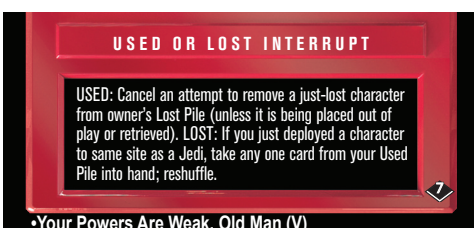
You Overestimate Their Chances (V)



•You Swindled Me! (V)



•Your Powers Are Weak, Old Man (V)



***DARK SIDE***

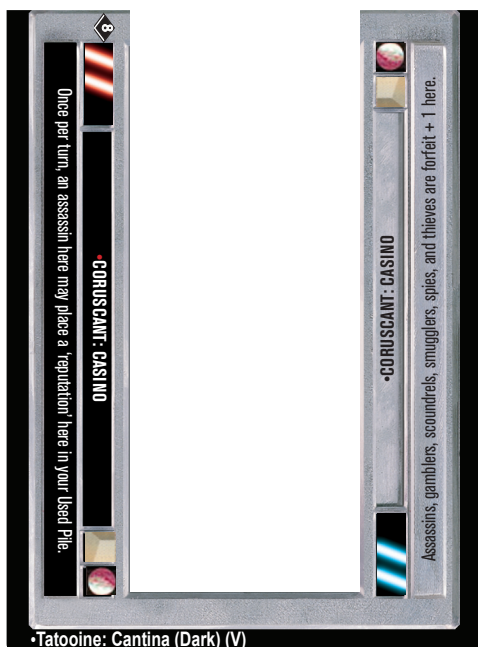
- Carida: ISB Training Academy



- Corulag: ISB Logistics Office



•Coruscant: Casino



•Coruscant: Chancellor's Office



•Coruscant: ISB Central Office



•Coruscant: Private Platform (Docking Bay)



•Coruscant: Palpatine's Quarters



•Coruscant: Sub City Lair (V)





•Death Star: Central Core (V)



•Death Star: Conference Room (V)



•Death Star: War Room (V)



◇Dungeon (Prison)



◇Execution Arena (Pit)



•Hoth: Ice Plains (V)



•Hoth: Main Power Generators (1st Marker)



◇ ISB Sector Office



•Kashyyyk: Forest Maze



•Kashyyyk: Skyhook Platform



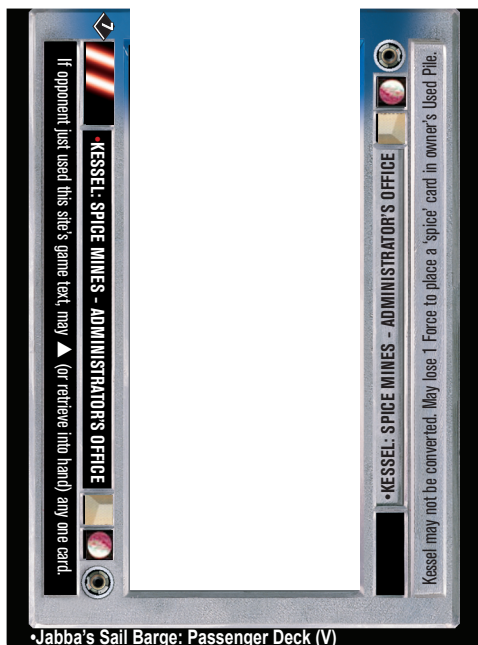
•Kashyyyk: Slaving Camp Headquarters



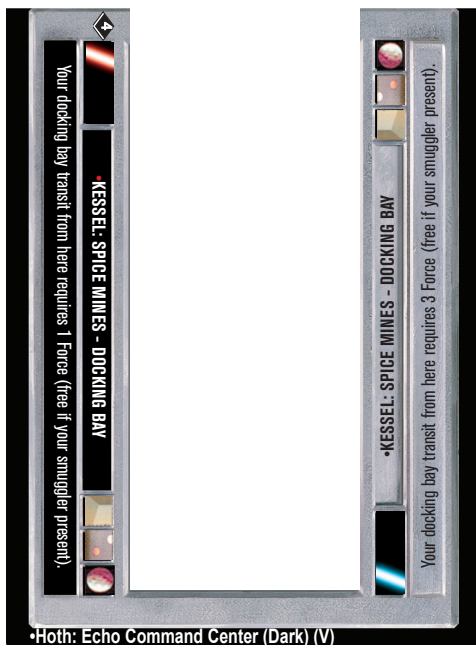
•Kashyyyk: Wookiee Slaving Camp



•Kessel: Spice Mines - Administrator's Office



•Kessel: Spice Mines - Docking Bay



•Kessel: Spice Mines - Extraction Facility



•Kessel: Spice Mines - Prison



•Ralltiir: Spaceport Financial District



•Ralltiir: Supply Route





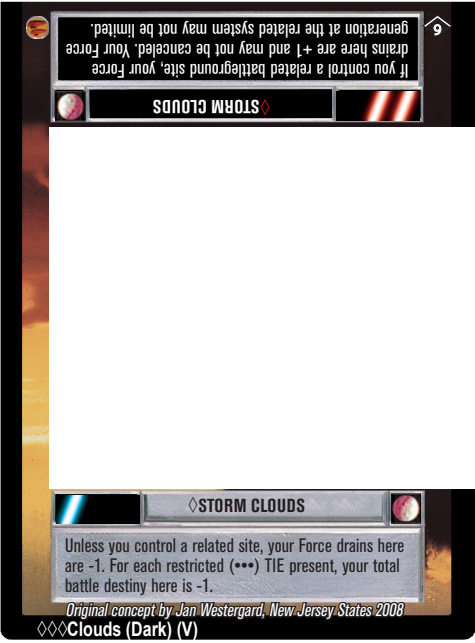
◇ Remote Depot



...Star Destroyer: Command Station



◇ Storm Clouds



•Tatooine: Mos Eisley (Dark) (V)



•Tatooine: Mos Espa (V)



# Virtual Cards: Master List MISSIONS

•Galactic Domination

**Galactic Domination** 0

**CRITICAL MISSION**

Deploy on table. Flagship and Endor Shield are canceled. You may not deploy or starships. Once per turn, may use 1 Force to an *Executor* site or a battleground system. While Flagship Operations on *Executor*: its power may not be reduced, your Force drains at battleground systems = 3, your TIE Assault Squadron may deploy without replacement (deploy = 3), and, wherever you have a TIE with a capital starship, draw one battle destiny if not able to otherwise. Your cards add no more than 2 to the destiny, power, and forfeit of your squadrons.

•We're In Attack Position Now (V)

•Spice Mine Operations

**Spice Mine Operations** 0

**CRITICAL MISSION**

If your Kessel office on table, deploy on table. Program Trap is canceled. Cards stacked here are 'spice' cards. Once per turn, if you control Extraction Facility, may place a 'spice' card in owner's Lost Pile to draw up to 2 cards from Reserve Deck. Once during your turn, may: use 2 Force to stack a card from Lost Pile here, a non-character card with "Kessel" in title, and/or 'mine' (opponent draws destiny; draw up to X destiny, where X = 1 plus number of Kessel locations you occupy; if any of the printed destiny numbers match, stack opponent's destiny or top card of your Lost Pile here).

•Rogue Asteroid (Dark) (V)

•Imperial Aces

**Imperial Aces** 2

**MISSION**

Deploy on table. Tallon Roll is canceled. At battleground systems where you have an Imperial of ability = 2 piloting a starfighter, and you have no Force drain bonus (except from the system card itself), your Force drains are +1. Your starfighters with a pilot character aboard are immune to attrition < 4. Once per turn, may TIE Fighter Construction Facility. Your starfighters without astromech capacity gain "May add 1 astromech."

•Fighter Cover (V)

•In The Hands Of The ISB

**In The Hands Of The ISB** 2

**MISSION**

Deploy on ISB Central Office. This site is a prison (if opponent controls, all captives here are released). Total ability of 6 or more required for opponent to draw battle destiny here. Whenever an ISB agent delivers a captive here, opponent loses 4 Force (once per captive per captivity). ISB agents may escort captives and, if escorting a captive during your move phase, may use 1 Force to relocate escort and captive to a related docking bay (as a regular move). Once during your move phase, may use 2 Force to relocate (as a regular move) an ISB agent present with Ice-Heart here to a site you control.

Image courtesy of darthhell

•Fondor (V)

## OBJECTIVES

A Stunning Move / A Valuable Hostage

**A Stunning Move** 0

**MISSION**

Deploy Palpatine's Quarters, Private Platform, and Insidious Prisoner. For remainder of game, Sidious and Imperials are lost. Once per turn, may a Blockade Flagship site. Blockade Flagship may not be 'blown away'. While this side up, Insidious Prisoner only follows opponent's characters when moving to Palpatine's Quarters. Once per game, may (for -2 Force) Cyborg Commander or The Count to a site you occupy. Flip this card if Insidious Prisoner is on Blockade Flagship.

Invasion (V)

**A Valuable Hostage** 7

**MISSION**

Immediately (or retrieve into hand) a droid. While this side up, immunity to attrition of opponent's Jedi, starships, and vehicles is limited to < 5. During your control phase, opponent loses 1 Force for each battleground you control. Once during your turn, may search your Force Pile and reveal any one card; reshuffle. Opponent may lose 2 Force to place that card on bottom of your Used Pile; otherwise, take it into hand. Flip this card if Insidious Prisoner not at a Blockade Flagship site.

In Complete Control (V)

Hunt Down And Destroy The Jedi (V) / Their Fire Has Gone Out Of The Universe (V)

**MISSION**

Deploy Coruscant system, Imperial City, and A Sith's Plans. May also deploy If The Trace Was Correct. For remainder of game, you may not deploy Dark Jedi. Opponent loses 2 Force when a character hit by Vader's (or Galen's) Lightsaber leaves table on the same turn. While this side up, may Galen's Fighter. Galen's immunity to attrition is +2 for each Jedi present. Flip this card if Galen or Vader at a battleground site and opponent does not have a unique character of ability > 3 present at a battleground site.

Hunt Down And Destroy The Jedi (V)

**MISSION**

While this side up, opponent's Force drain bonuses are canceled and your Force drains at battlegrounds may not be canceled. During your control phase, may retrieve 1 Force. During your control phase, may use 2 Force to any one card without ability. If targeting a vehicle or starship with Lightsaber Parry, Tarkin's Orders, or There Is No Conflict, that destiny draw is +2. Flip this card if opponent has a unique character of ability > 3 present at a battleground site or if neither Vader nor Galen is on table.

Their Fire Has Gone Out Of The Universe (V)



# Virtual Cards: Master List

# DARK SIDE

Contract Killers /  
Feared Throughout The Galaxy

Imperial Entanglements /  
No One To Stop Us This Time

Wookiee Slaving Operation /  
Indentured To The Empire

**Contract Killers** 0



**Deploy** Coruscant system, Sub City Lair and On The Hunt. For remainder of game, Aurra, Galen, Mara, and your aliens with "plotting to kill Jabba" in lore are assassins. Your cards with ability are deploy +3 except assassins and starships. Characters add 1 to their Death Mark total for each weapon or device they carry. Once per turn, may ▼ a Coruscant battleground.

**Flip** this card if assassins control two battlegrounds (unless opponent's non-droid character at a battleground site) or a ♦ Death Mark attempt is made.

8

•Vader's Bounty (V)

**Imperial Entanglements** 0



**Deploy** Tatooine (with Devastator there) and a non-Jabba's Palace Tatooine battleground site. For remainder of game, you may not deploy Jabba's Palace sites, non-Imperial characters, non-Imperial starships, or systems.

**While** this side up, once per turn, may ▼ a Tatooine battleground site. Opponent loses no Force to Tatooine Occupation or your Force drains at Tatooine system.

**Flip** this card if you control three Tatooine sites and opponent controls less than three Tatooine sites.

1

Ralltiir Operations (V)

**Wookiee Slaving Operation** 0



**Deploy** Kashyyyk system, Slaving Camp Headquarters, and ♦ Special Delivery. For remainder of game, your Trandoshans are slavers. Scum And Villainy may deploy on Slaving Camp Headquarters and may not be canceled while you occupy that site. While you have < 13 cards in hand, your non-unique slavers are immune to Grimtaash.

**Flip** this card if your slavers control two Kashyyyk battlegrounds and opponent controls no Kashyyyk locations.

8

Binders (V)

**Feared Throughout The Galaxy** 7



**While** this side up, during your control phase, opponent loses 1 Force. If two assassins (except Galen) are in battle, add one battle destiny. Once per turn, if opponent just lost a character, an assassin there may gain 'reputation'; retrieve any one card (may only be canceled by Aim High) and stack it face down on that assassin. Assassins with 'reputation' may add 1 to Force drains where present.

**Flip** this card at the end of any turn if opponent's non-droid character at a battleground site (unless ♦ Death Mark is on your side of the table).

8

•Any Methods Necessary (V)

**No One To Stop Us This Time** 7



**While** this side up, wherever you have a trooper 'riding' a dewback, add one battle destiny. ♦ Local Trouble may be played at exterior Tatooine sites. Once during your control phase, may peek at the top X cards of your Reserve Deck, where X = the number of Tatooine locations you occupy; take one into hand and reshuffle. Opponent's characters require +1 Force to move from Tatooine sites using their landspeed.

**Flip** this card if opponent controls more Tatooine sites than you.

1

In The Hands Of The Empire (V)

**Indentured To The Empire** 7



**While** this side up, whenever you 'enslave' a character, opponent must choose to use 2 Force or lose 1 Force. Once per turn, during battle may add or subtract up to X from your just drawn destiny, where X = the number of Kashyyyk locations you control with a slaver. Once per turn, if you just retrieved Force during battle, may take a slaver, starship, or vehicle retrieved into hand.

**Flip** this card if opponent controls two Kashyyyk battlegrounds.

8

•Death Star II (V)

Imperial Occupation (V) / Imperial Control

**Imperial Occupation (V)** 2 E

**Deploy** Hoth system, ♦ Ice Plains, and ♦ Main Power Generators. May deploy Imperial Decree. For remainder of game, Walker Garrison is an Out Of Play Interrupt and ♦ AT-ATs are deploy -1 to marker sites. Non-♦ You May Start Your Landing is canceled.

**While** this side up, Revolution is canceled. Once during your turn, may ▲ one AT-AT Cannon, Hoth Blockade, Electro-Rangefinder, or a ♦ Epic Event.

**Flip** this card if Main Power Generators 'blown away' and Hoth Blockade on Hoth.

**Imperial Control (V)** 2 E

**While** this side up, Revolution is canceled. Rebels are deploy +1 to Hoth sites. Your total battle destiny at Hoth system is +1 for each Imperial there. Unless opponent controls a Hoth location, your Force drain bonuses may not be canceled. Once per turn, when you deploy an AT-AT, may retrieve any one card (except an Interrupt or vehicle) into hand. During your deploy phase, may ▼ a marker site.

**Flip** this card if Hoth Blockade not on Hoth.

# Virtual Cards: Master List

## DEFENSIVE SHIELDS

## DARK SIDE

•Abyss (V)

•Abyss

Careless abuse of the Force by a young Jedi trainee can have dire consequences. When hanging from the weather vane of Cloud City, Luke's balance was his only hope.

DEFENSIVE SHIELD

Plays on table. Substituted battle destinies do not count against battle destiny limits. If all your battle destinies were canceled (and not redrawn) use 1 for your total battle destiny instead. Once per game, may play a Defensive Shield from under your Starting Effect.

•Abyss (V) E

•After Her! (V)

•After Her!

"This one's a decoy!"

DEFENSIVE SHIELD

Plays on table. Unless present at a site, Leia's game text is canceled. Each Amidala stacked on a Political Effect is a senator. Once per game, may Astromech Shortage.

•After Her! (V)

•A Useless Gesture (V)

DEFENSIVE SHIELD

Plays on table. In order to play an Interrupt from Lost Pile, opponent must first stack it here (if possible) and use +1 Force for each card here, even if Interrupt is normally free.

•A Useless Gesture (V)

•Do They Have A Code Clearance? (V)

DEFENSIVE SHIELD

Plays on table. *Outrider* does not place Utinni Effects out of play. If opponent just retrieved Force using an Interrupt or Utinni Effect, you may stack that card here. Opponent's Force retrieval is reduced by X, where X = number of cards here.

•Do They Have A Code Clearance? (Ref III) (V)

•Death Star Sentry (V)

•Death Star Sentry

Death Star troopers on sentry duty observe and direct incoming starships and monitor other critical sites. They perform sensor scans for life forms and weapons.

DEFENSIVE SHIELD

Plays on table. Colo Claw Fish is canceled. Opponent must first use X Force to deploy a non-unique card (except a Jawa) to a location, where X = the number of copies of that card at that location.

•Death Star Sentry (V)

•Do They Have A Code Clearance? (V)

•Do They Have A Code Clearance?

Imperial officers are always on the lookout for Rebel espionage.

DEFENSIVE SHIELD

Plays on table. *Outrider* does not place Utinni Effects out of play. If opponent just retrieved Force using an Interrupt or Utinni Effect, you may stack that card here. Opponent's Force retrieval is reduced by X, where X = number of cards here.

•Do They Have A Code Clearance? (Cor) (V)

•Fanfare (V)

•Fanfare

The Boonta Eve crowds are always looking for new and exciting developments at every Podrace.

DEFENSIVE SHIELD

Plays on table. Cancels Order To Engage and Scramble. Once per game, may an Immediate Effect. While opponent occupies no battleground systems, Staging Areas is suspended. "Missing" on Lost In The Wilderness is treated as "landspeed = 0 for remainder of turn."

•Fanfare (V)

•Fanfare (V)

DEFENSIVE SHIELD

Plays on table. Cancels Order To Engage and Scramble. Once per game, may an Immediate Effect. While opponent occupies no battleground systems, Staging Areas is suspended. "Missing" on Lost In The Wilderness is treated as "landspeed = 0 for remainder of turn."

•Fanfare (V)

•Firepower (V)

**•Firepower**

"About twenty guns. Some on the surface, some on the towers."

**DEFENSIVE SHIELD**

Plays on table. If opponent moves from a location you occupy during your turn, they lose 2 Force. At end of opponent's turn, if you control two battlegrounds (a site and system) and opponent deployed a card with ability and did not initiate a battle, may retrieve 1 Force.

•Firepower (V)

•I Find Your Lack Of Faith Disturbing (V)

**•I Find Your Lack Of Faith Disturbing**

Darth Vader ruthlessly used the Force to strike down enemies and soldiers who displeased him. He could choke victims from afar without touching them.

**DEFENSIVE SHIELD**

Plays on table. Unless Deep Hatred on table, opponent may use only one combat card per turn. While opponent has two Jedi on Naboo, you lose no more than 2 Force to Force drains at opponent's Naboo sites. We'll Handle This may target only droids and spies.

•I Find Your Lack Of Faith Disturbing (V)

•Imperial Detention

**•Imperial Detention**

In an effort to direct Luke toward Vader, Captain Bewil used his control of hatchways and lift tubes to cut off Luke's support, limiting his options and resources.

**DEFENSIVE SHIELD**

Play on table. I'd Just As Soon Kiss A Wookiee may not be played. For opponent to deploy a card with ability for free, they must first use X Force, where  $X = 1/2$  that card's printed deploy cost (round up). For opponent to deploy a card with ability for 0 Force, they must first use 1 Force.

*Original concept by Michael Pistone - Kashyyyk Regionals 2004*

•Restricted Access (V)

•Leave Them To Me (V)

**•Leave Them To Me**

"I will deal with them myself."

**DEFENSIVE SHIELD**

Plays on table. At opponent's Dantooine and Subjugated planet sites, your Imperials are deploy -2 and your Force drains may not be modified or canceled by opponent. Your game text at opponent's  $\Diamond$  Swamp and  $\Diamond$  Jungle is canceled. Your characters present at opponent's  $\Diamond$  Forest are immune to attrition.

•Leave Them To Me (Death Star II) (V)

•No Escape (V)

**•No Escape**

Jabba's influence is not easily ignored. Neither are his voracious and vile appetites. Even Jedi soon learn this lesson.

**DEFENSIVE SHIELD**

Plays on table. While you occupy a Subjugated planet location, operatives are forfeit = 0, operatives do not add to Force drains, and your Force drains may not be reduced. Nudjs do not cancel Force icons.

•No Escape (Premium) (V)

•Reactor Terminal (V)

**•Reactor Terminal**

The Death Star has many terminals coupled to the main reactor for power distribution throughout the immense space station.

**DEFENSIVE SHIELD**

Plays on table. "Three" on Fear Is My Ally is treated as "Four". You lose no Force to Boonta Eve Podrace. Opponent's retrieval from Boonta Eve Podrace may not be canceled. While you occupy more battlegrounds than opponent, I Did It! is suspended.

•Reactor Terminal (V)

•Leave Them To Me (V)

**DEFENSIVE SHIELD**

Plays on table. At opponent's Dantooine and Subjugated planet sites, your Imperials are deploy -2 and your Force drains may not be modified or canceled by opponent. Your game text at opponent's  $\Diamond$  Swamp and  $\Diamond$  Jungle is canceled. Your characters present at opponent's  $\Diamond$  Forest are immune to attrition.

•Leave Them To Me (Ref III) (V)

•No Escape (V)

**DEFENSIVE SHIELD**

Plays on table. While you occupy a Subjugated planet location, operatives are forfeit = 0, operatives do not add to Force drains, and your Force drains may not be reduced. Nudjs do not cancel Force icons.

•No Escape (Ref III) (V)

•We'll Let Fate-a Decide, Huh? (V)

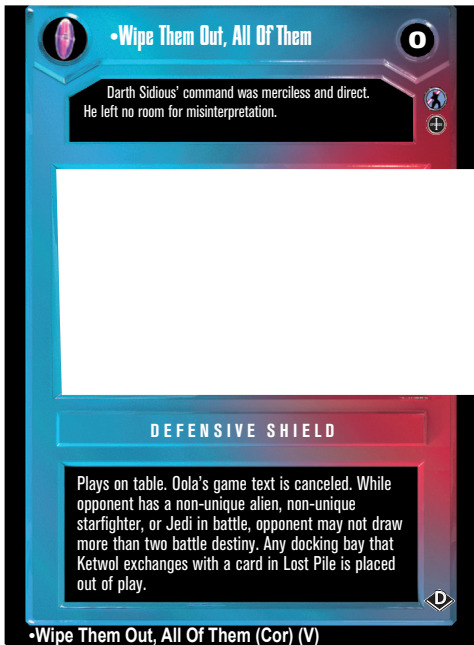
**DEFENSIVE SHIELD**

Plays on table. Cancels Beggar, Don't Underestimate Our Chances, and Frozen Assets. Maneuvering Flaps and S-foils are suspended where you have either a weapon present or a starship (or vehicle) with maneuver > 3 present.

•We'll Let Fate-a Decide, Huh? (V)



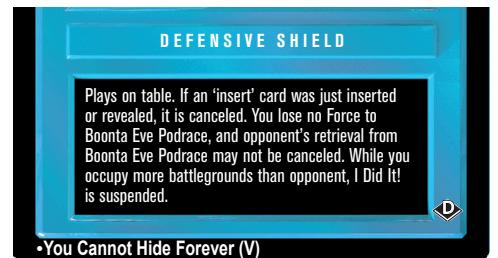
•Wipe Them Out, All Of Them (V)



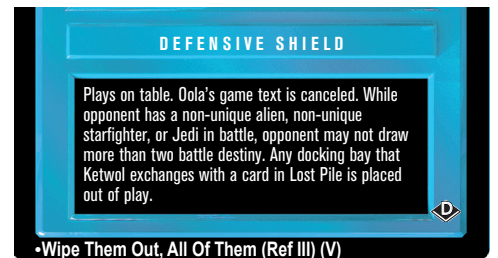
•You Cannot Hide Forever (V)



•You Cannot Hide Forever (V)

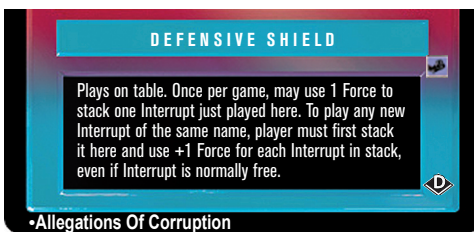


•Wipe Them Out, All Of Them (V)

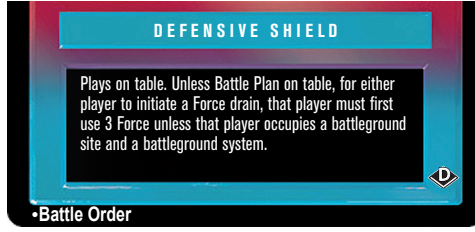


*These V Slips are for the original Reflections III Defensive Shields. They are placed on the Effect version of the named card.*

•Allegations Of Corruption



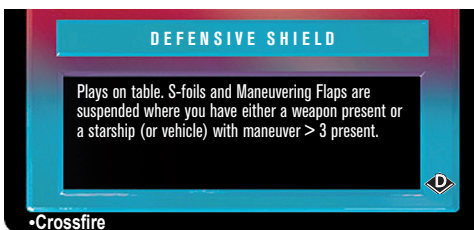
•Battle Order



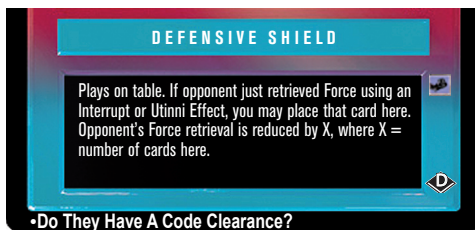
•Come Here You Big Coward



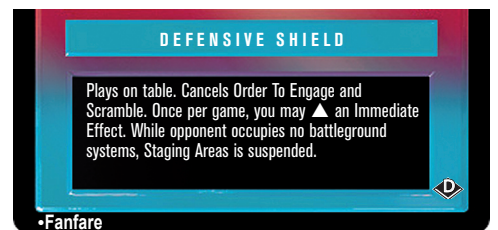
•Crossfire



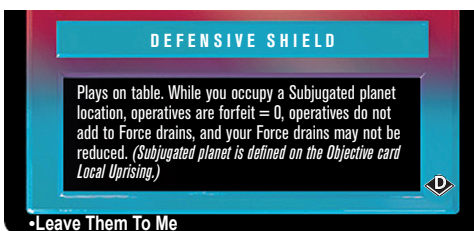
•Do They Have A Code Clearance?



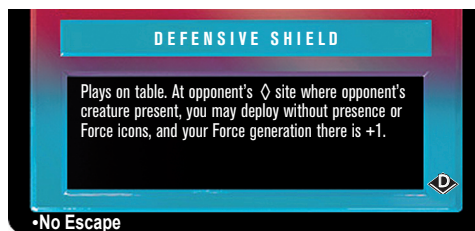
•Fanfare



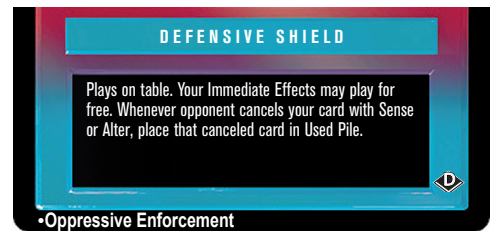
•Leave Them To Me



•No Escape



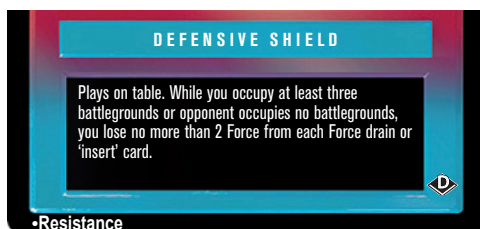
•Oppressive Enforcement



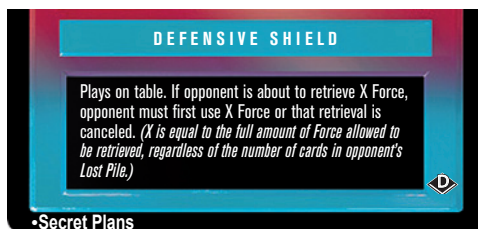
## Virtual Set: Defensive Shields

## DARK SIDE

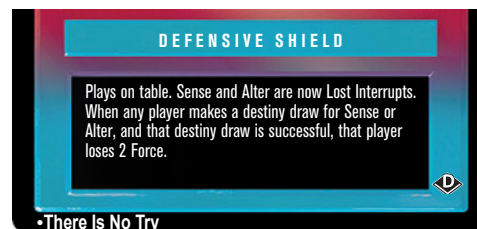
### •Resistance



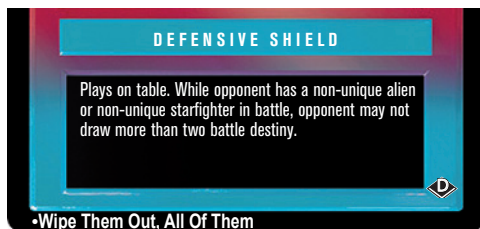
### •Secret Plans



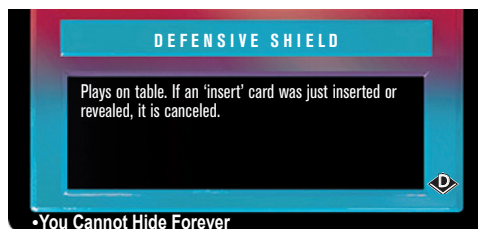
### •There Is No Try



### •Wipe Them Out, All Of Them



### •You Cannot Hide Forever





# Virtual Cards: Master List STARSHIPS

## DARK SIDE

•Accuser (V)



•Black 1



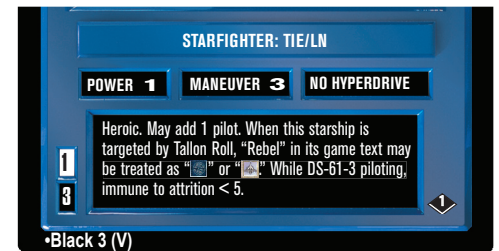
•Black 2 (V)



•Blockade Flagship (V)



•Black 3 (V)



•Black 5



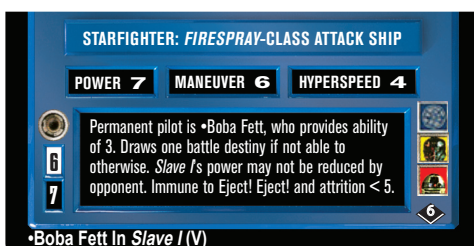
•Blockade Support Ship



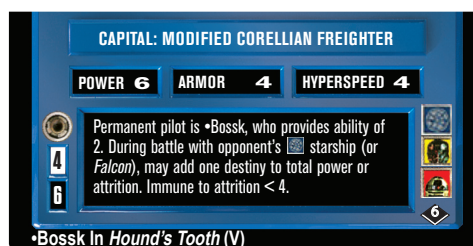
•Colonel Jendon In Onyx 1



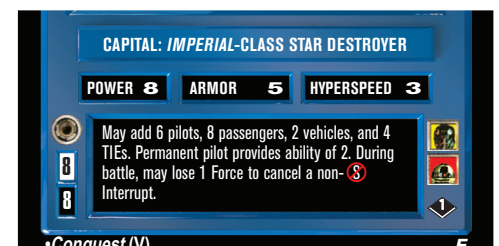
•Boba Fett In Slave I (V)



•Bossk In Hound's Tooth (V)



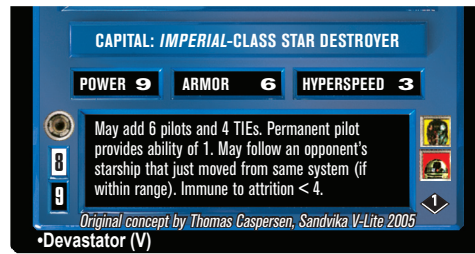
•Conquest (V)



•DS-61-11 In Black 11



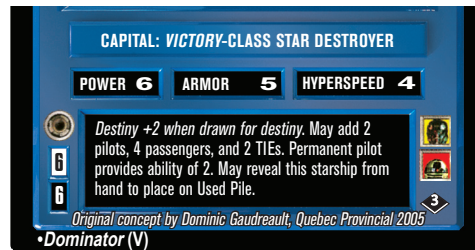
•Devastator (V)



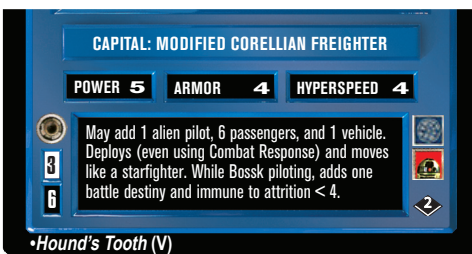
•Elis in Hinthra



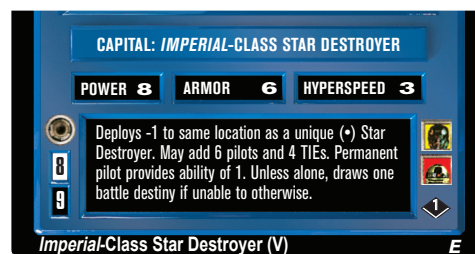
•Dominator (V)



•Hound's Tooth (V)



Imperial-Class Star Destroyer (V)



•Jabba's Space Cruiser (V)



•Galen's Fighter



•Justifier



•Katana





# Virtual Cards: Master List

# DARK SIDE

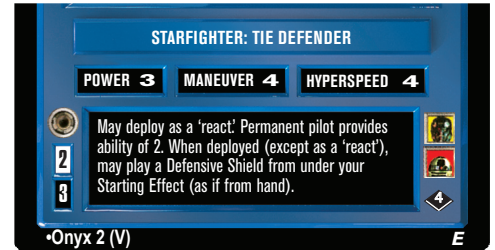
•Mist Hunter (V)



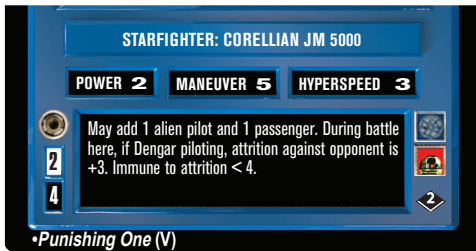
•Obsidian 10 (V)



•Onyx 2 (V)



•Punishing One (V)



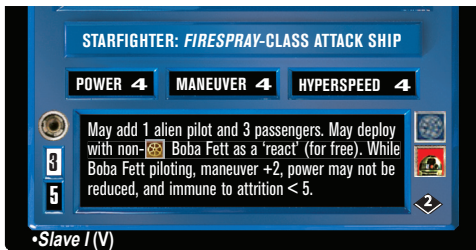
Raider Craft



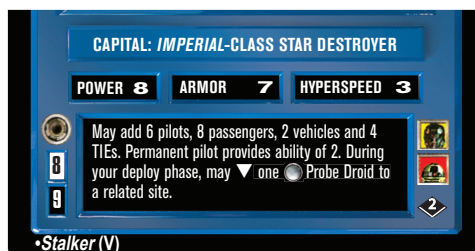
•••Saber Squadron TIE



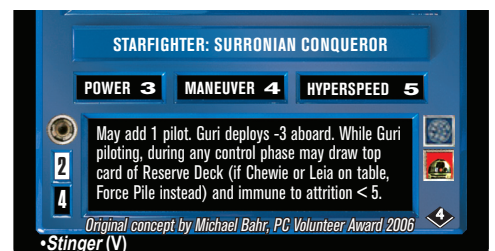
•Slave I (V)



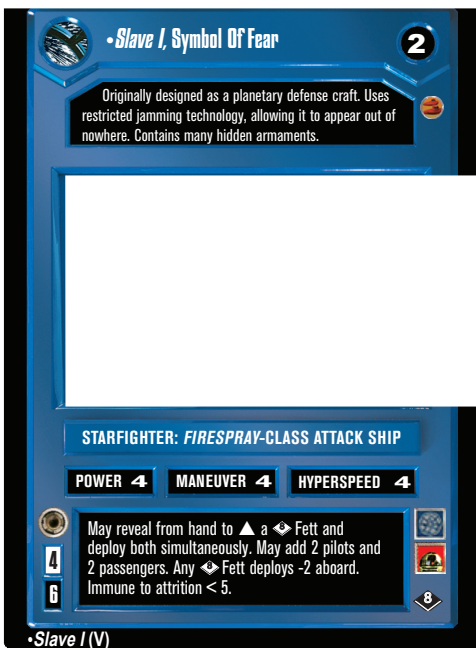
•Stalker (V)



•Stinger (V)



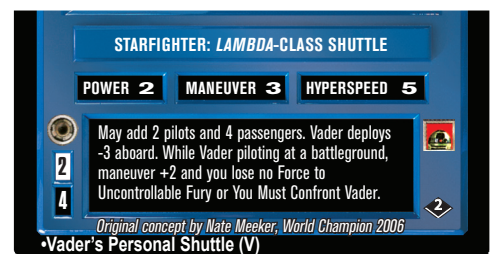
•Slave I, Symbol Of Fear



TIE Avenger (V)



•Vader's Personal Shuttle (V)



# Virtual Cards: Master List

•Victory

•Victory

Commissioned by the Old Republic at end of the Clone Wars, Rendili StarDrive's Victory-class starship is atmosphere-capable but has a low sublight speed.

**CAPITAL: VICTORY-CLASS STAR DESTROYER**

**POWER 5 ARMOR 5 HYPERSPEED 4**

May add 4 pilots and 6 passengers. Permanent pilot provides ability of 4. Opponent's starships may not add 1 or add to Force drains. While opponent's objective on table, immune to attrition.

**Victory-Class Star Destroyer (V)**

•Blizzard 4

•Blizzard 4

Staffed by an experienced crew, Blizzard 4's role in all engagements is to seek out new terrain uncovered by the initial offensive thrust and unload troops to hold it. Enclosed.

**COMBAT VEHICLE: AT-AT**

**POWER 6 ARMOR 7 LANDSPEED 1**

May add 1 pilot and 6 passengers. Permanent pilot provides ability of 2. When deployed, may a non-pilot Imperial warrior aboard (for free). Immune to attrition < 4.

**•Blizzard 4 (V)**

Dewback (V)

**CREATURE VEHICLE**

**POWER 2 ARMOR 4 LANDSPEED 2**

Deploys only on Tatooine. Ability = 1/4. May add 1 'rider' (passenger). May be targeted by Trample instead of a piloted AT-AT. During battle, may 'roar' to make a character here defense value -1.

**Dewback (V)**

## VEHICLES

Bantha (V)

**CREATURE VEHICLE**

**POWER 1 MANEUVER 2 LANDSPEED 1**

May add 2 'riders' (passengers). Ability = 1/2. May move as a 'react'. Tusken Raiders here are power +1. Scum And Villainy ignores creature vehicles. During your deploy phase, may one Bantha Herd.

**Bantha (V)**

•Blizzard 2 (V)

**COMBAT VEHICLE: AT-AT**

**POWER 6 ARMOR 8 LANDSPEED 1**

May add 1 pilot and 8 passengers. Permanent pilot provides ability of 2. During your control phase, may one Trample or Walker Barrage. Walker Barrage total is +2. Immune to attrition < 4.

**•Blizzard 2 (V)**

•Cyclone 1

•Cyclone 1

Enclosed armored transport adapted for hot climates by replacing tertiary weapons systems with additional Senar z23 heat dissipation units.

**COMBAT VEHICLE: AT-AT**

**POWER 5 ARMOR 7 LANDSPEED 1**

Power +1 for each Sandtrooper present. Permanent pilots provide total ability of 2. May add 7 passengers. Once per game may a vehicle site or vehicle weapon aboard. Immune to attrition < 4.

**•••Dune Walker (V)**

•Jabba's Sail Barge (V)

**TRANSPORT VEHICLE**

**POWER 4 ARMOR 5 LANDSPEED 2**

Deploys only on Tatooine. May add 1 driver and 8 passengers. Scum And Villainy may deploy aboard. During your deploy phase, may one Jabba, Pote, or Passenger Deck aboard. Immune to attrition < 6.

**•Jabba's Sail Barge (V)**

## DARK SIDE

•Blizzard 1 (V)

**COMBAT VEHICLE: AT-AT**

**POWER 7 ARMOR 7 LANDSPEED 1**

May add 2 pilots and 8 passengers. During the power segment of a battle here, may lose X cards from hand to cause +X attrition against opponent. Immune to attrition < 4.

**•Blizzard 1 (V)**

•Blizzard Scout 1 (V)

**COMBAT VEHICLE: AT-ST**

**POWER 3 ARMOR 4 LANDSPEED 3**

May add 1 pilot or passenger. Permanent pilot provides ability of 2. May move as a 'react'. During battle, if with your piloted AT-AT, may cancel game text of an opponent's character present.

**•Blizzard Scout 1 (V)**

Cyclone Walker

Cyclone Walker

Enclosed.

**COMBAT VEHICLE: AT-AT**

**POWER 5 ARMOR 7 LANDSPEED 1**

May add 1 pilot and 8 passengers. Permanent pilot provides ability of 1. While AT-AT Driver piloting, he is forfeit +2 and this vehicle is power +1 and immune to attrition < 5.

**Patrol Craft (V)**

*Image courtesy of ObiHahn*

Sandcrawler (V)

**TRANSPORT VEHICLE**

**POWER 3 ARMOR 3 LANDSPEED 2**

Permanent driver provides no ability. May add 7 passengers. Jawas at same site are power +1 and forfeit +2. During your deploy phase, may a Jawa here.

**Sandcrawler (V)**

## Virtual Cards: Master List

***DARK SIDE***

## Droid Walker



- Marquand In Blizzard 6



- Maul's Sith Speeder



## Rancor Mount



- URoRRuR'R'R's Bantha (V)





# Virtual Cards: Master List WEAPONS

••Assassin's Blaster Rifle

Original concept by Seth Arce & Matt Lortien, 10th Anniversary Design Contest

**••Assassin's Blaster Rifle** 3

**CHARACTER WEAPON**

Deploy on your assassin; assassin is power +1. May target a character at same or adjacent site for free. Draw destiny. If destiny +1 > defense value: target hit, may not be captured this turn, and you may place a bounty on target in Used Pile to retrieve 2 Force.

•4-LOM'S Concussion Rifle (V) 8

•Cyborg Commander's Lightsabers

**•Cyborg Commander's Lightsabers** 1

**CHARACTER WEAPON**

Deploy on Cyborg Commander. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and may not satisfy attrition (or be removed from Lost Pile this turn), if total destiny > defense value.

••Presence Of The Force (V) 7

•IG-88's Neural Inhibitor (V)

**CHARACTER WEAPON**

Use 1 Force to deploy on a bounty hunter (free on IG-88). May target a character for free. Draw destiny. Target captured (and opponent loses 2 Force if target is a [ ] or [ ] character) if destiny +1 > defense value.

•IG-88's Neural Inhibitor (V) 2

Assault Rifle (V)

**CHARACTER WEAPON**

Deploy on Chief Bast or your Imperial warrior. May target a character, creature, or vehicle at same or adjacent site using 1 Force. Draw destiny. Target lost if destiny +1 > defense value.

Assault Rifle (V) 1

AT-ST Dual Cannon (V)

**VEHICLE WEAPON**

Deploy on your AT-ST. May target a character, creature or vehicle for free. Draw destiny. Target hit (may lose 2 Force to make it lost instead) if destiny +X > defense value, where X = the number of your AT-STs present. May fire repeatedly for 2 Force each time.

AT-ST Dual Cannon (V) 3

•Boba Fett's Blaster Rifle (V)

**CHARACTER WEAPON**

Deploy on non- [ ] Boba Fett. During your turn, opponent's characters here may not use landspeed. While a captive at same site, your Force drains are +1 here. May target a character for free. Draw destiny. Target captured if destiny +2 > defense value.

•Boba Fett's Blaster Rifle (V) 2

Dark Jedi Lightsaber (V)

**CHARACTER WEAPON**

Deploy on Aurra Sing or Sidious. May add 1 to Force drain at an [ ] site where present. May target a character or creature for free. Draw two destiny. Add number of Jedi present. Target hit, and its forfeit = 0, if total destiny > defense value.

Dark Jedi Lightsaber (V) 5

•Feltpern Trevagg's Stun Rifle (V)

**CHARACTER WEAPON**

Use 1 Force to deploy on your bounty hunter (free on Feltpern Trevagg). May target a character for free. Draw destiny. Target captured (and may take one Interrupt from Lost Pile into hand) if destiny +2 > defense value.

•Feltpern Trevagg's Stun Rifle (V) 3

Han Seeker (V)

**AUTOMATED WEAPON**

Use 1 Force to deploy to an unoccupied site. Deploys and moves like an Undercover spy. If present with a smuggler of ability < 3 or [ ] Han, this weapon and that character are lost ("all cards" situation).

Han Seeker (V) 1

# DARK SIDE

AT-AT Cannon (V)

**VEHICLE WEAPON**

Deploy on your non- [ ] AT-AT. May target a character or vehicle at same or adjacent site for free. Draw destiny. Target hit if destiny +1 (+2 if a vehicle) > defense value. If just lost from table, place this weapon in Used Pile.

AT-AT Cannon (V) 2

Blaster Rifle (Dark) (V)

**CHARACTER WEAPON**

Deploy on your Imperial warrior; warrior is power +1. May target a character, creature, or vehicle for free. Draw destiny; add 1 if targeting a character, 2 if a vehicle. Target hit, and may not be used to satisfy attrition, if total destiny > defense value.

Blaster Rifle (Dark) (V) 6

Concussion Missiles (V)

**STARSHIP WEAPON**

Use 1 Force to deploy on your starfighter. May target a starship for free. Draw destiny (if on a Heroic starfighter, may first use 1 Force to add 3 to total). Target hit if total destiny > defense value.

Concussion Missiles (V) 3

•Darth Vader's Lightsaber (V)

**CHARACTER WEAPON**

Deploy on Vader. May add 1 to Force drain where present. May target a Jedi or Skywalker for free. Draw 3 destiny and choose 2. Target hit (may place any Interrupt from opponent's Lost Pile out of play) and forfeit = 0, if total destiny > defense value.

•Darth Vader's Lightsaber (V) 3

•Fett's Blaster Rifle

**•Fett's Blaster Rifle** 2

Having lost sight of Boba Fett, Luke was surprised by his sudden reappearance.

Double Back (V)

**CHARACTER WEAPON**

Deploy on [ ] or [ ] Boba Fett (may draw one battle destiny if not able to otherwise). Hidden Weapons is canceled. If Special Delivery not on table, may [ ] it. May target a character for free. Draw destiny. Target hit, and forfeit = 0, if destiny +1 > defense value.

Double Back (V) 6

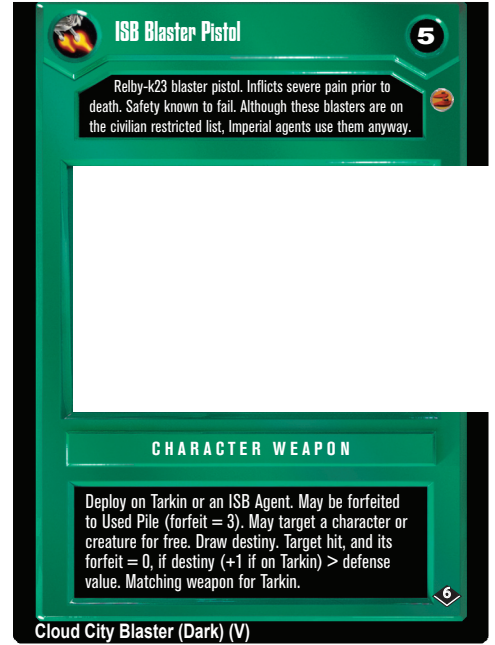
•Galen's Lightsaber



•Galen's Lightsaber, Vader's Gift



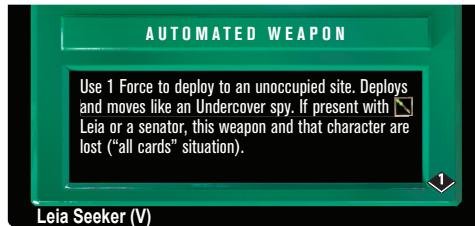
ISB Blaster Pistol



SD-17 Homing Missile



Leia Seeker (V)



•Sidious' Lightsaber



•Mara Jade's Lightsaber (V)

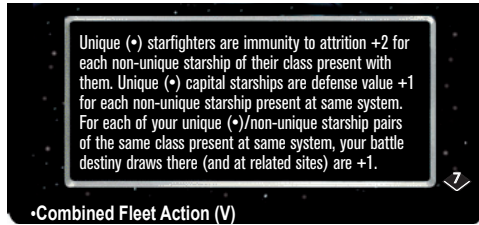


# Virtual Cards: Master List

## LIGHT SIDE

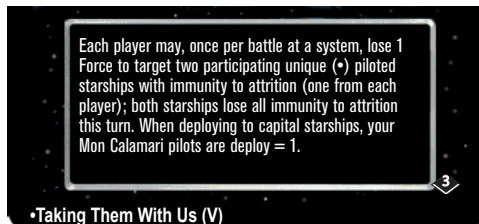
### ADMIRAL'S ORDERS

•Combined Fleet Action (V)



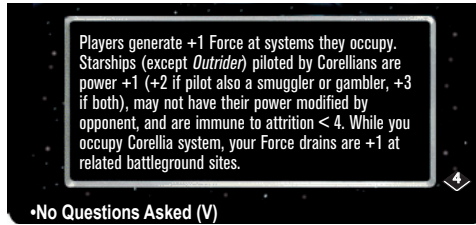
•Combined Fleet Action (V)

•Taking Them With Us (V)



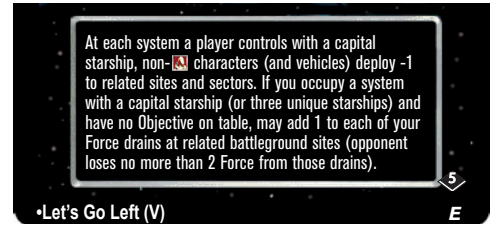
•Taking Them With Us (V)

•No Questions Asked (V)



•No Questions Asked (V)

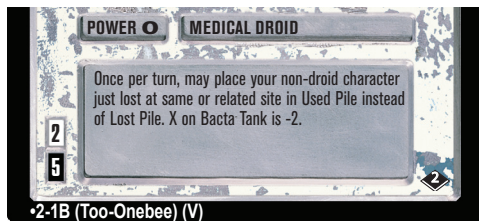
•Let's Go Left (V)



•Let's Go Left (V)

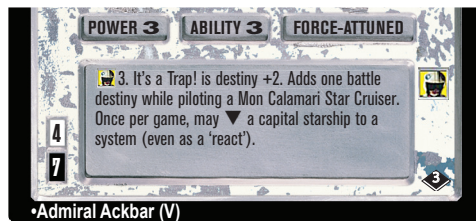
### CHARACTERS

•2-1B (Too-Onebee) (V)



•2-1B (Too-Onebee) (V)

•Admiral Ackbar (V)

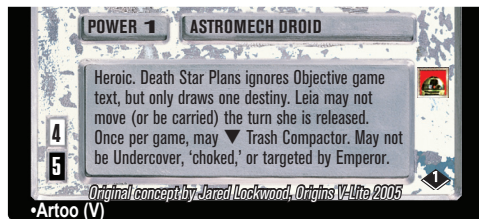


•Admiral Ackbar (V)

•Anakin Solo



•Artoo (V)



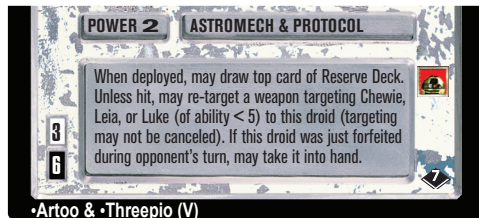
•Artoo (V)

•Artoo, Brave Little Droid (V)



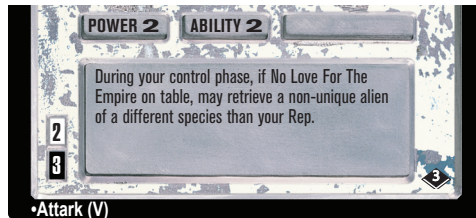
•Artoo, Brave Little Droid (V)

•Artoo & •Threepio (V)



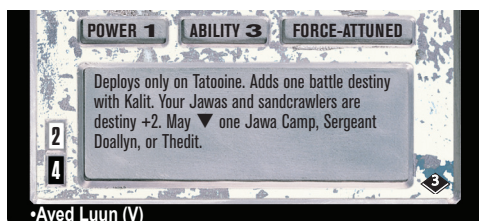
•Artoo & Threepio (V)

•Attark (V)



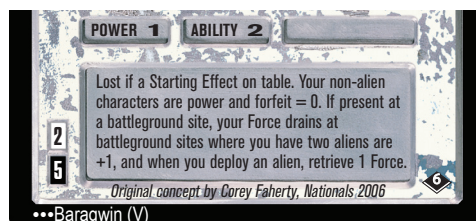
•Attark (V)

•Aved Luun (V)



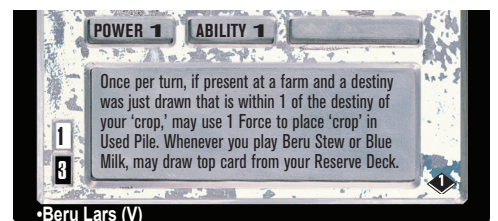
•Aved Luun (V)

••Baragwin (V)



••Baragwin (V)

•Beru Lars (V)



•Beru Lars (V)



# Virtual Cards: Master List

# LIGHT SIDE

•Bail Organa



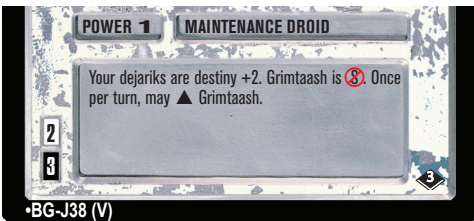
•Bail Organa, Father Of Rebellion



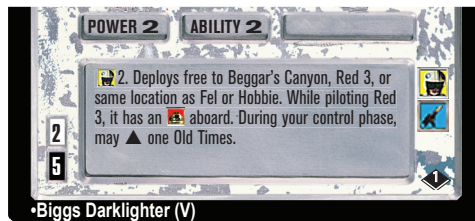
••Beast-Rider (V)



•BG-J38 (V)



•Biggs Darklighter (V)



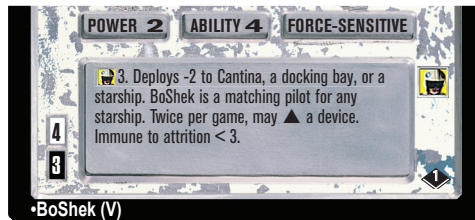
•Biggs, Rogue Legend



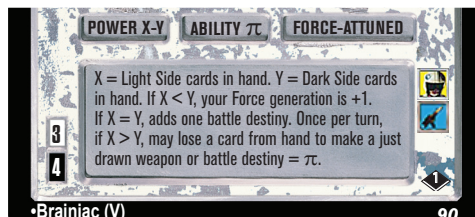
•Blind Jedi



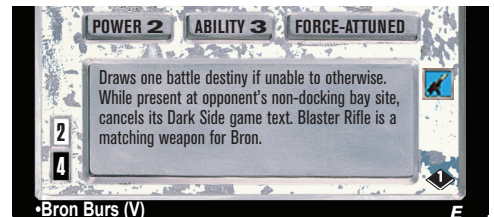
•BoShek (V)



•Brainiac (V)



•Bron Burs (V)





# Virtual Cards: Master List

# LIGHT SIDE

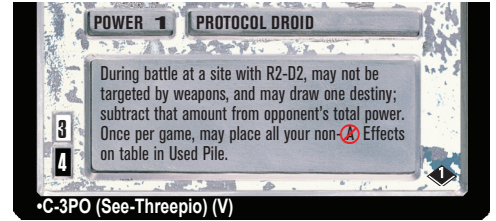
•Booster Terrik



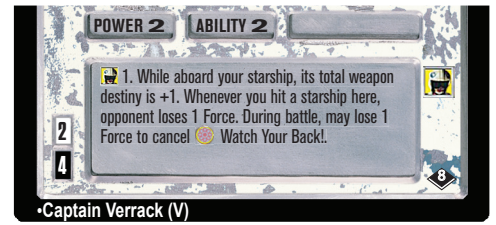
•BoShek, Brash Smuggler



•C-3PO (See-Threepio) (V)



•Captain Verrack (V)



•Captain Antilles



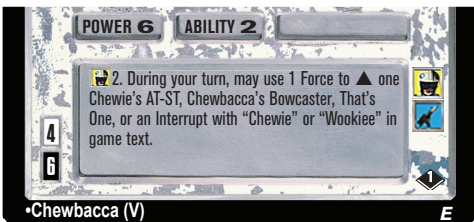
•Captain Yutani With Blaster Cannon



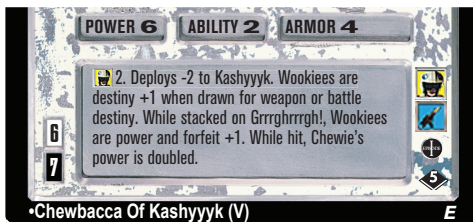
•Chewbacca, Walking Carpet



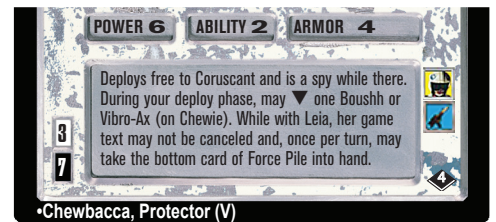
•Chewbacca (V)



•Chewbacca Of Kashyyyk (V)



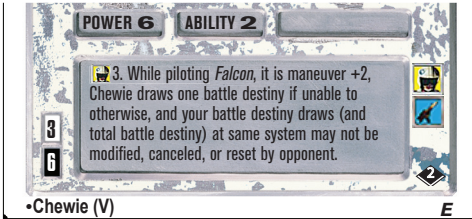
•Chewbacca, Protector (V)



# Virtual Cards: Master List

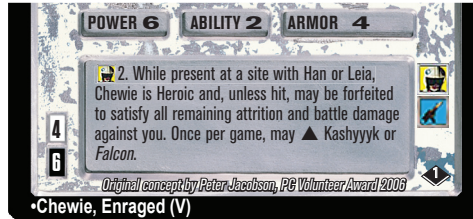
# LIGHT SIDE

•Chewie (V)



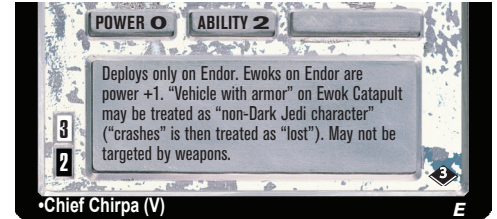
Clone Pilot

•Chewie, Enraged (V)



Clone Trooper (V)

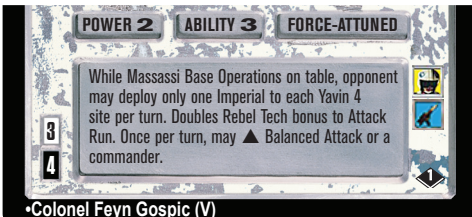
•Chief Chirpa (V)



•Commander Narra



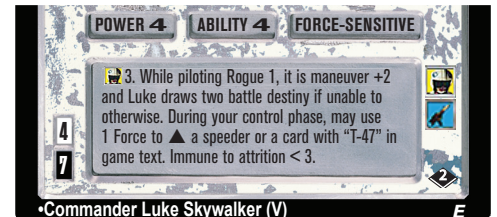
•Colonel Feyn Gospic (V)



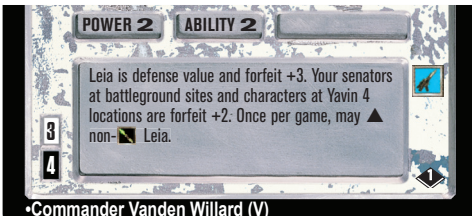
•Commander Evram Lajaie (V)



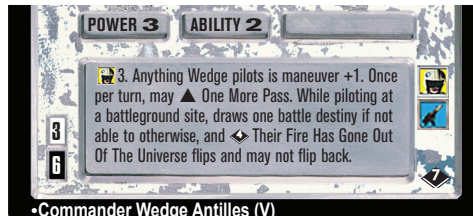
•Commander Luke Skywalker (V)



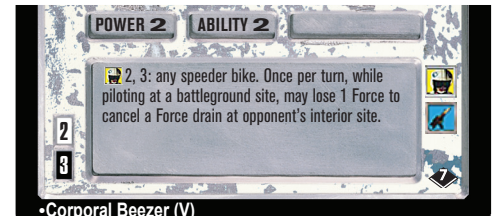
•Commander Vanden Willard (V)



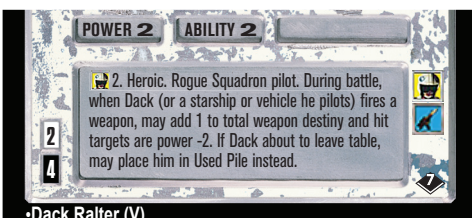
•Commander Wedge Antilles (V)



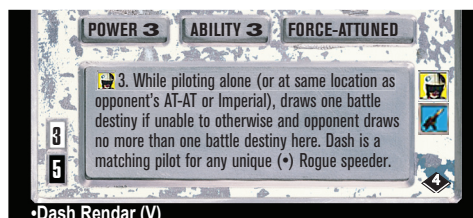
•Corporal Beezer (V)



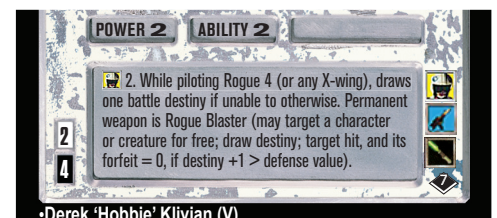
•Dack Ralter



•Dash Rendar (V)



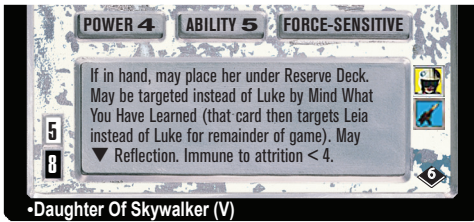
•Derek 'Hobbie' Klivian (V)





# Virtual Cards: Master List

•Daughter Of Skywalker (V)



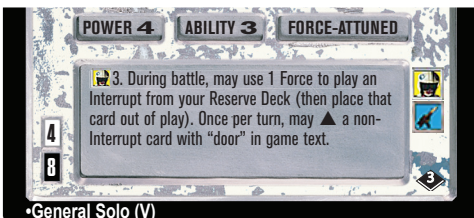
•Devaronian Uncle



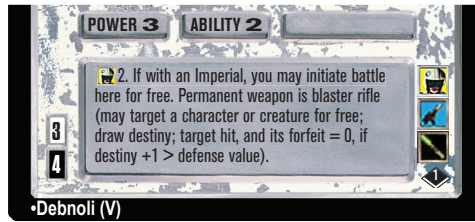
•General Bob Hudsol



•General Solo (V)



•Debnoli (V)

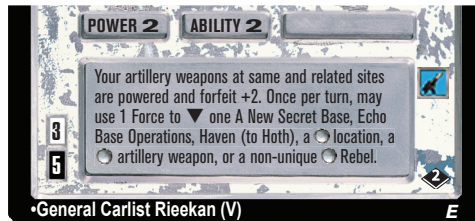


•Fallen Jedi

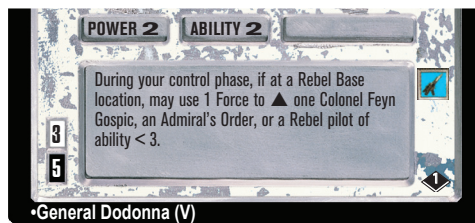


•Advantage (V)

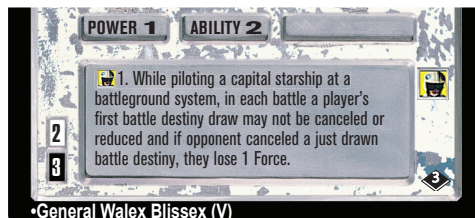
•General Carlist Rieekan (V)



•General Dodonna (V)

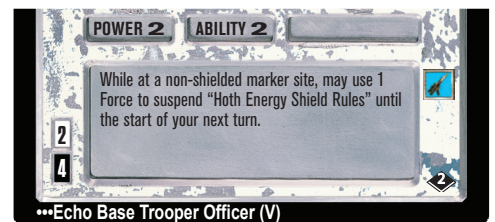


•General Walex Blissex (V)



# LIGHT SIDE

•••Echo Base Trooper Officer (V)



•Fixer

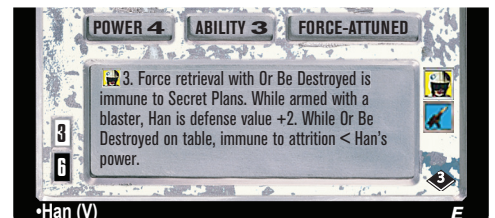


•••Droid Merchant (V)

•General Solomahal



•Han (V)

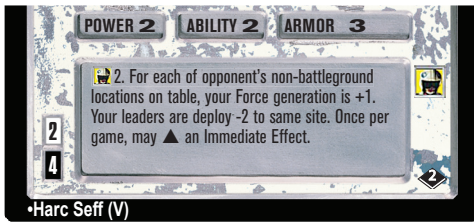




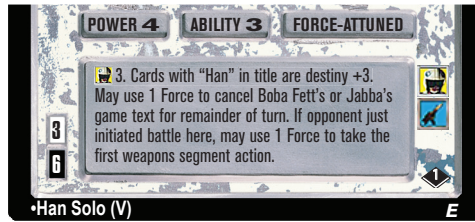
# Virtual Cards: Master List

# LIGHT SIDE

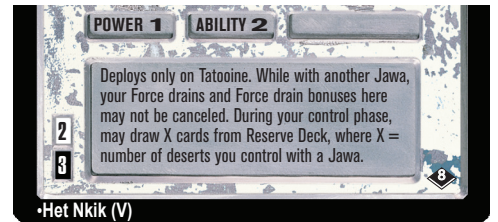
•Harc Seff (V)



•Han Solo (V)



•Het Nkik (V)



•Han Solo, Courageous Smuggler



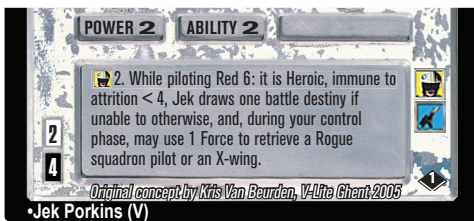
•Han Solo, Innocent Scoundrel



•IL-19



•Jek Porkins (V)



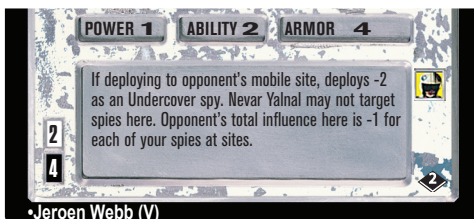
•Jabba's Prize



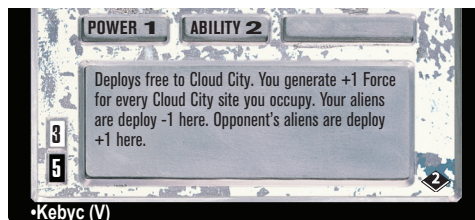
•••Jedi Advisor (V)



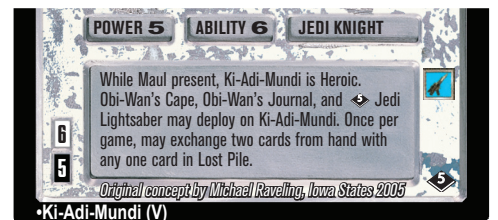
•Jeroen Webb (V)



•Kebyc (V)



•Ki-Adi-Mundi (V)





# Virtual Cards: Master List

...Jedi Guardian (V)



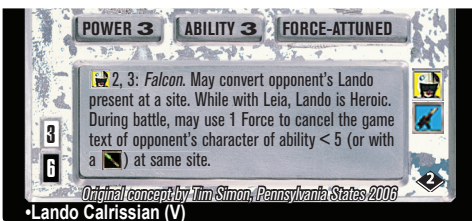
Do, Or Do Not (V)

•Kashyyyk Insurgent Leader



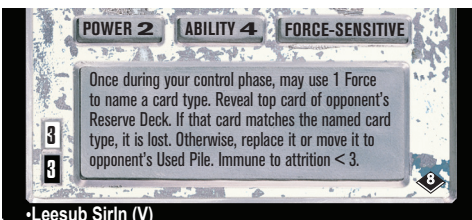
•Wookiee Roar (V)

•Lando Calrissian (V)



•Lando Calrissian (V)

•Leesub Sirlin (V)



•Leesub Sirlin (V)

...Jedi Pilot



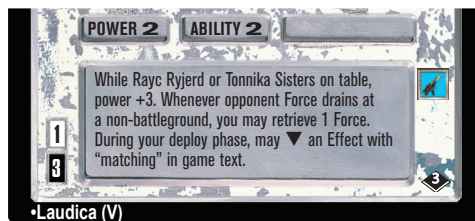
•Lieutenant Telsij (V)

•Lando Calrissian, Scoundrel (V)



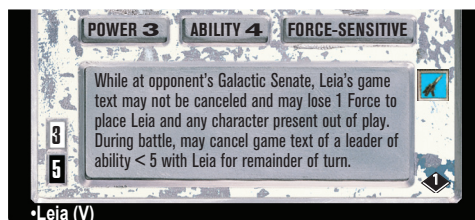
•Lando Calrissian, Scoundrel (V)

•Laudica (V)



•Laudica (V)

•Leia (V)



•Leia (V)

# LIGHT SIDE

...Jedi Survivor (V)



•Droid Merchant (V)

•Lando Calrissian, Unlikely Hero



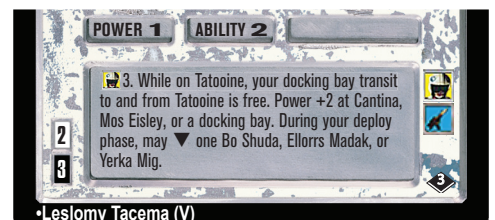
•Punch It! (V)

•LE-BO2D9 (Leebo) (V)



•LE-BO2D9 (Leebo) (V)

•Leslomy Tacema (V)



•Leslomy Tacema (V)

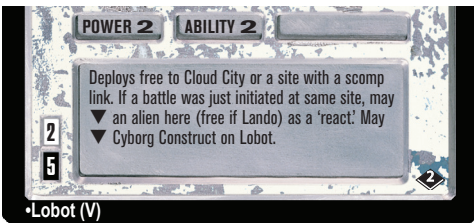


# Virtual Cards: Master List

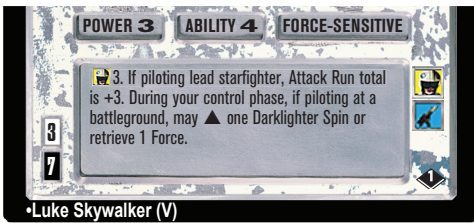
•Lars' Protocol Droid



•Lobot (V)



•Luke Skywalker (V)



•Luke Skywalker, Rebel Hero



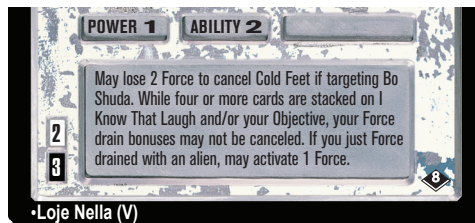
Captive Pursuit (V)

•Leia, Optimistic Leader



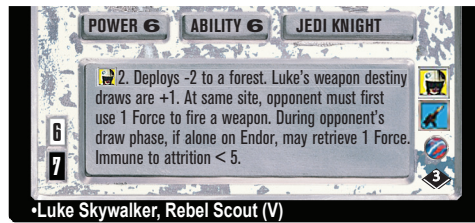
It Could Be Worse (V)

•Loje Nella (V)



•Loje Nella (V)

•Luke Skywalker, Rebel Scout (V)



•Luke Skywalker, Rebel Scout (V)

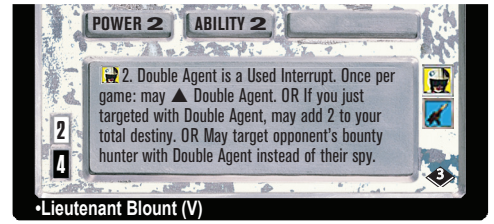
•Luke Skywalker, Strong In The Force



•A Jedi's Concentration (V)

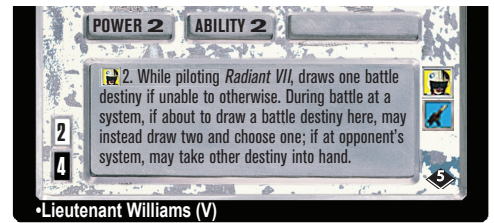
# LIGHT SIDE

•Lieutenant Blount (V)



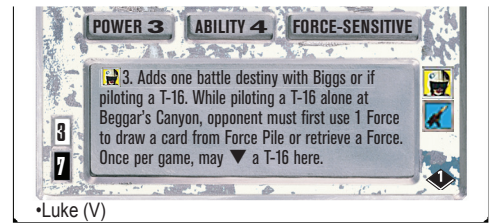
•Lieutenant Blount (V)

•Lieutenant Williams (V)



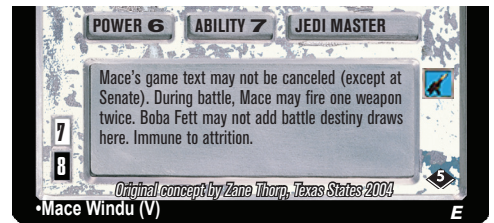
•Lieutenant Williams (V)

•Luke (V)



•Luke (V)

•Mace Windu (V)



•Mace Windu (V)

•Mace Windu, Master Of The Order



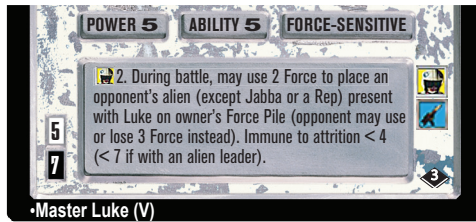
•Mace Windu (V)



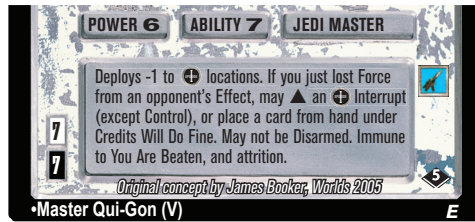
# Virtual Cards: Master List

# LIGHT SIDE

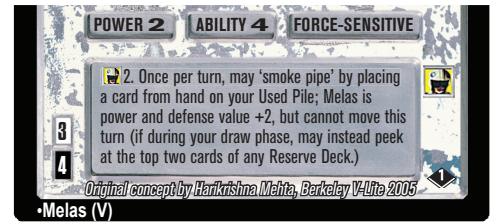
•Master Luke (V)



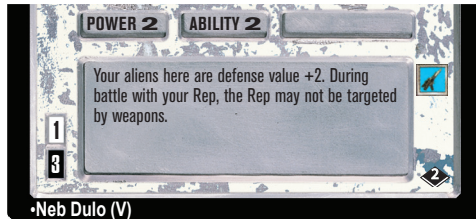
•Master Qui-Gon (V)



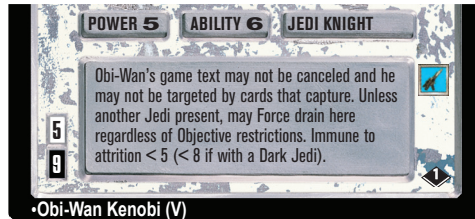
•Melas (V)



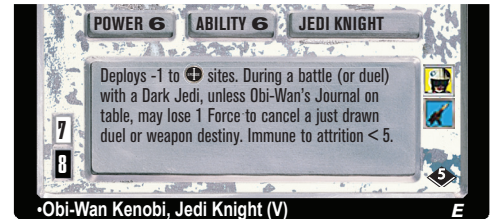
•Neb Dulo (V)



•Obi-Wan Kenobi (V)



•Obi-Wan Kenobi, Jedi Knight (V)



•Master Kenobi



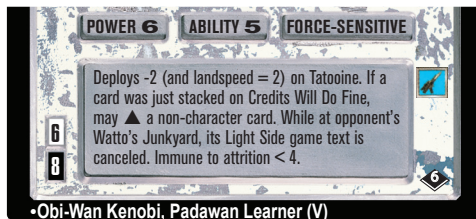
•Obi-Wan, Crazy Wizard



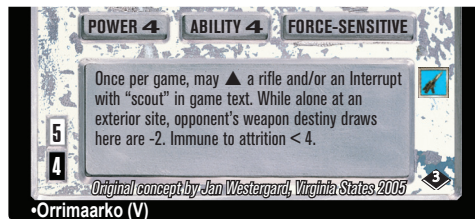
•Princess Leia, Lost Scion



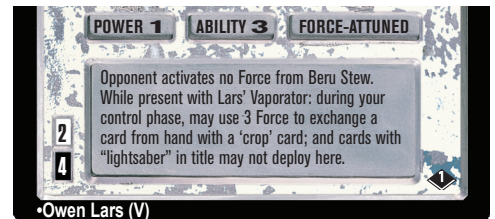
•Obi-Wan Kenobi, Padawan Learner (V)



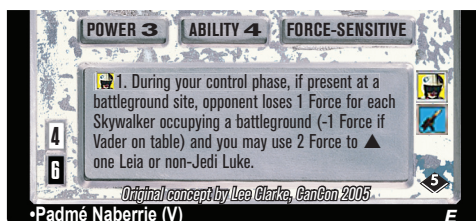
•Orrimaarko (V)



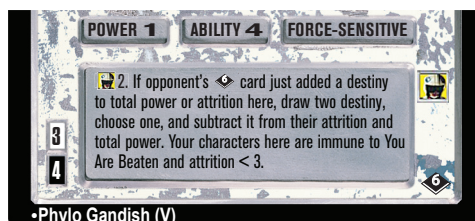
•Owen Lars (V)



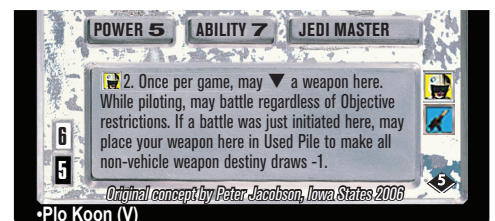
•Padmé Naberrie (V)



•Phylo Gandish (V)



•Plo Koon (V)

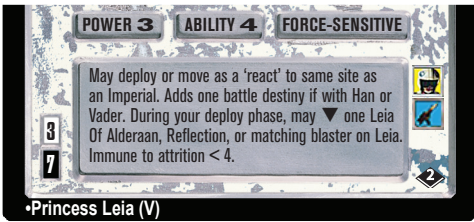




# Virtual Cards: Master List

# LIGHT SIDE

•Princess Leia (V)



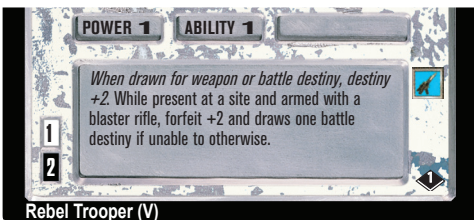
•R2-D2, Subversive Droid



•Rebel Agent



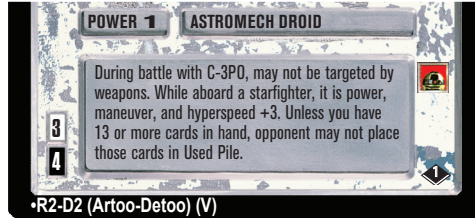
Rebel Trooper (V)



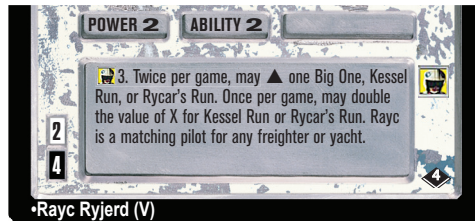
•Princess Leia Organa (V)



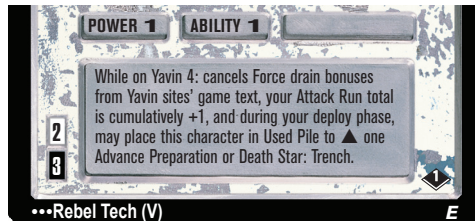
•R2-D2 (Artoo-Detoo) (V)



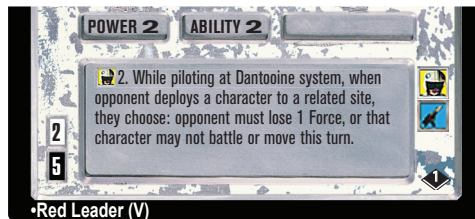
•Rayc Ryjerd (V)



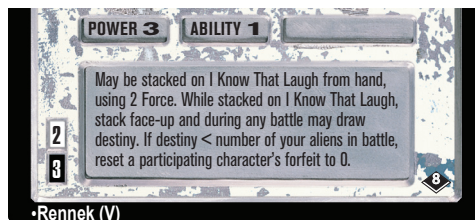
•••Rebel Tech (V)



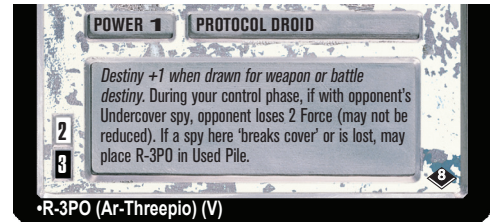
•Red Leader (V)



•Rennek (V)



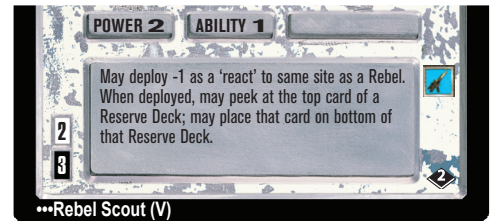
•R-3PO (Ar-Threepio) (V)



•R5-M2 (Arfive-Emmtoo) (V)



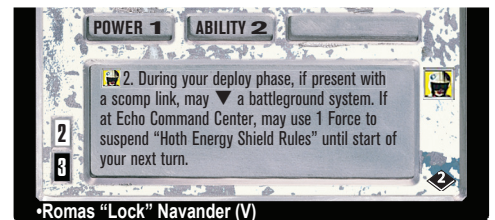
•••Rebel Scout (V)



Republic Trooper With Blaster Rifle (V)



•Romas "Lock" Navander (V)

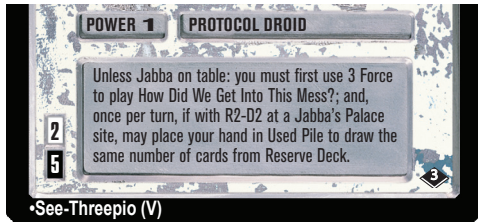




# Virtual Cards: Master List

# LIGHT SIDE

•See-Threepio (V)



•Senator Jar Jar Binks

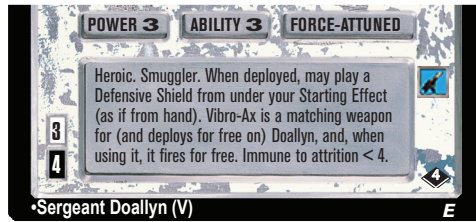


•Senator Padmé Amidala



•I've Decided To Go Back (V)

•Sergeant Doallyn (V)



•Senator Leia Organa



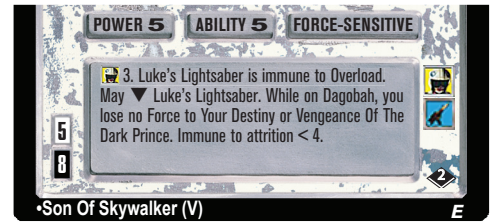
•Princess Organa (V)

•Supreme Chancellor Palpatine (V)



•Stay Here, Where It's Safe (V)

•Son Of Skywalker (V)

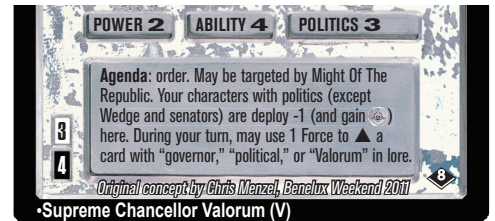


•Senator Mon Mothma



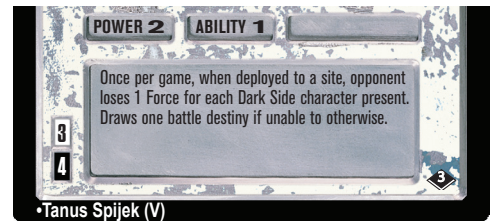
•Mon Mothma (V)

•Supreme Chancellor Valorum



•Supreme Chancellor Valorum (V)

•Tanus Spijek (V)



•Tanus Spijek (V)

•Tauntaun Handler (V)

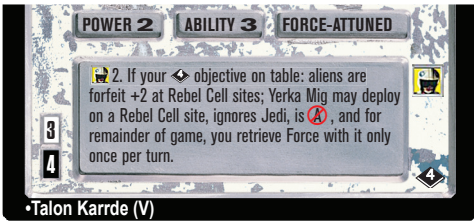


•Tauntaun Handler (V)

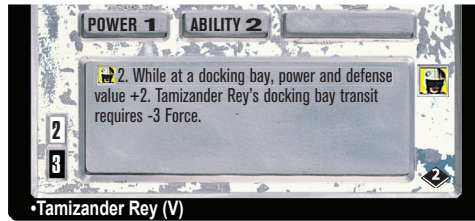
# Virtual Cards: Master List

# LIGHT SIDE

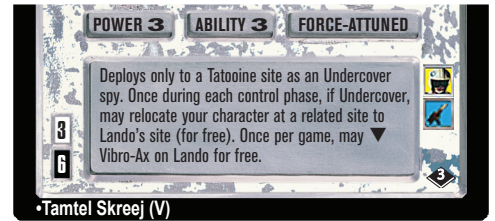
•Talon Karrde (V)



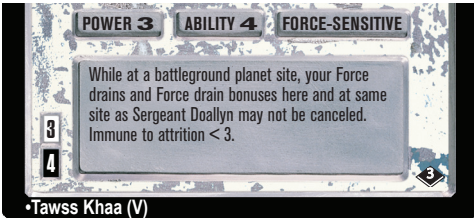
•Tamizander Rey (V)



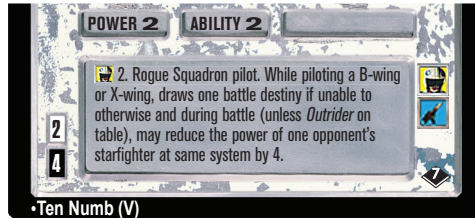
•Tamtel Skreej (V)



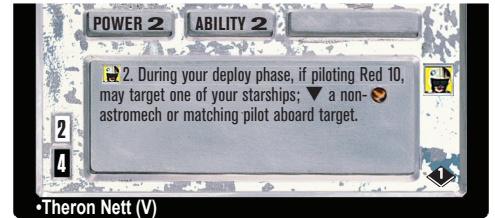
•Tawss Khaa (V)



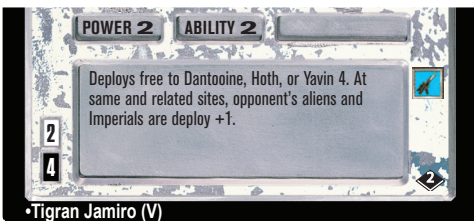
•Ten Numb (V)



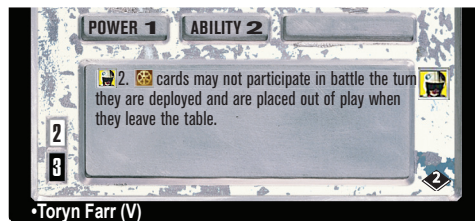
•Theron Nett (V)



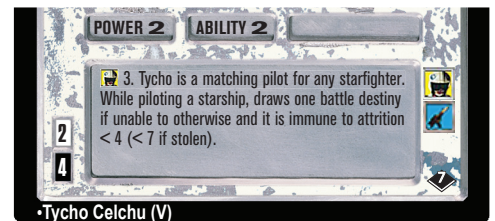
•Tigran Jamiro (V)



•Toryn Farr (V)



•Tycho Celchu (V)



Veteran Rogue



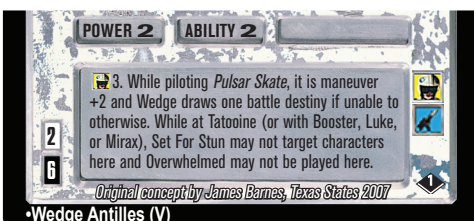
•Wes Janson, Rogue Veteran



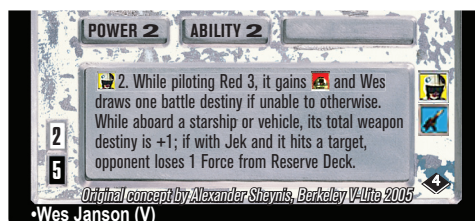
•Wedge Antilles, Legendary Rogue



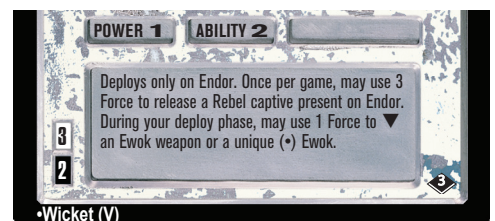
•Wedge Antilles (V)



•Wes Janson (V)



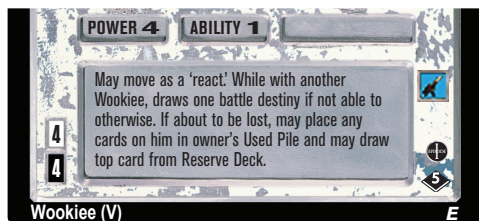
•Wicket (V)



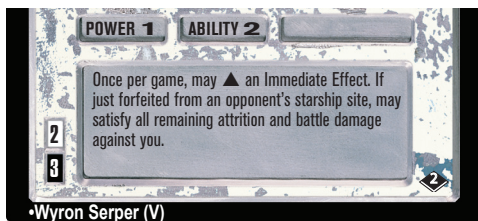


# Virtual Cards: Master List

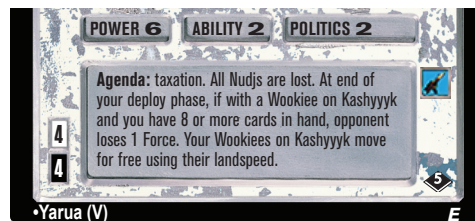
•Wookiee (V)



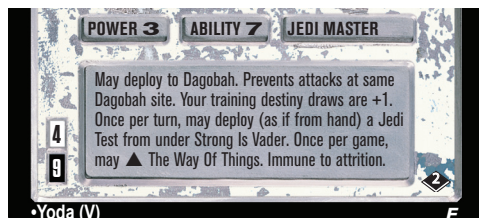
•Wyron Serper (V)



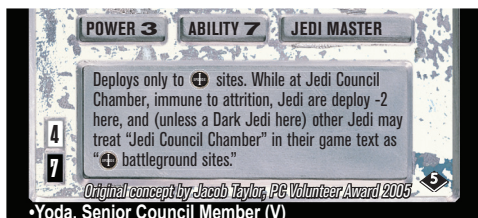
•Yarua (V)



•Yoda (V)



•Yoda, Senior Council Member (V)



•Yoda, Great Warrior



# Virtual Cards: Master List

## CREATURES

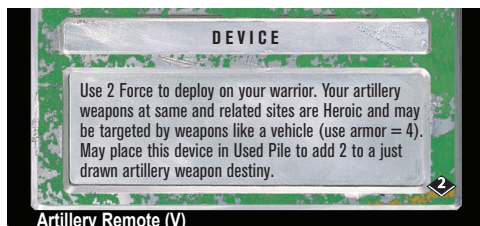
Gundark



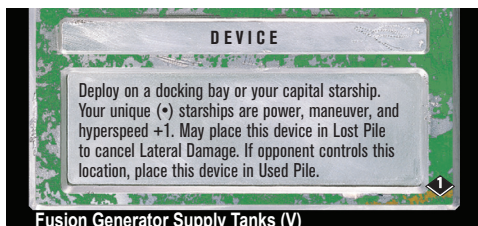
**LIGHT SIDE**

## DEVICES

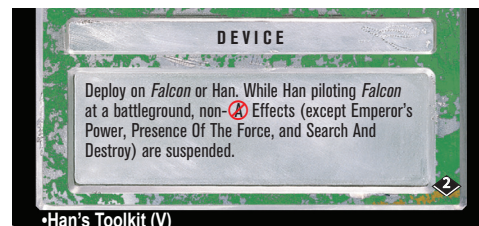
Artillery Remote (V)



Fusion Generator Supply Tanks (V)



•Han's Toolkit (V)



•Lars' Hydroponics Station



•Lars' Vaporator



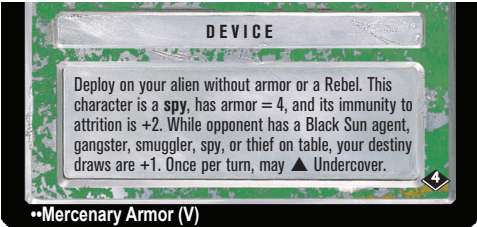
•Luke's Bionic Hand



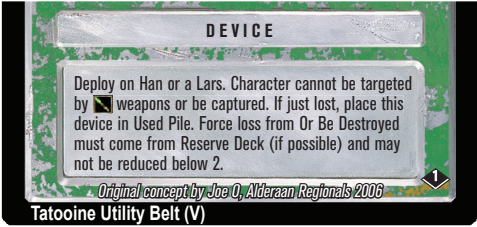


Virtual Cards: Master List

•Mercenary Armor (V)



Tatooine Utility Belt (V)



•Motivator



Droid Sensorscope (V)

•Planetary Shield



•Planetary Defenses (V)

# Virtual Cards: Master List EFFECTS

## LIGHT SIDE

### •A Good Blaster At Your Side



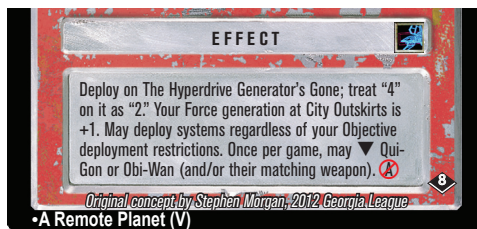
### •A Jedi's Cunning (V)



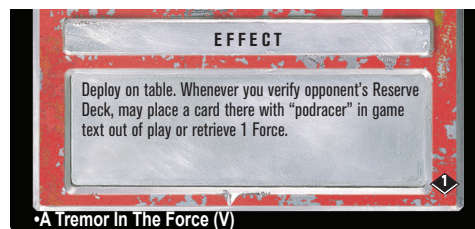
### •A Jedi's Plans (V)



### •A Remote Planet (V)



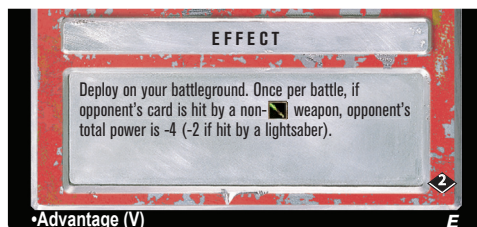
### •A Tremor In The Force (V)



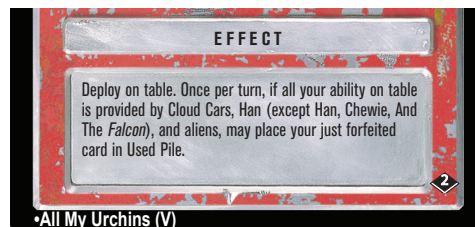
### Access Denied (V)



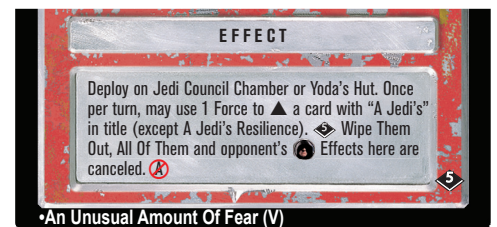
### •Advantage (V)



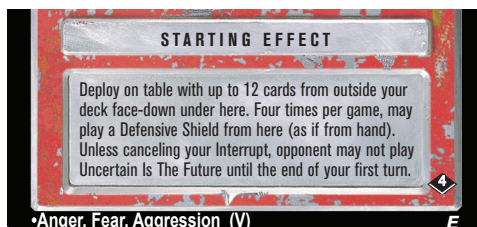
### •All My Urchins (V)



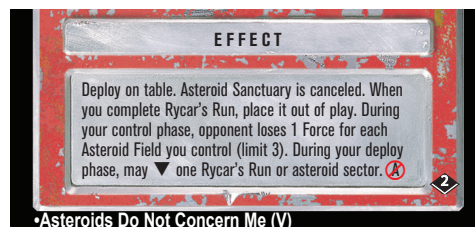
### •An Unusual Amount Of Fear (V)



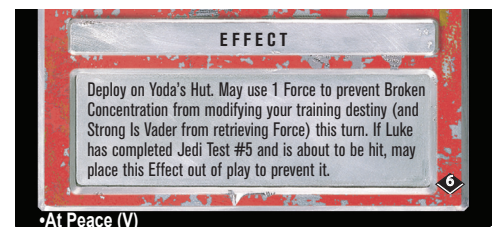
### •Anger, Fear, Aggression (V)



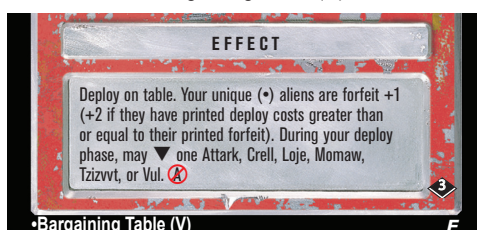
### •Asteroids Do Not Concern Me (V)



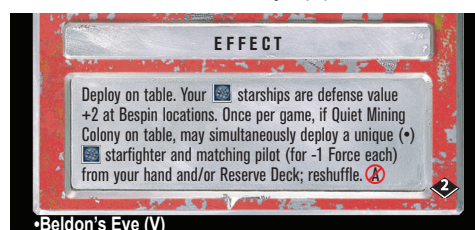
### •At Peace (V)



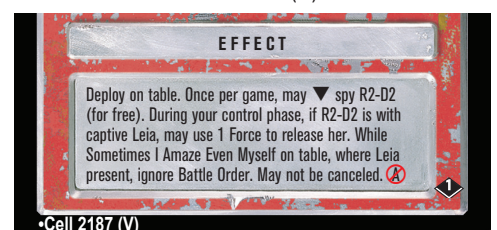
### •Bargaining Table (V)



### •Beldon's Eye (V)



### •Cell 2187 (V)





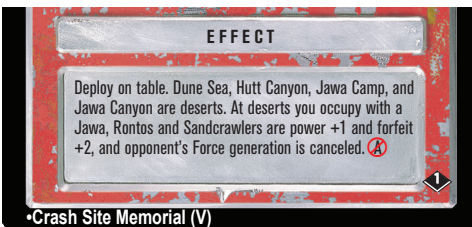
# Virtual Cards: Master List

•Bacta Infirmary



•Bacta Tank (V)

•Crash Site Memorial (V)



•Crash Site Memorial (V)

•Dantooine Engineering Corps



•Staging Areas (V)

•Dismantle On Sight (V)



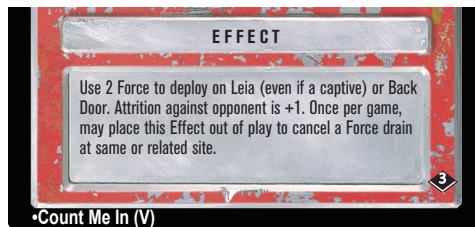
•Dismantle On Sight (V)

•Commando Training & •K'lor'slug



•Commando Training (V)

•Count Me In (V)



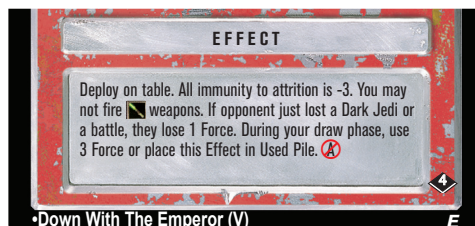
•Count Me In (V)

•Declaration Of Rebellion



•Critical Error Revealed (V)

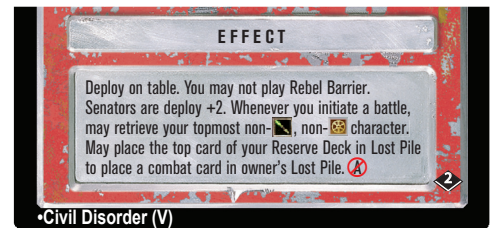
•Down With The Emperor! (V)



•Down With The Emperor (V)

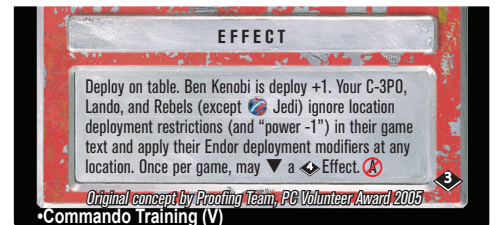
# LIGHT SIDE

•Civil Disorder (V)



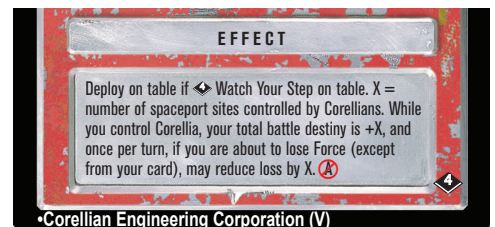
•Civil Disorder (V)

•Commando Training (V)



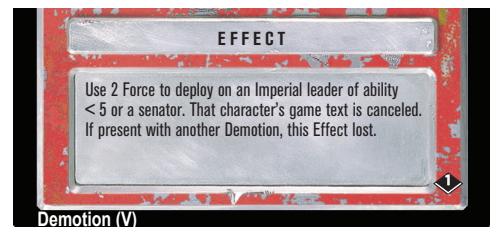
•Commando Training (V)

•Corellian Engineering Corporation (V)



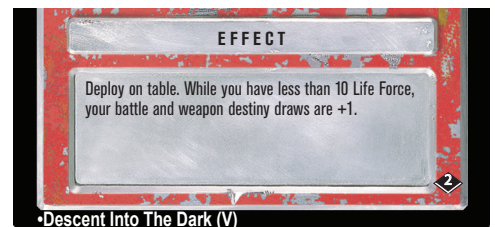
•Corellian Engineering Corporation (V)

Demotion (V)



Demotion (V)

•Descent Into The Dark (V)



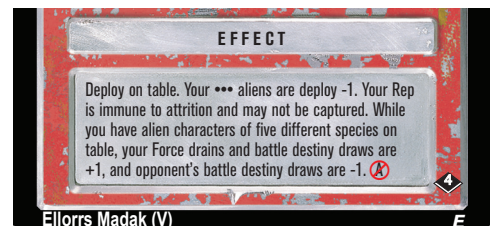
•Descent Into The Dark (V)

Disarming Creature (V)



Disarming Creature (V)

Ellorrs Madak (V)



Ellorrs Madak (V)



# Virtual Cards: Master List

Eject! Eject! & Imperial Atrocity

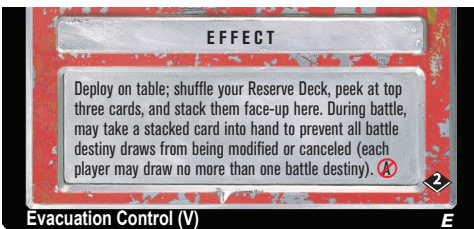
•Emperor's Sinister Plans

# LIGHT SIDE

◆Encampment (V)



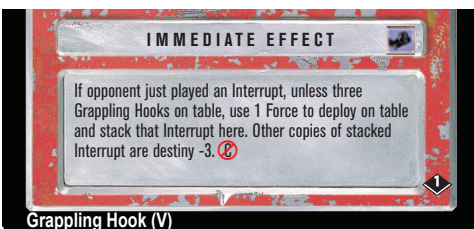
Evacuation Control (V)



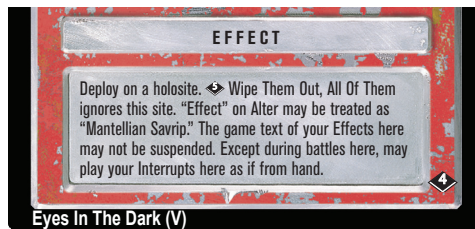
••Field Dressing



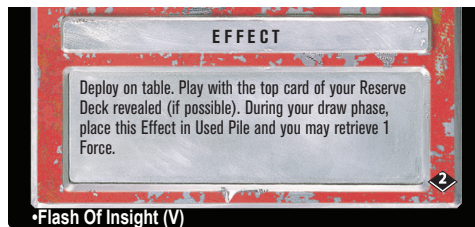
Grappling Hook (V)



Eyes In The Dark (V)



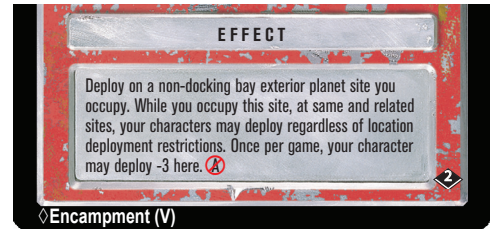
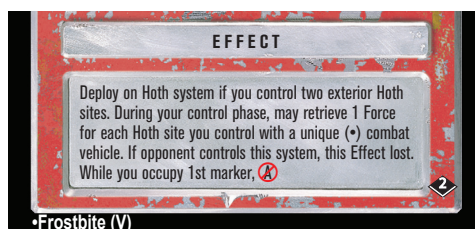
•Flash Of Insight (V)



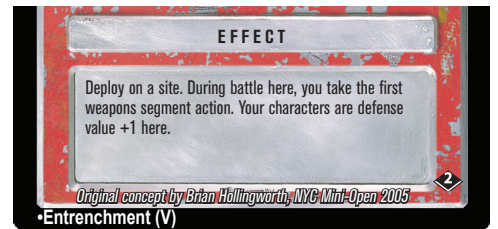
•For Luck (V)



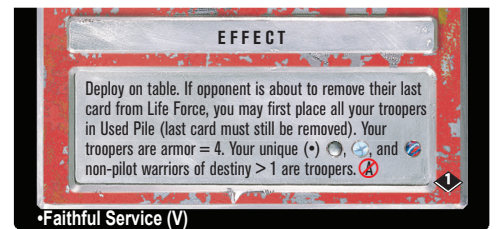
•Frostbite (V)



•Entrenchment (V)



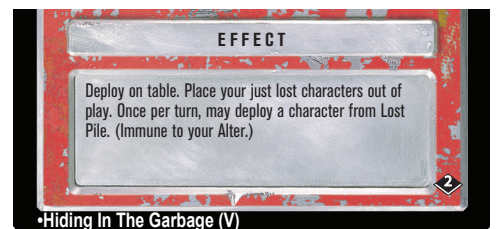
•Faithful Service (V)



•Grrrrrrrrh!



•Hiding In The Garbage (V)

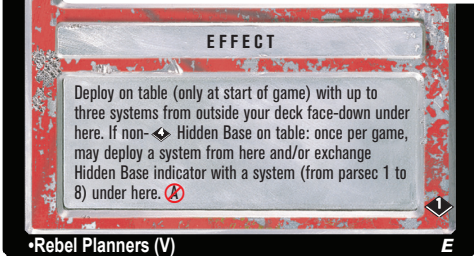
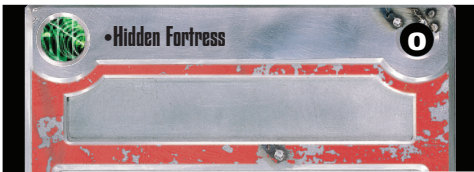




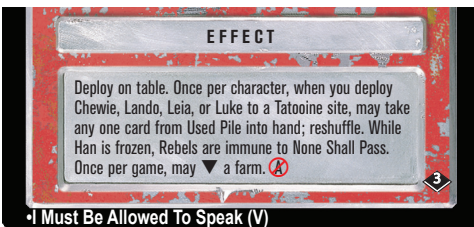
# Virtual Cards: Master List

# LIGHT SIDE

•Hidden Fortress



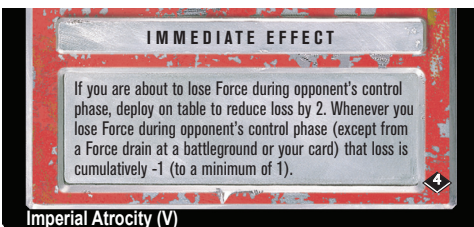
•I Must Be Allowed To Speak (V)



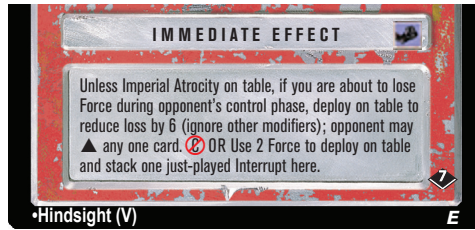
•I Know That Laugh



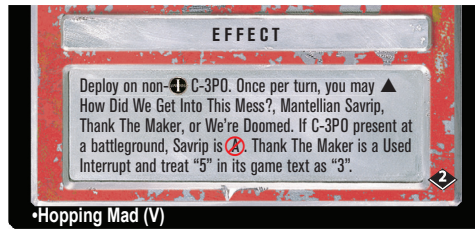
Imperial Atrocity (V)



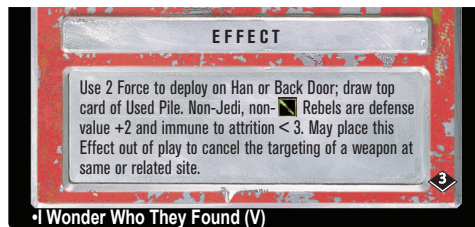
•Hindsight (V)



•Hopping Mad (V)



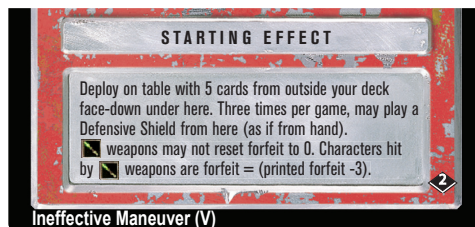
•I Wonder Who They Found (V)



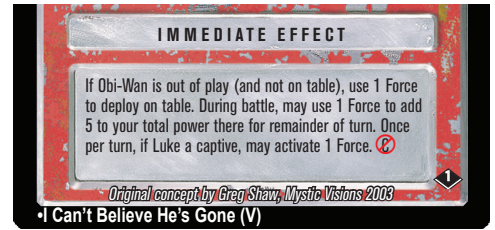
•Imperial Navigation Charts



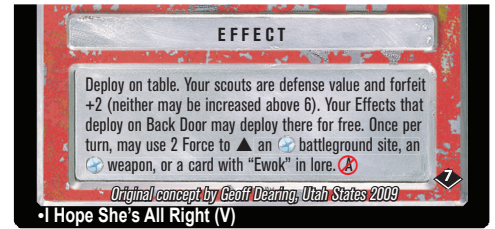
Ineffective Maneuver (V)



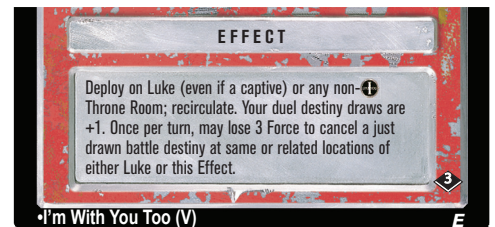
•I Can't Believe He's Gone (V)



•I Hope She's All Right (V)



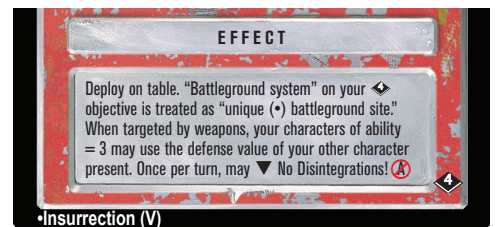
•I'm With You Too (V)



•Incom Corporation & •Koensayr Manufacturing



•Insurrection (V)





# Virtual Cards: Master List

# LIGHT SIDE

•Jawa Siesta (V)

**EFFECT**

Deploy on table. Your unique (•) Jawas are defense value +1. During battles at exterior Tatooine sites where your unique (•) Jawa is participating, may add one destiny to your total power.

•Jawa Siesta (V)

•K'lor'slug (V)

**EFFECT**

Deploy on table. If your character in battle is about to be lost before the damage segment, it is instead lost at end of battle (if forfeited, forfeit 0). Non-Jedi, non-☒ characters may not have their deploy cost modified by Bad Feeling Have I. ⓧ

•K'lor'slug (V)

•Leia Of Alderaan (V)

**EFFECT**

Deploy on Leia. At same location, your unique (•) Rebels are deploy -1 and their immunity to attrition is +1. Dark Side Republic characters are deploy +2 and forfeit -2. ⓧ

•Leia Of Alderaan (V)

•Jabba, This Is Your Last Chance!

**•Jabba, This Is Your Last Chance!** 5

**STARTING EFFECT**

Deploy on table with 5 cards from outside your deck face down under here. Twice per game, may play a Defensive Shield from here (as if from hand). If Quiet Mining Colony or Independent Operation on table, lightsabers may not add to Force drains. Cloud City Celebration is canceled.

•The Signal (V)

•Learn About The Force, Luke

**•Learn About The Force, Luke** 5

Luke relied on Obi-Wan's knowledge and advice to learn the ways of the Force. Obi-Wan continued to counsel Luke long after the old Jedi's apparent 'death.'

**EFFECT**

Deploy on table. Your non-☒ Interrupts with "alone" in game text are Used Interrupts, but if played during battle you draw no more than two battle destiny. Wherever you have a card with "skill" in its game text, your Force drains and battle destiny draws are +1. ⓧ

•Gift Of The Mentor (V)

•Luke, Trust Me

**•Luke, Trust Me** 3

Luke's piloting skills and Force abilities made his X-wing a difficult target for Darth Vader as they raced down the Death Star trench.

**EFFECT**

If you have no Epic Events on table (and did not play an Epic Event at the start of the game), deploy on table. Once per game, may ▲ a ☒ card. May place this Effect in Used Pile to ▲ an Immediate Effect. May place this Effect in Lost Pile to cancel a Force drain. ⓧ

The Force Is Strong With This One (V) E

•Luke's Ultimatum

**•Luke's Ultimatum** 4

"Jabba! This is your last chance. Free us or die."

**EFFECT**

Deploy on table. Once per turn, during battle at a Jabba's Palace site, may say "Free us or die!" to make your destiny draws +1 and your Interrupts immune to Sense for remainder of battle. May place this Effect out of play to cause a player to activate 2 Force.

•Ultimatum (V) E

•Maneuvering Flaps & •Nick Of Time

**•Maneuvering Flaps & •Nick Of Time** 1

**EFFECT**

Deploy on table. Your vehicles with a pilot character or gunner aboard are not hit when 'thrown.' During your deploy phase, may reveal an unpiloted combat vehicle from hand to ▲ its matching pilot character (or vice versa) and deploy both simultaneously. Whenever you play Desperate Tactics, Lucky Shot, On Target, Rapid Fire, or Steady Aim, may draw top card from Reserve Deck. May not be suspended. ⓧ

Maneuvering Flaps (V)

•Massassi Base Sentry

**•Massassi Base Sentry** 4

Rebel sentries are stationed on raised sensor platforms. On watch for Imperial scouts and other hazards, they supplement data gathered by Yavin Base's main sensors.

**EFFECT**

Deploy on Yavin 4; it is 'liberated'. At sites related to other 'liberated' systems, may add 2 to power of each Rebel warrior (to a maximum of 4). Once per turn, if you control this system, may retrieve 1 Force when you Force drain at another 'liberated' system.

•Yavin Sentry (V) E

•Let's Keep A Little Optimism Here (V)

**UTINNI EFFECT**

Deploy on your non-droid character present at a battleground site; character may not be carried from here or move. Target a Dark Jedi at a site. You lose no more than 1 Force to Force drains at target's location. This Utinni Effect canceled when reached by target.

•Let's Keep A Little Optimism Here (V) E

•Logistical Delay (V)

**EFFECT**

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

•Logistical Delay (V)

Maneuvering Flaps (V)

**EFFECT**

Deploy on table. During your deploy phase, may reveal an unpiloted combat vehicle from hand to ▲ its matching pilot character (or vice versa) and deploy both simultaneously. May not be suspended. ⓧ

Maneuvering Flaps (V) E



# Virtual Cards: Master List

•Mon Calamari Dockyards

**•Mon Calamari Dockyards** **3**

Admiral Ackbar's hit-and-fade tactics force the Imperial Navy to spread throughout the galaxy in a futile attempt to engage the Rebels.





**EFFECT**

Deploy on table. Star Cruisers (except *Home One*) may deploy -2 (to a maximum of -3), ignore deployment restrictions in their game text, draw one battle destiny if not able to otherwise, and are immune to attrition < 4. Capital Support is canceled. 

**•Strikeforce (V)**

•Plastoid Armor (V)



**EFFECT**

Deploy on your non-droid character. Your Interrupts with "back" in title are destiny = 5 and are Used Interrupts. Your characters are immune to Bad Feeling Have I. During opponent's move phase, may  an Interrupt with "back" in title. 

**•Plastoid Armor (V)**

Quick Draw (V)

**EFFECT**

Unless Inner Strength on table, deploy on table. Your lightsabers may target vehicles using 1 Force (each destiny draw is -2). Once per turn, may lose 1 Force to deploy a character weapon (except a grenade) from Lost Pile. Once per turn, may  Sai'torr Kal Fas. 

*Original concept by Leo Edwards, Florida State Winner 2004*

**Quick Draw (V)** **E**

•Rebel Gunrunner

**•Rebel Gunrunner** **4**

Smugglers from many worlds are hunted by the Empire for providing arms and supplies to the Alliance. The Outer Rim is their refuge.

**EFFECT**




Deploy on table;  and stack a non-lightsaber weapon (without "lost" in game text) here. If a battle was just initiated, may deploy weapon here on a participating card. Return weapon here at end of weapons segment (if possible), at end of battle, or if it is about to leave table, be stolen, or become inactive. 

*Original concept by Kevin Shannon, Player of the Year 2003*

**Palace Raider (V)** **E**

•Nick Of Time (V)


**EFFECT**

Deploy on table. Dack Ralter and Wes Janson have  2. During your control phase, may  one Attack Pattern Delta, Desperate Tactics, Lucky Shot, One More Pass, Rapid Fire, or a vehicle weapon. May lose 2 Force to cancel Trample or Walker Barrage. 

**•Nick Of Time (V)**

•No Disintegrations! (V)


**EFFECT**

Deploy on table. During opponent's turn, may place a just forfeited Rebel of ability > 2 out of play; opponent loses 3 Force. 

**•No Disintegrations! (V)**

•Obi-Wan's Cape (V)


**EFFECT**

Deploy on Obi-Wan. Obi-Wan is defense value +1 and may not be excluded from battle. During opponent's turn, may place this Effect in Lost Pile to cancel a just drawn duel, lightsaber combat, or weapon destiny draw here. 

**•Obi-Wan's Cape (V)**

Polarized Negative Power Coupling (V)

**EFFECT**

Deploy on table. Whenever a player plays a Used Interrupt, their opponent may stack it here. Either player may use 2 Force to place a card here in owner's Used Pile or may lose 2 Force to place a card here in owner's Lost Pile. 

**Polarized Negative Power Coupling (V)**

•Rebel Infantry

**•Rebel Infantry** **3**

The Alliance lost many fine soldiers at conflicts such as the Battle of Hoth. The Rebel High Command is aware of the cost of freedom from Imperial tyranny.

**EFFECT**


Deploy on table. Rebel scouts (except pilots) are troopers. Rebel troopers have armor = 4 and are immune to Physical Choke. Whenever you deploy a Rebel trooper, may immediately  Blaster Rifle on that character. 

**Heroic Sacrifice (V)** **E**

# LIGHT SIDE

Nightfall (V)


**EFFECT**

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

**Nightfall (V)**

•Obi-Wan's Apparition (V)


**EFFECT**

Deploy on table. May place your just lost Jedi out of play. May use X Force to add X to a just drawn weapon or battle destiny, where X = number of your Jedi out of play. 

**•Obi-Wan's Apparition (V)**

•Our Most Desperate Hour (V)

**EFFECT**

Deploy on Leia of ability < 4. Leia moves for free, is power and defense value +2, draws one battle destiny if not able to otherwise, and, if she has spy skill, Rebels may deploy -1 here (to a minimum of 1). If Leia about to be lost, place her and this Effect in Used Pile instead. 

**•Our Most Desperate Hour (V)** **E**

•Oh, He's Not Dead, Not Yet

**•Oh, He's Not Dead, Not Yet** **5**

"Where did you dig up that old fossil?" "I don't think he exists anymore." "Surely he must be dead by now." "I can't believe he's gone." "Oh, he's not dead, not yet." Obi's back!



**EFFECT**

Deploy on table. Once per game, if Vader on table, may  Obi-Wan. May place this Effect in Used Pile to  a . If you just attempted to  or  a card, and the card was not found, may place this Effect in Lost Pile to search your Force Pile for that card; reshuffle. 

**•Return Of A Jedi (V)**

•Reflection (V)

**EFFECT**

Deploy on  Leia. Leia's training destiny draws are +1. During your control phase, may use 3 Force (if Save You It Can on table, may use 1 Force instead) to retrieve 1 Force (cannot be reduced). 

**•Reflection (V)**



# Virtual Cards: Master List

# LIGHT SIDE

•Rebel Sacrifice

•Redeemed Apprentice

•Republic Logistics



Return Of The Jedi



•Rogue Insertion



•Rogue Squadron Tactics



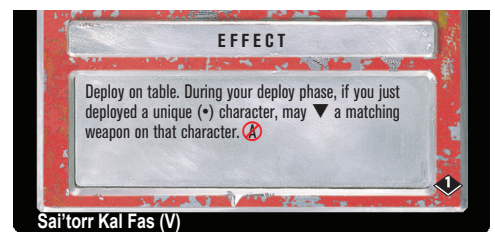
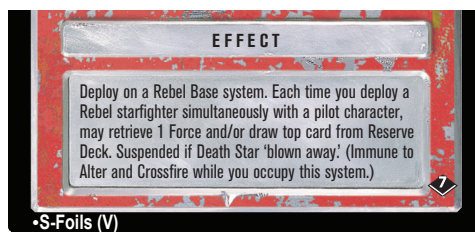
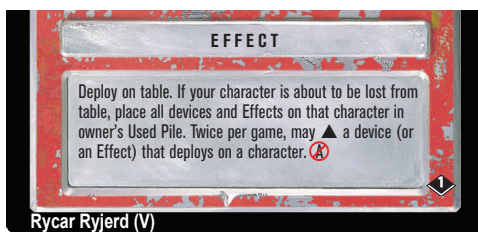
Rycar Ryjerd (V)



•S-Foils (V)



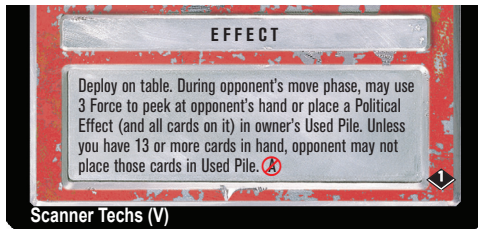
Sai'torr Kal Fas (V)



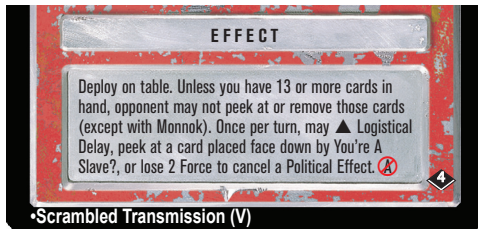


# Virtual Cards: Master List

Scanner Techs (V)



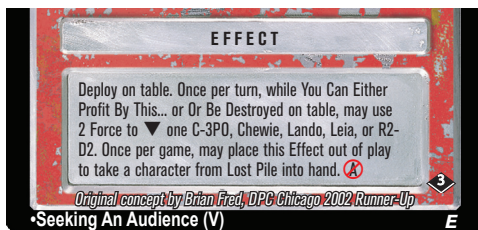
•Scrambled Transmission (V)



•Scoundrel's Ingenuity



•Seeking An Audience (V)



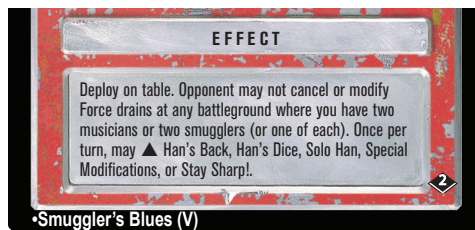
•Scoundrel's Bravado



•Scoundrel's Luck



•Smuggler's Blues (V)



# LIGHT SIDE

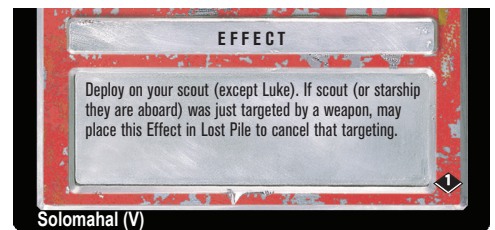
•Scoundrel's Charm



•Security Breach



Solomahal (V)





# Virtual Cards: Master List

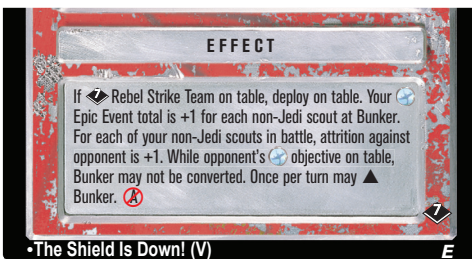
•So This Is How Liberty Dies



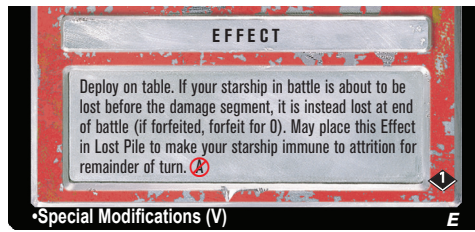
•Temporary Foothold



•The Shield Is Down! (V)



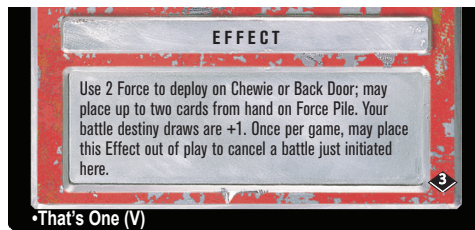
•Special Modifications (V)



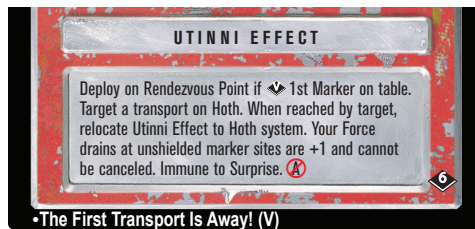
•Superficial Damage (V)



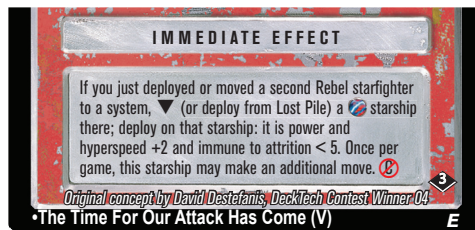
•That's One (V)



•The First Transport Is Away! (V)

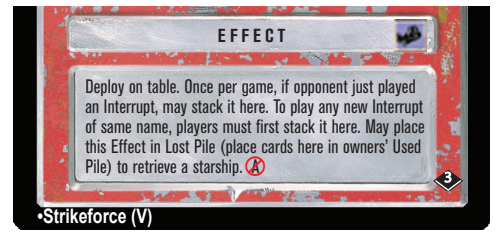


•The Time For Our Attack Has Come (V)

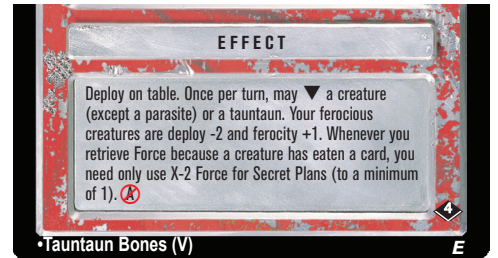


# LIGHT SIDE

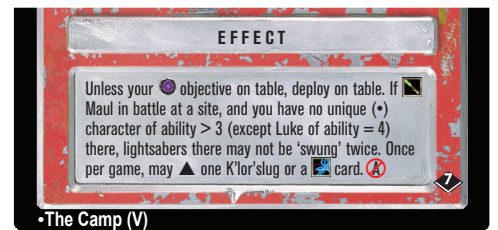
•Strikeforce (V)



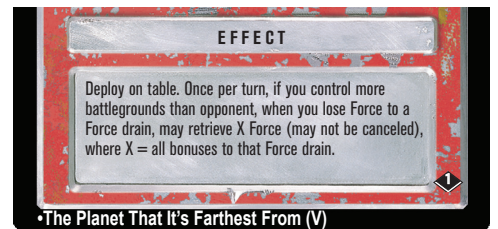
•Tauntaun Bones (V)



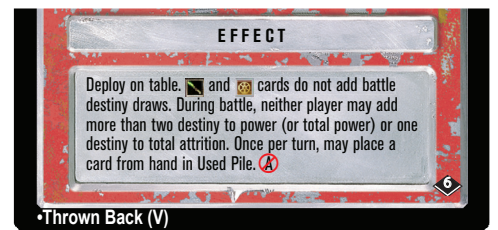
•The Camp (V)



•The Planet That It's Farthest From (V)



•Thrown Back (V)

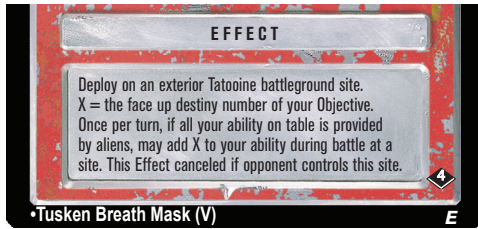




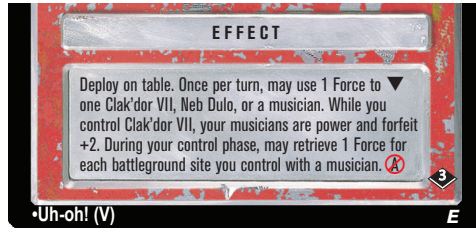
# Virtual Cards: Master List

# LIGHT SIDE

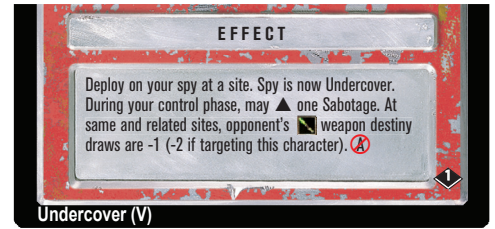
## •Tusken Breath Mask (V)



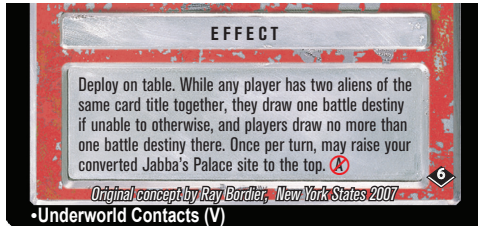
## •Uh-oh! (V)



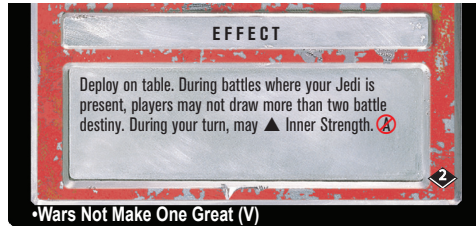
## Undercover (V)



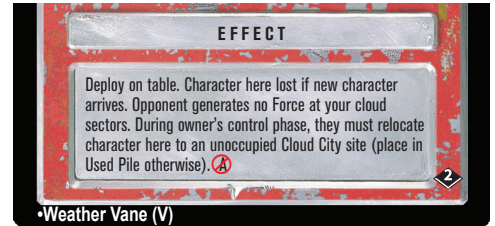
## •Underworld Contacts (V)



## •Wars Not Make One Great (V)



## •Weather Vane (V)



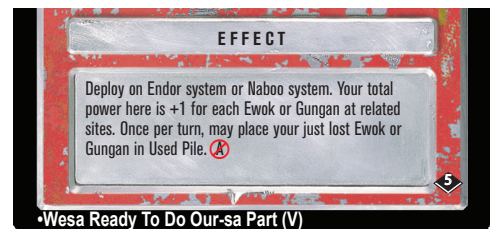
## •Uncharted Settlements



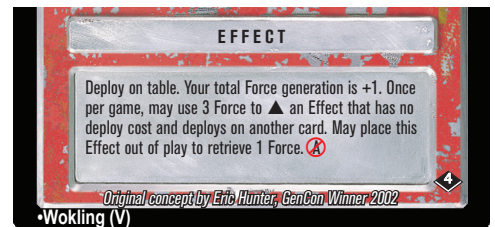
## •We'll Take The Long Way



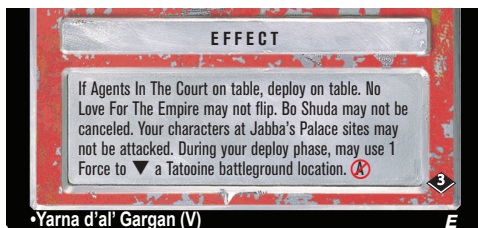
## •Wesa Ready To Do Our-sa Part (V)



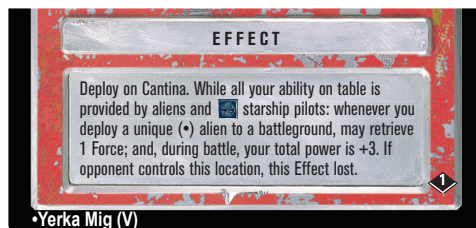
## •Woking (V)



## •Yarna d'al' Gargan (V)



## •Yerka Mig (V)





# Virtual Cards: Master List EPIC EVENTS

## LIGHT SIDE

•Communing

It Is The Future You See (V)

•Strong Is Vader

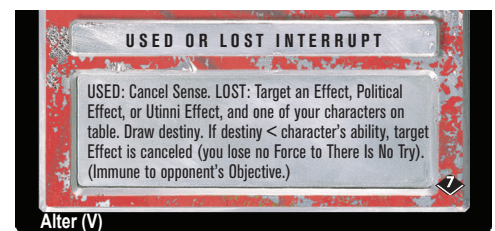
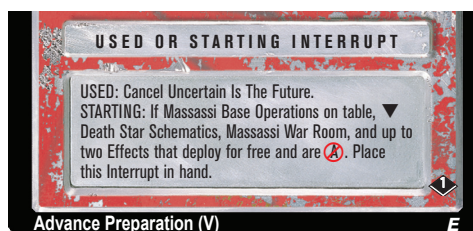
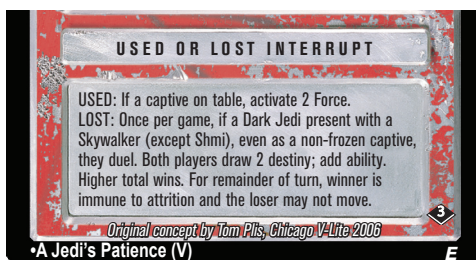


## INTERRUPTS

•A Jedi's Patience (V)

Advance Preparation (V)

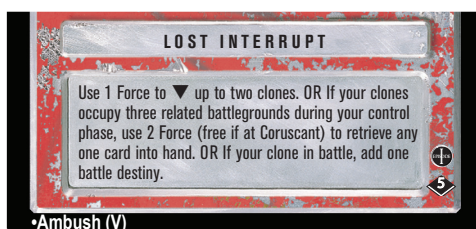
Alter (Premiere or Coruscant) (V)



•Ambush (V)

•Antilles Maneuver & •Rebel Reinforcements

•Armed And Dangerous & •Krayt Dragon Howl



•Antilles Maneuver (V)

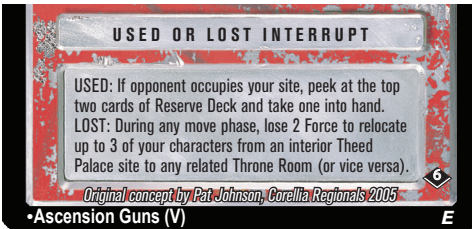




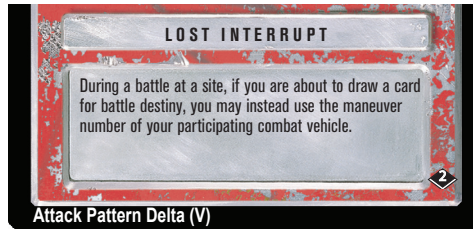
# Virtual Cards: Master List

# LIGHT SIDE

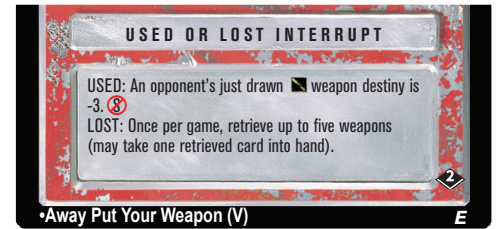
## •Ascension Guns (V)



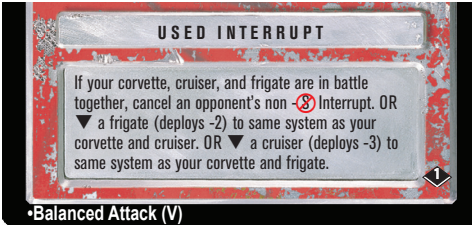
## Attack Pattern Delta (V)



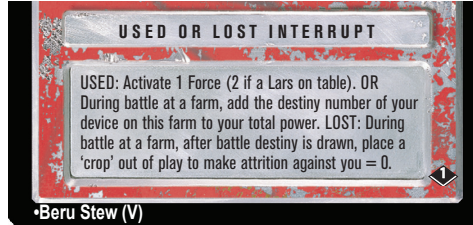
## •Away Put Your Weapon (V)



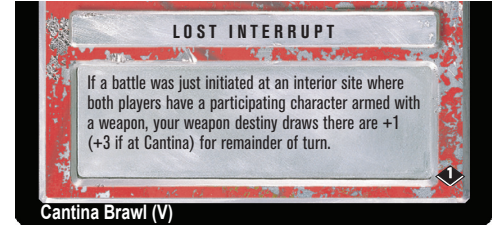
## •Balanced Attack (V)



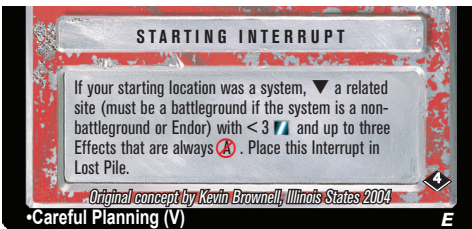
## •Beru Stew (V)



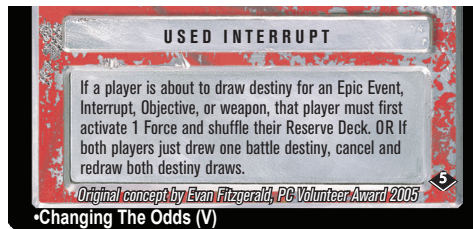
## Cantina Brawl (V)



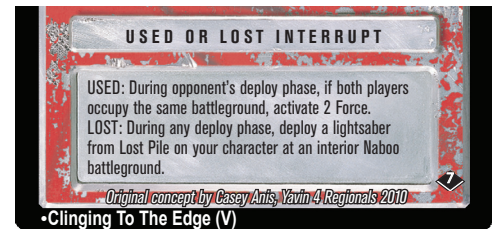
## •Careful Planning (V)



## •Changing The Odds (V)



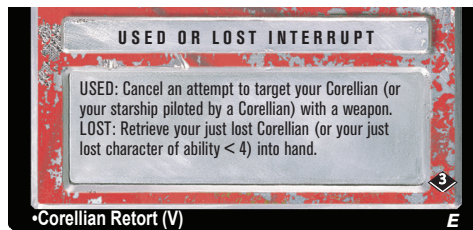
## •Clinging To The Edge (V)



## Computer Interface (V)



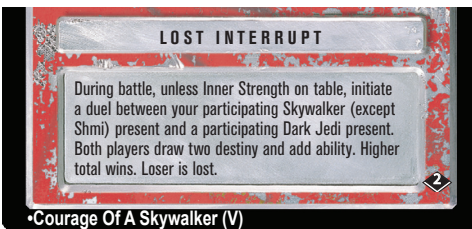
## •Corellian Retort (V)



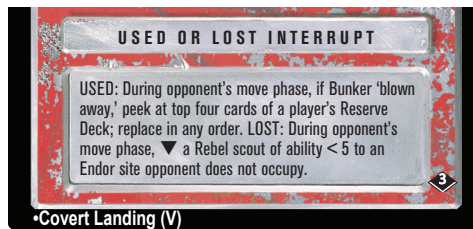
## •Corellian Slip (V)



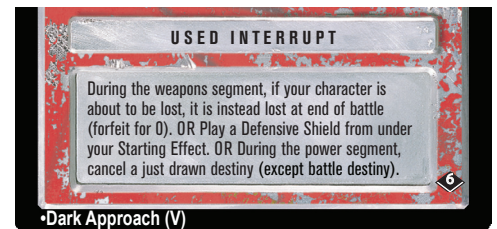
## •Courage Of A Skywalker (V)



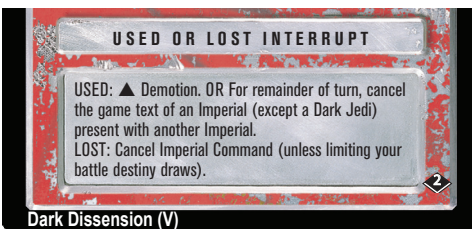
## •Covert Landing (V)



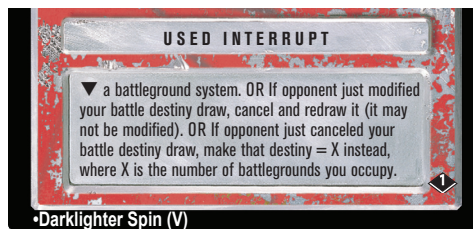
## •Dark Approach (V)



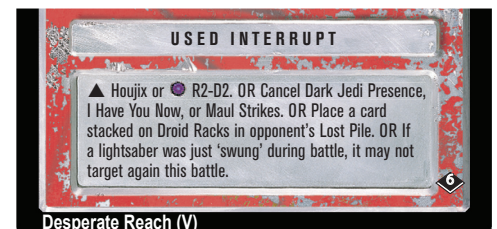
## Dark Dissension (V)



## •Darklighter Spin (V)



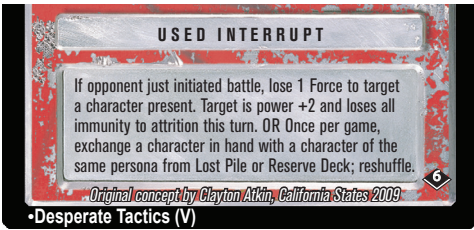
## Desperate Reach (V)





# Virtual Cards: Master List

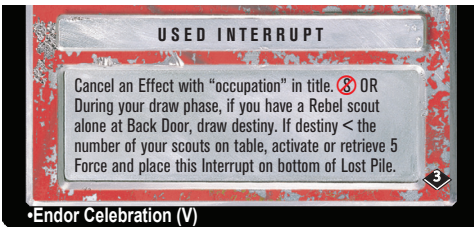
•Desperate Tactics (V)



Don't Tread On Me (V)



•Endor Celebration (V)



Found Someone You Have (V)



Han's Back (V)



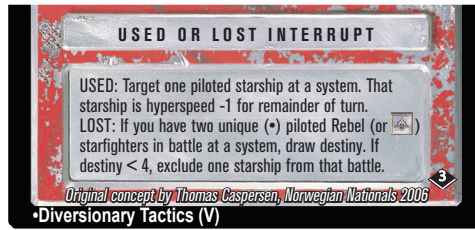
•Harvest (V)



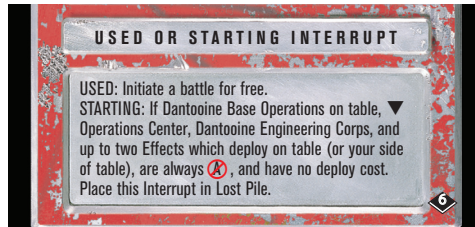
•Heading For The Medical Frigate (V)



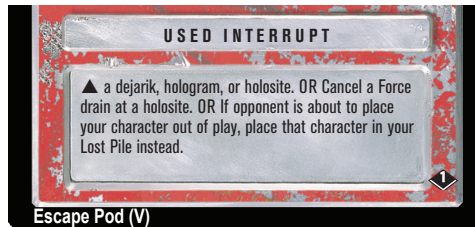
•Diversionary Tactics (V)



Don't Underestimate Our Chances (V)



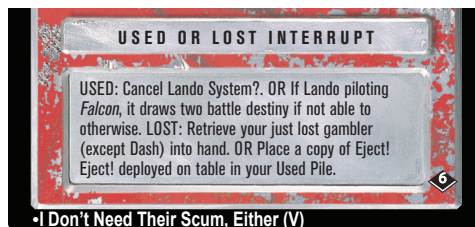
Escape Pod (V)



Found Someone You Have & •Higher Ground

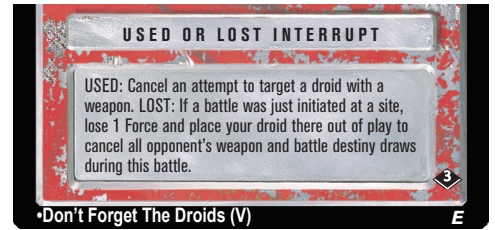


•I Don't Need Their Scum, Either (V)



# LIGHT SIDE

•Don't Forget The Droids (V)



•Either Way, You Win (V)



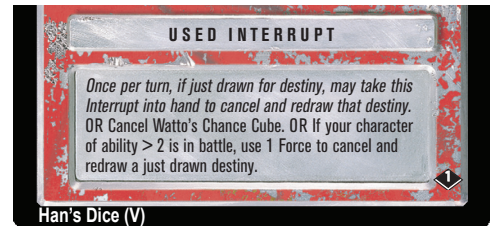
Firefight (V)



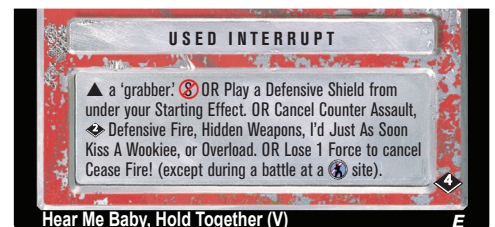
•Gambler's Luck (V)



Han's Dice (V)



Hear Me Baby, Hold Together (V)



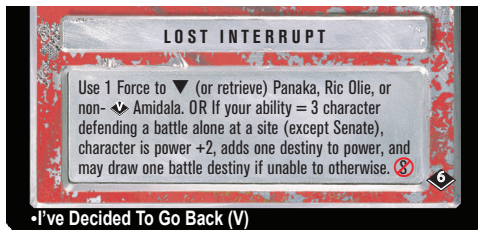
I'm Here To Rescue You (V)



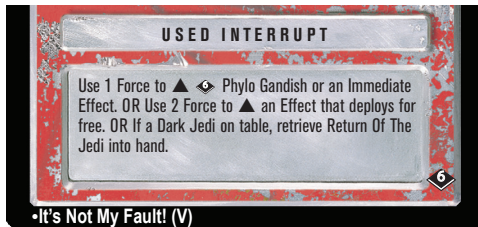


# Virtual Cards: Master List

•I've Decided To Go Back (V)



•It's Not My Fault! (V)



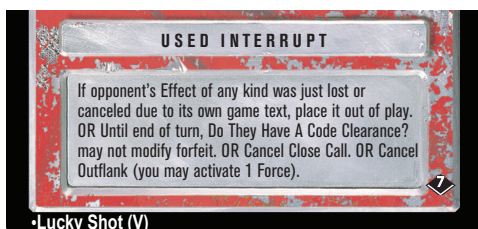
Keep Your Eyes Open (V)



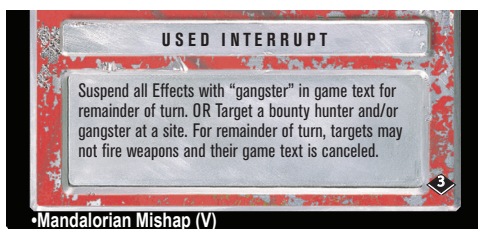
Leia's Back (V)



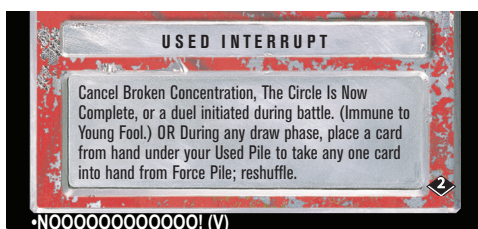
•Lucky Shot (V)



•Mandalorian Mishap (V)

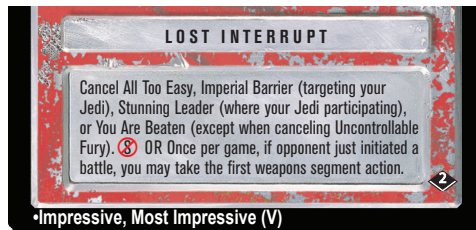


•NOOOOOOOOOOOOO! (V)

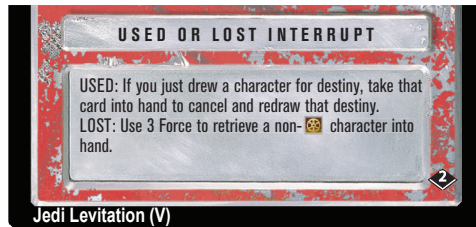


•NOOOOOOOOOOOOO! (V)

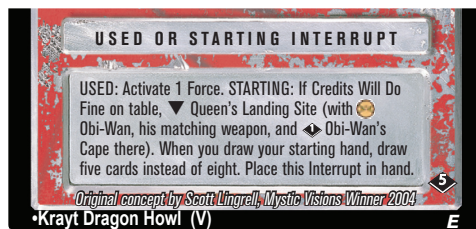
•Impressive, Most Impressive (V)



Jedi Levitation (V)



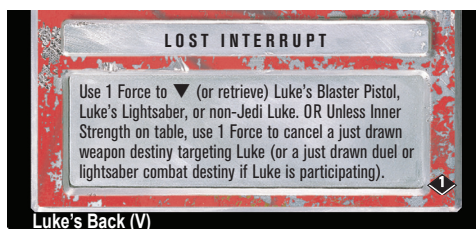
•Krayt Dragon Howl (V)



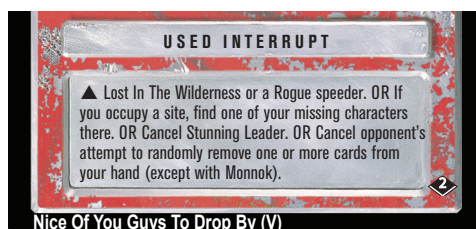
Levitation (V)



Luke's Back (V)



Nice Of You Guys To Drop By (V)



•Our Only Hope (V)



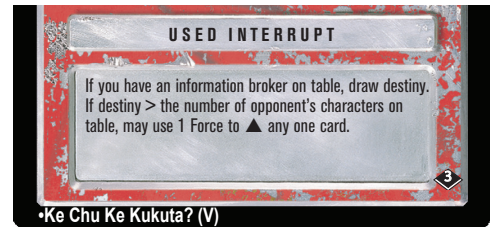
•Our Only Hope (V)

# LIGHT SIDE

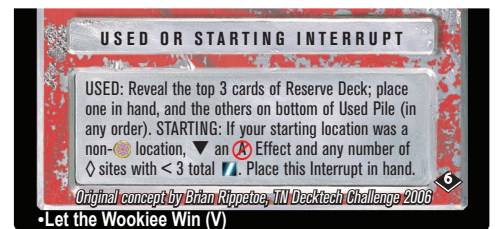
Into The Garbage Chute, Flyboy (V)



Ke Chu Ke Kukuta? (V)



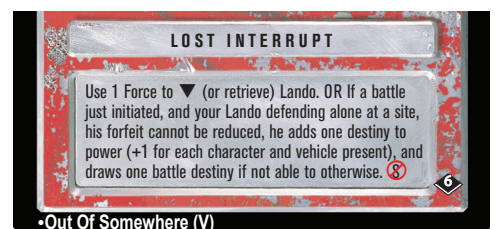
•Let the Wookiee Win (V)



•Odin Nesloor & •First Aid



•Out Of Somewhere (V)



•Out Of Somewhere (V)



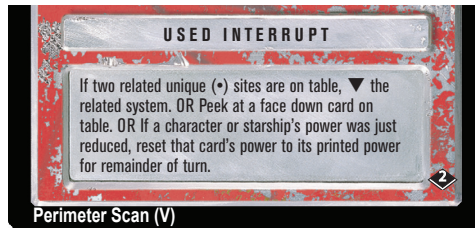
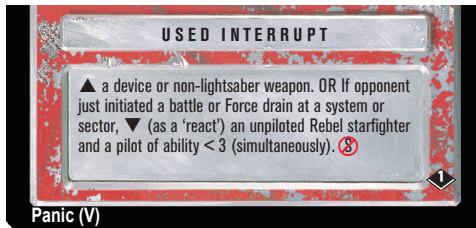
# Virtual Cards: Master List

# LIGHT SIDE

Panic (V)

Perimeter Scan (V)

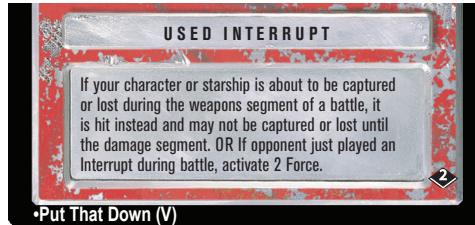
•Precise Hit (V)



•Protector (V)

•Put That Down (V)

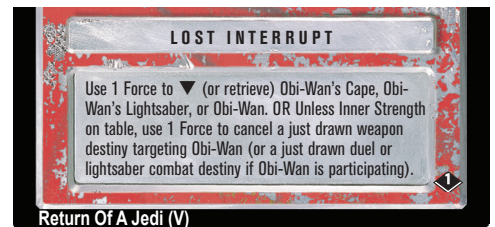
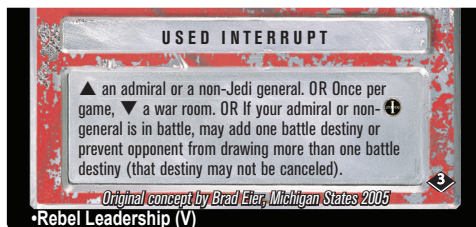
•Rapid Deployment (V)



•Rebel Leadership (V)

Rebel Reinforcements (V)

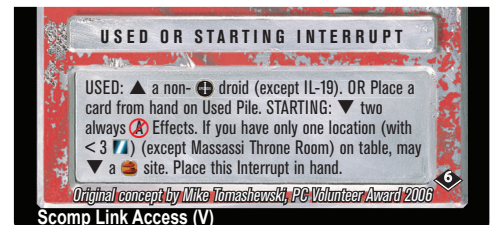
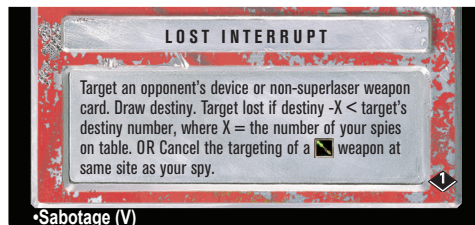
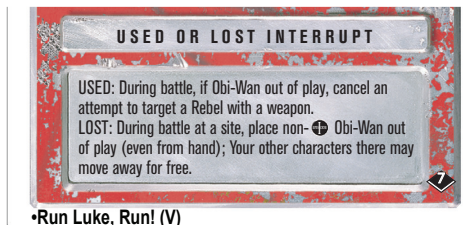
Return Of A Jedi (V)



•Run Luke, Run! (V)

•Sabotage (V)

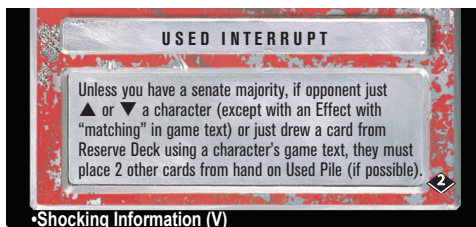
Scomp Link Access (V)



•Shocking Information (V)

•Shoo! Shoo! (V)

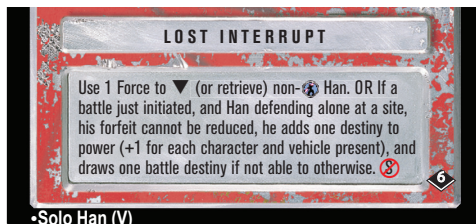
•Skull (V)



•Solo Han (V)

Starship Levitation (V)

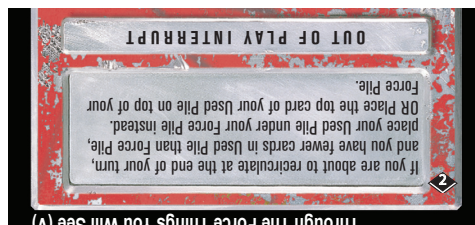
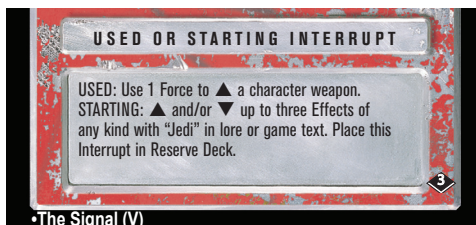
•Surreptitious Glance (V)



•The Signal (V)

Through The Force Things You Will See (V)

Utinni! (V)



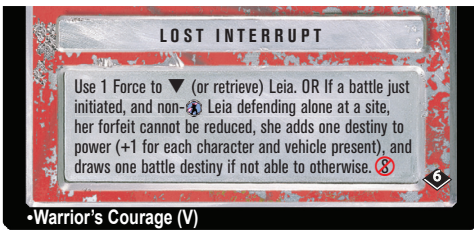


# Virtual Cards: Master List

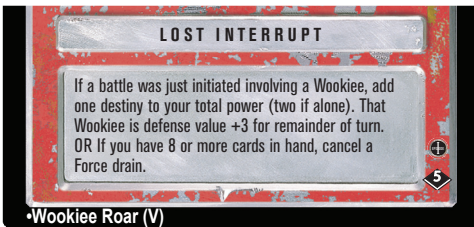
•Under Jabba's Protection



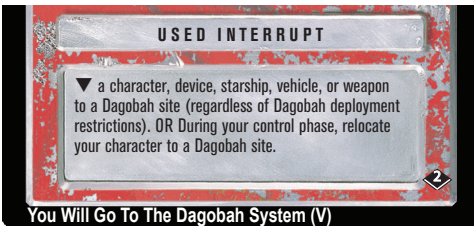
•Warrior's Courage (V)



•Wookiee Roar



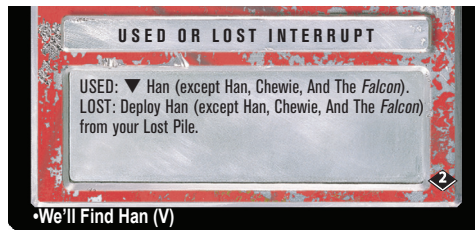
You Will Go To The Dagobah System (V)



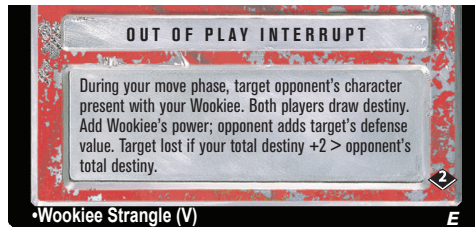
•Use The Force



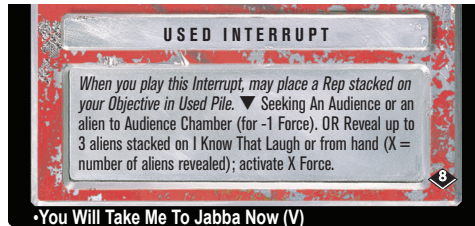
•We'll Find Han (V)



•Wookiee Strangle (V)

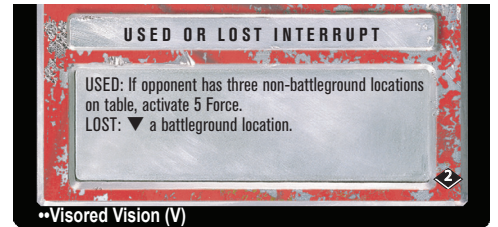


•You Will Take Me To Jabba Now (V)

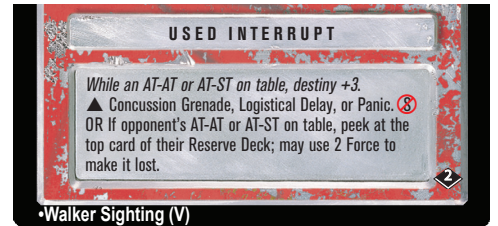


# LIGHT SIDE

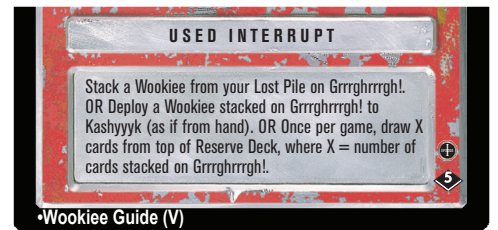
•Visored Vision (V)



•Walker Sighting (V)



•Wookiee Guide



•Yub Yub, Commander



# Virtual Cards: Master List LOCATIONS

## LIGHT SIDE

•Alderaan (Blown Away)



•Blockade Flagship: Prison



•Coruscant: Jedi Archives



•Corellia (V)



•Coruscant (Special Edition) (V)



•Coruscant: Jedi Council Chamber (V)



•Coruscant: Lower Levels





•Coruscant: Main Power Plant



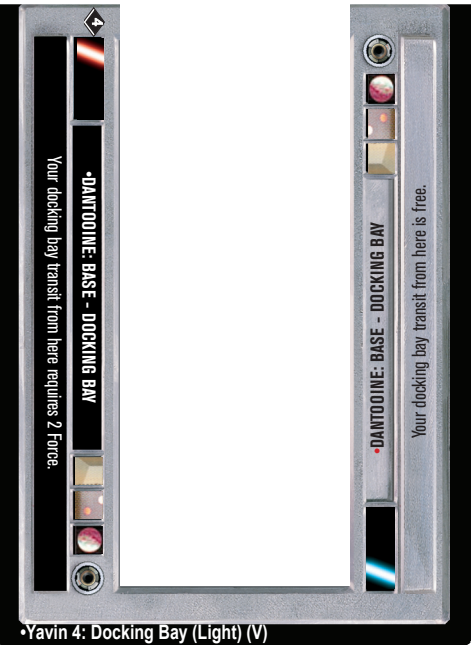
•Coruscant: Night Club



•Coruscant: Senate Landing Platform



•Dantooine: Base - Docking Bay



•Dantooine: Base - Operations Center



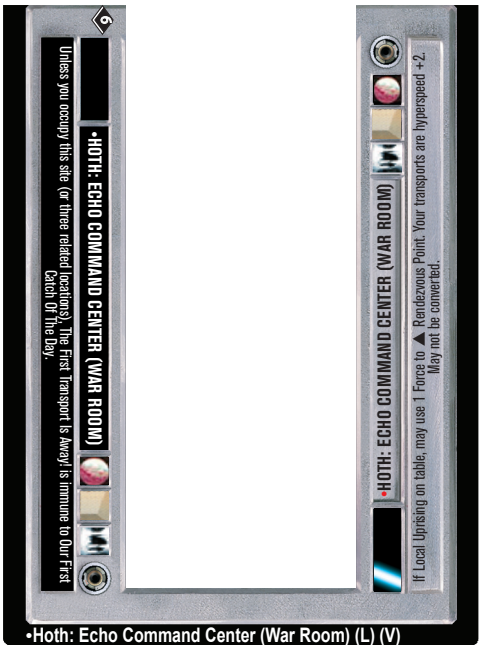
•Dressel



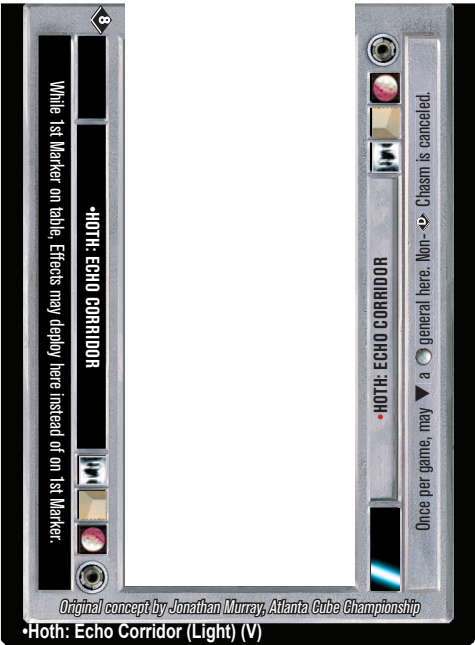
•Endor: Ewok Village (V)



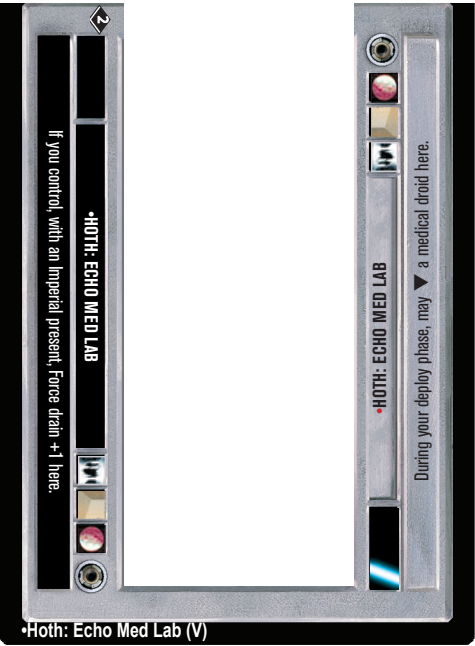
•Hoth: Echo Command Center (War Room) (Light) (V)



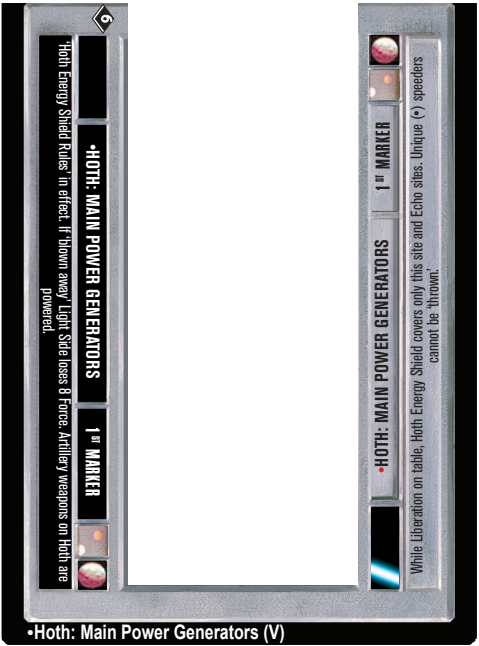
•Hoth: Echo Corridor (V)



•Hoth: Echo Med Lab (V)



•Hoth: Main Power Generators (V)



•Kashyyyk (Light) (V)



•Kashyyyk: Forest Depths





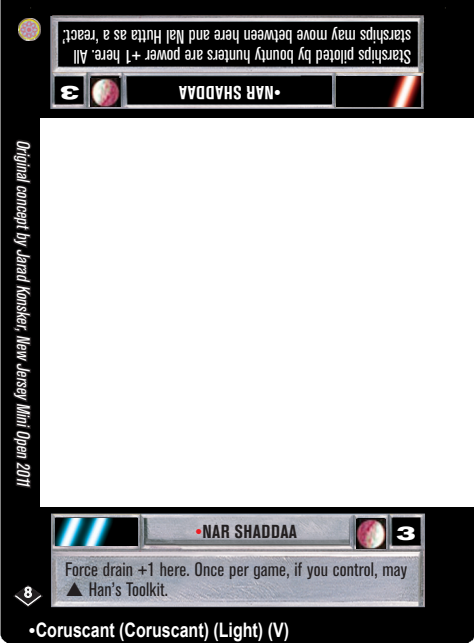
•Kashyyyk: Sacred Forest



•Kashyyyk: Wookiee Haven (Forest)



•Nar Shaddaa



•Nar Shaddaa: Scoundrel's Rest



•Nar Shaddaa: Undercity



•Nar Shaddaa: Undercity Street



•Cloud City: Lower Corridor (Light) (V)

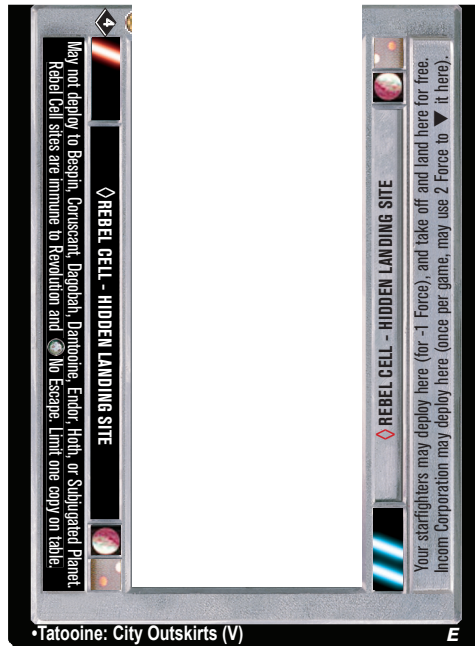
•Naboo: Theed Palace Generator (Light) (V)

•Cloud City: Chasm Walkway (Light) (V)

◇ Outpost



◇ Rebel Cell - Hidden Landing Site



◇ Rebel Cell - Monitoring Station



◇ Rebel Cell - Perimeter



◇ Rebel Cell - Situation Room



•Redemption: Command Post



•Roche (V)





◇Spaceport Scoundrels Guild

6

◇SPACEPORT SCOUNDRELS GUILD

May not deploy to Bespin, Dagobah, Endor, Hoth, or Yavin 4. Characters (except Lando, bounty hunters, Corellians and smugglers) are each power and forfeit -1 here.

◇SPACEPORT SCOUNDRELS GUILD

Once per game, if top card of your Lost Pile is a Corellian (except Corran or Han), may exchange it with a card in hand.

Original concept by Jonathan Murray, DragonCon Open 2009

•Tatooine: Anchorhead (V)

•Tatooine: Jawa Camp (Light) (V)

8

•TATOOINE: JAWA CAMP

If you control, opponent's Jawas and Sandcrawlers are power and forfeit -1.

•TATOOINE: JAWA CAMP

Your non-unique Jawas deploy for 1 Force from you only. Your deserts gain one 1.

•Tatooine: Jawa Camp (Light) (V)

•Tatooine: Lars' Moisture Farm (V)

1

•TATOOINE: LARS' MOISTURE FARM

While no One to Stop Us This Time on table impedes are deploy -1 here.

•TATOOINE: LARS' MOISTURE FARM

Once per game, may ▼ a non-0 Lars here. While a Lars present here with a hydroponics station or vaporator, your Force generation here is +1 (+2 if with both).

•Tatooine: Lars' Moisture Farm (Light) (V)

•Tatooine: Obi-Wan's Hut (V)

7

•TATOOINE: OBI-WAN'S HUT

If you control, Force drain +1 here.

•TATOOINE: OBI-WAN'S HUT

Once per turn, if Obi-Wan 'communing', may ▼ an Effect with "Rebel" in title.

•Tatooine: Obi-Wan's Hut (V)

•Tatooine: Queen's Landing Site

6

•TATOOINE: QUEEN'S LANDING SITE

Force drain +1 here. Opponent may not Force drain here.

•TATOOINE: QUEEN'S LANDING SITE

Once per turn, may ▼ Ric Olié and/or a 327 Nubian here (for -1 Force each).

•Tatooine: Jundland Wastes (V)

•Yavin 4 (V)

4

•YAVIN 4

Yavin 4 and starships here are immune to Lateral Damage.

•YAVIN 4

Once per game, if a Critical Mission here, may ▼ an Effect on Yavin 4.

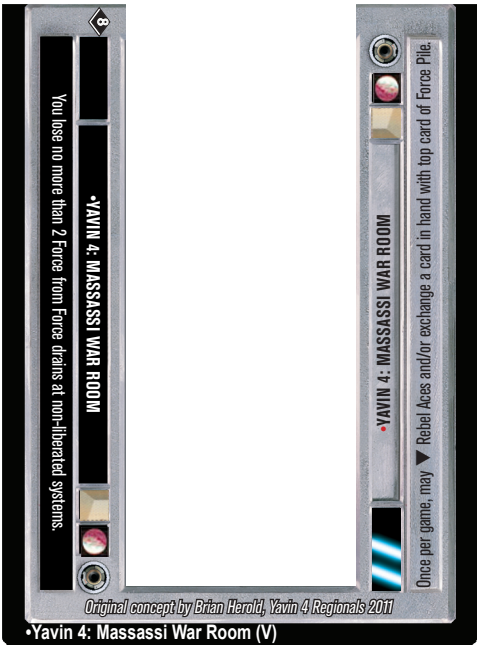
Original concept by Moderator Team, PC Volunteer Award 2011

•Yavin 4 (Light) (V)

•Yavin IV: Jedi Academy



•Yavin 4: Massassi War Room (V)



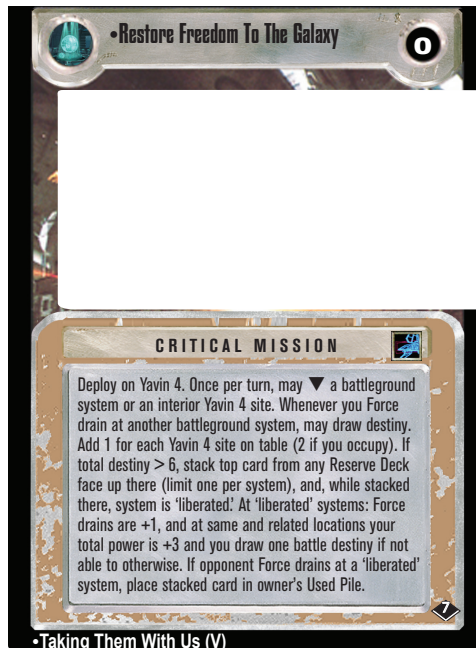


# Virtual Cards: Master List MISSIONS

•Rebel Aces



•Restore Freedom To The Galaxy



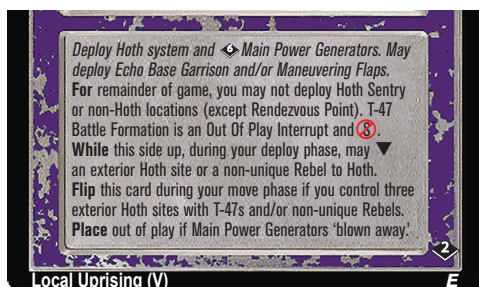
**LIGHT SIDE**

## OBJECTIVES

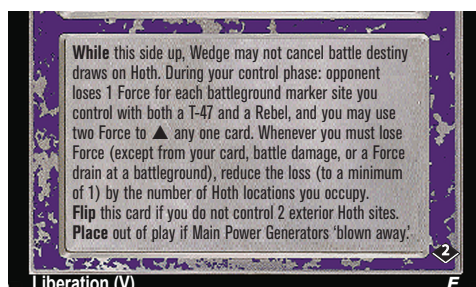
Center Of Tyranny / A Liberated World



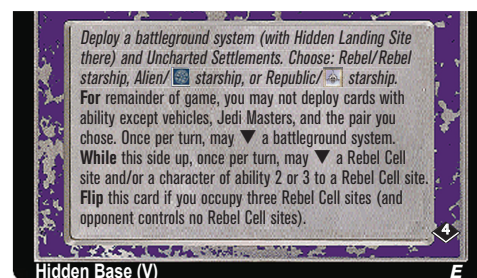
Local Uprising (V)



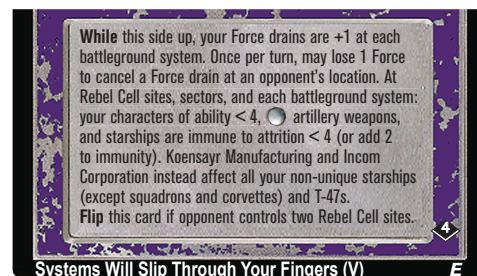
Liberation (V)



Hidden Base (V)



Systems Will Slip Through Your Fingers (V)





## Infiltration / Unlikely Allies

**Infiltration** 0

Deploy Nar Shaddaa, Undercity and Scoundrel's Luck. For remainder of game, your gamblers, information brokers, and spies are scoundrels. You may not deploy Nightfall or cards with ability except scoundrels and starships. "Luke" on opponent's objective is treated as "Rebel Agent." Once per turn, may ▼ a battleground site to Nar Shaddaa. While this side up, your Force drains at systems are -1. May use 1 Force to ▲ Imperial Navigation Charts. Flip this card if Imperial Navigation Charts is 'stolen'.

Undercover (V)

**Unlikely Allies** 7

While this side up, your scoundrels are forfeit +1. Your Force generation is +1 for each battleground you occupy with a scoundrel (to a maximum of +2). "Once" on Scoundrel's Luck is treated as "twice." During your control phase, may retrieve 1 Force. Once during your turn, may place a card from hand in your Used Pile or Lost Pile, shuffle that pile and take the top card into hand. Flip this card if Imperial Navigation Charts is not on table (unless you have completed a Kessel Run).

Sometimes I Amaze Even Myself (V)

## Mind What You Have Learned (V)

Deploy Dagobah system (may not be converted) and Strong Is Vader. For remainder of game, only Luke may be an apprentice. Yoda and Luke deploy -3 to Dagobah. While this side up, may ▼ At Peace, Luke, Luke's Backpack, Yoda, and/or Yoda's Hope to Dagobah. Your cards on Dagobah may not contribute to Force retrieval (except with Strong Is Vader). Each player's Sense and Alter destiny draws are +4. Flip this card when Luke completes Jedi Test #5.

Mind What You Have Learned (V)

## Save You It Can (V)

Immediately place destiny card from Jedi Test #5 on that Jedi Test. While this side up, during your move phase, may use 3 Force to take Luke into hand from a location you control (cards on Luke go to owner's Used Pile). Luke may ignore location deployment restrictions listed in his game text. Opponent may not play Sense or Alter. Place out of play if Luke is placed out of play or crosses over.

Save You It Can (V)

## Rebel Strike Team (V)

Deploy Endor system, Back Door, and The Shield Is Down!. For remainder of game, your characters and rifles are lost. Your Force generation is +1 at your Endor sites. May use 1 Force to ▲ an Epic Event. While this side up, your Force drains on Endor are -1. Your Bunker gains one. If you occupy Bunker at the end of a battle you just won there, may use your Epic Event to attempt to "blow away" Bunker. Flip this card if Bunker "blown away."

Rebel Strike Team (V)

## Watch Your Step (V)

Deploy Corellia system (with an unpiloted freighter and a Corellian pilot there) and Spaceport City to Corellia. For remainder of game, Corellia sites are immune to No Escape. For either player to deploy a card with ability (except a Corellian) to Corellia, that player must first place a card from hand on bottom of their Used Pile. While this side up, you may not Force drain at Corellia system. Once per turn, may use 1 Force to ▼ a site. Flip this card if you occupy Corellia system and control two Corellia battleground sites with Corellians.

Watch Your Step (V)

## We Have A Plan (V)

Deploy Coruscant system (may not be converted) and Blockade Flagship: Prison with Palpatine imprisoned there. May deploy Security Control. For remainder of game, your Force generation is +1 at Coruscant battlegrounds. Unless you have 13 or more cards in hand, clones are immune to Monnok. While this side up, at Blockade Flagship sites, imprisoned captives may not be transferred. Once per turn, may ▼ a battleground site to Coruscant. Flip this card if Palpatine on Coruscant.

We Have A Plan (V)

## Garrison Destroyed (V)

While this side up, Endor Shield is canceled. May raise your converted Endor to the top. If Establish Secret Base on table, Force generation at Endor locations may not be canceled. At Endor sites you occupy with a scout, your Force drains may not be modified by opponent. Whenever you initiate a battle with a scout, may retrieve 2 Force. Once per game, may ▼ (or deploy from hand) a Rebel starship for half its printed deploy cost (round down).

Garrison Destroyed (V)

## This Place Can Be A Little Rough (V)

While this side up, non-blaster character weapon destiny draws are -2 at Corellia sites. Your Force generation at Corellia spaceport sites is +1. Your combat vehicles may deploy or move only to same Corellia site as opponent's vehicle. "Audience Chamber" on Palejo Reshad is treated as "Corellia." During your deploy phase, may ▼ one BoShek or a Corellian of ability < 3. At the end of each turn, may use 1 Force to draw the bottom card of your Reserve Deck. Flip this card if you do not occupy two battlegrounds.

This Place Can Be A Little Rough (V)

## They Will Be Lost And Confused (V)

Immediately ▲ any one card. While this side up, whenever a card of ability > 2 is lost, its owner loses 1 Force. While you control two battlegrounds with clones, opponent must have two cards with ability (or two droids) to initiate a Force drain. Once per turn, may deploy a clone from Lost Pile. Clones are immune to attrition < 4. Flip this card (and if possible, relocate Palpatine to a prison and imprison him there) if Palpatine is about to be captured, lost, missing, or removed from table.

They Will Be Lost And Confused (V)

## We'll Handle This (V)

Deploy Jedi Council Chamber. For remainder of game, you may not deploy Affect Mind, Senate, characters or starships, Rebel starships, or Rebels of ability > 2. You lose no Force to Vengeance Of The Dark Prince or Your Destiny. Jedi Survivor's is canceled. Speak With The Jedi Council is a Used Interrupt. While this side up, Yoda is deploy -3 to Jedi Council Chamber. Your Force drains are -1. Flip this card if Yoda and two other Jedi are at Jedi Council Chamber.

We'll Handle This (V)

## Duel Of The Fates (V)

While this side up, Jedi are immune to attrition < 5 and ignore location deployment restrictions listed in their game text. Your lightsaber Force drain bonuses may not be canceled. You may not Force drain at Jedi Council Chamber. Whenever you initiate a battle with a Jedi, may retrieve 2 Force. Jedi Test #2 may deploy on any Jedi (as if completed), but applies only at that site. Flip this card (and place all Jedi Tests in Used Pile) if less than two Jedi at Jedi Council Chamber (unless Yoda there).

Duel Of The Fates (V)



# Virtual Cards: Master List

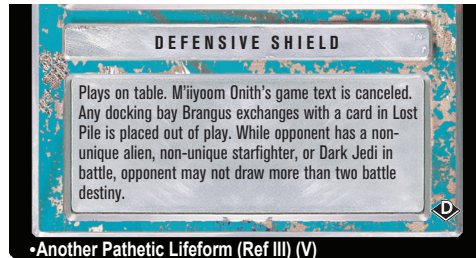
## DEFENSIVE SHIELDS

## LIGHT SIDE

•Affect Mind (V)



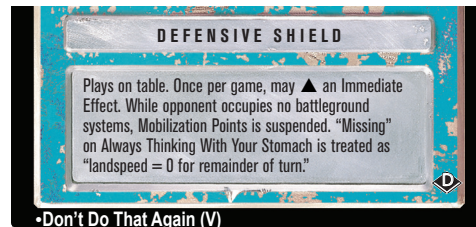
•Another Pathetic Lifeform (V)



•Another Pathetic Lifeform (V)



•Don't Do That Again (V)



•Chasm (V)



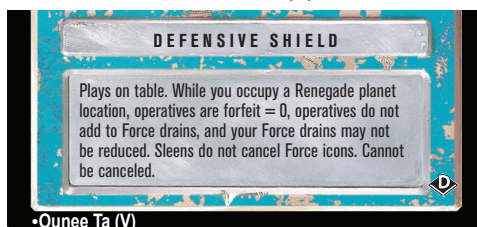
•Don't Do That Again (V)



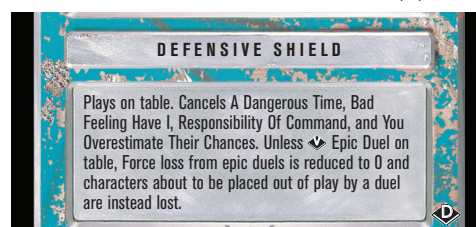
•Let's Keep A Little Optimism Here (V)



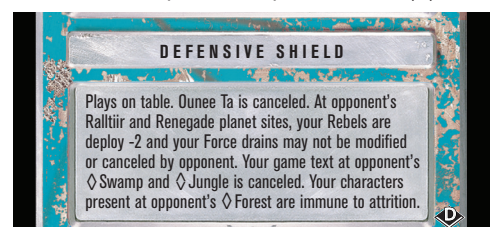
•Ounee Ta (V)



•He Can Go About His Business (V)



•Let's Keep A Little Optimism Here (V)



## •Ounee Ta (V)



## •Simple Tricks And Nonsense



## •The Professor (V)



## •There Is Another



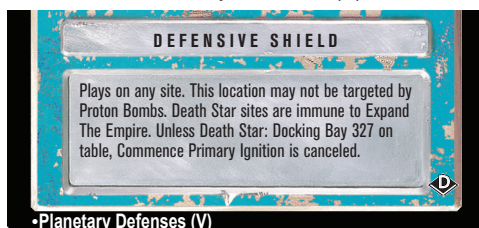
## •Traffic Control (V)



## •Weapons Display (V)

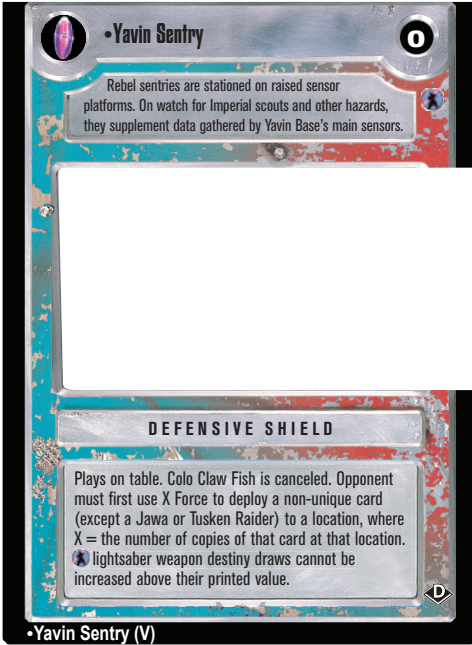


## •Planetary Defenses (V)





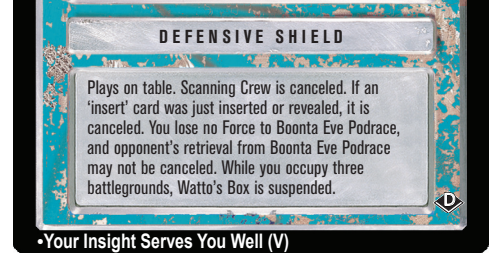
•Yavin Sentry (V)



•Your Insight Serves You Well (V)

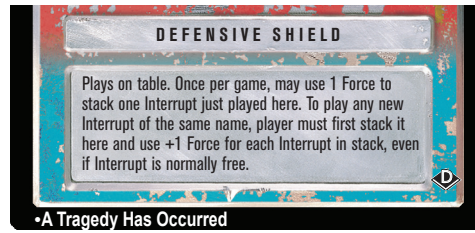


•Your Insight Serves You Well (V)

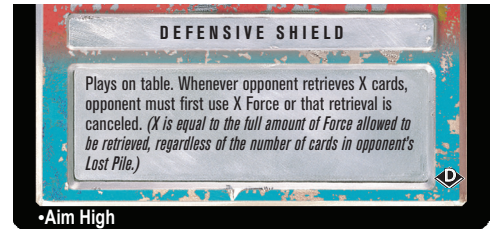


*These V Slips are for the original Reflections III Defensive Shields. They are placed on the Effect version of the named card.*

•A Tragedy Has Occurred



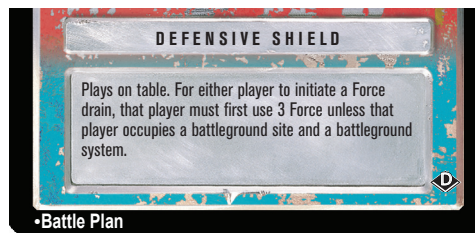
•Aim High



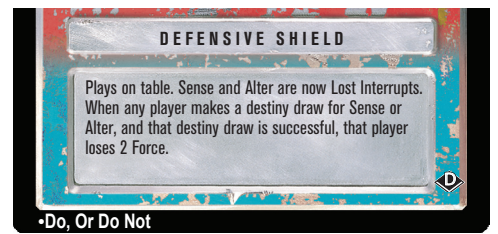
•Another Pathetic Lifeform



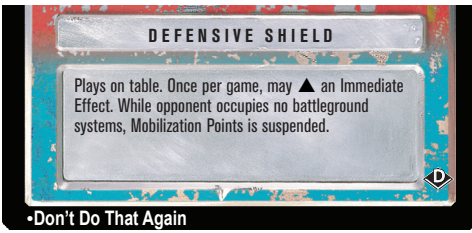
•Battle Plan



•Do, Or Do Not



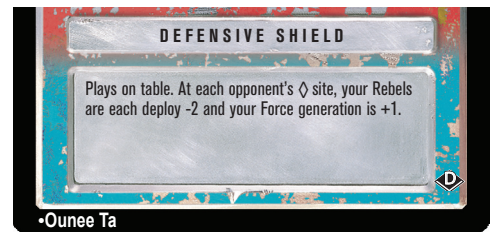
•Don't Do That Again



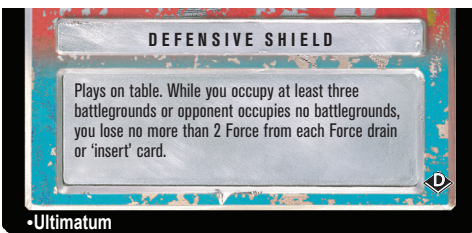
•Let's Keep A Little Optimism Here



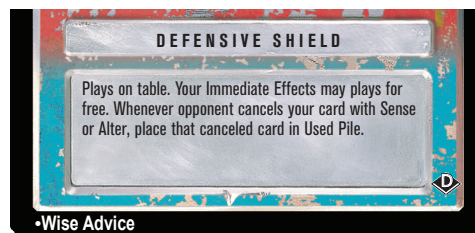
•Ounee Ta



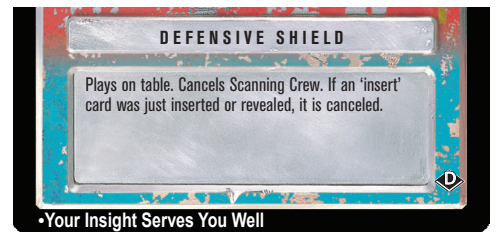
•Ultimatum



•Wise Advice



•Your Insight Serves You Well





# Virtual Cards: Master List STARSHIPS

## LIGHT SIDE

•Alderaan Consular Ship



•Booster In Pulsar Skate



•Booster's Star Destroyer



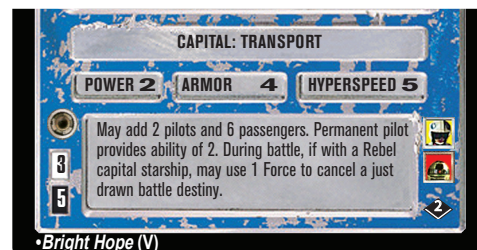
•BoShek's Modified Light Freighter



•Bravo Fighter (V)



•Bright Hope (V)



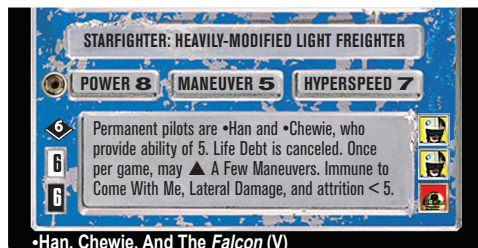
•Gold 1 (V)



•Gold Leader In Gold 1 (V)



•Han, Chewie, And The Falcon (V)



•Millennium Falcon (V)



•Green Squadron 1 (V)



Mon Calamari Star Cruiser (V)



•Red 1 (V)





# Virtual Cards: Master List

# LIGHT SIDE

•Jedi Starfighter

•Lando's Luxury Yacht

•Obi-Wan In *Radiant VII*



•Overseer



•Red 3 (V)



Republic Corvette



•Red 5 (V)



Republic Starfighter



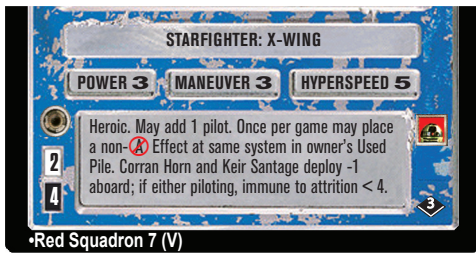
•Red 8 (V)





# Virtual Cards: Master List

•Red Squadron 7 (V)



•Tydirium (V)



YT-1300 Transport (V)

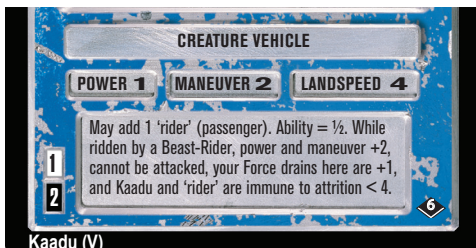


## VEHICLES

•Chewie's AT-ST (V)



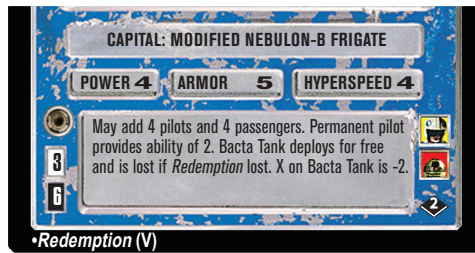
Kaadu (V)



Sandcrawler (V)



•Redemption (V)



Rogue Squadron X-wing



X-wing Laser Cannon (V)

## LIGHT SIDE

•Tantive IV (V)



•Wedge In Red Squadron 1



•Red Squadron 1 (V)

•Dash In Rogue 10



•Rogue 2 (V)

•Snowspeeder Garrison



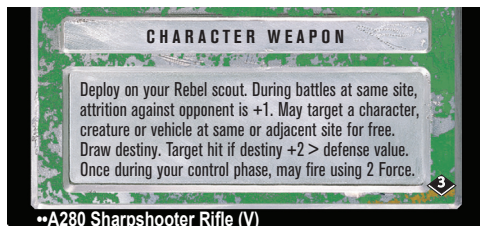
Attack Pattern Delta (V)



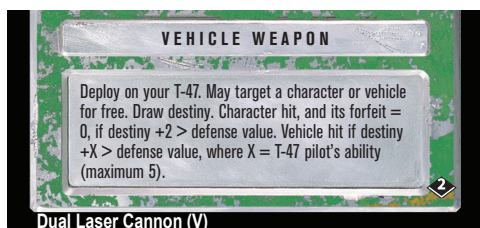
# Virtual Cards: Master List WEAPONS

## LIGHT SIDE

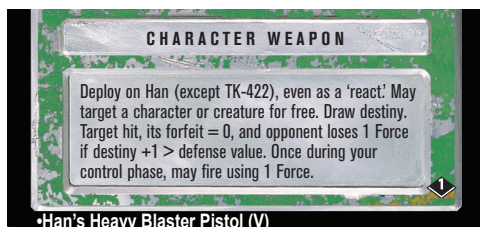
•A280 Sharpshooter Rifle (V)



Dual Laser Cannon (V)



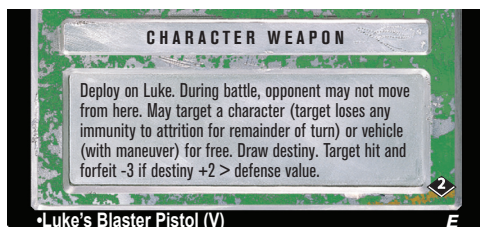
•Han's Heavy Blaster Pistol (V)



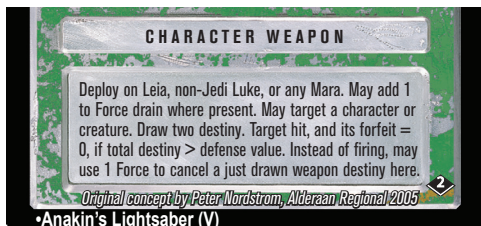
•Han's Blaster, So Uncivilized



•Luke's Blaster Pistol (V)



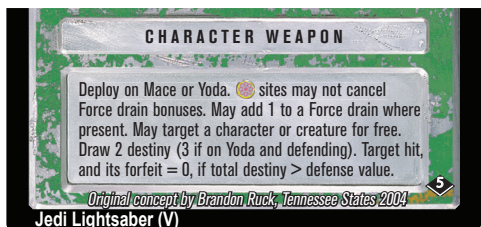
•Anakin's Lightsaber (V)



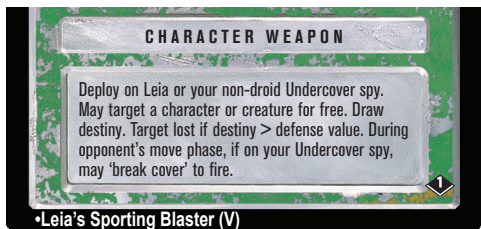
Elegant Lightsaber



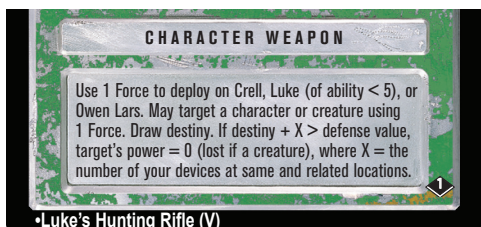
Jedi Lightsaber (V)



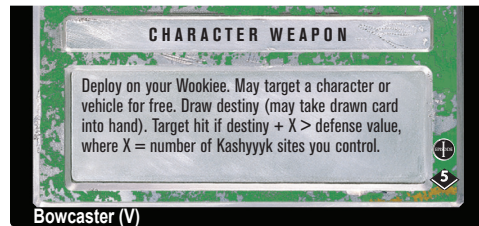
•Leia's Sporting Blaster (V)



•Luke's Hunting Rifle (V)



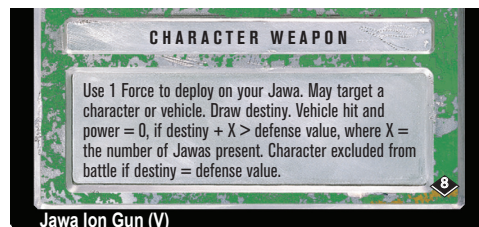
Bowcaster (V)



Enhanced Proton Torpedoes (V)



Jawa Ion Gun (V)



•Rebel Agent's Blaster Rifle



•Planet Defender Ion Cannon (V)

