

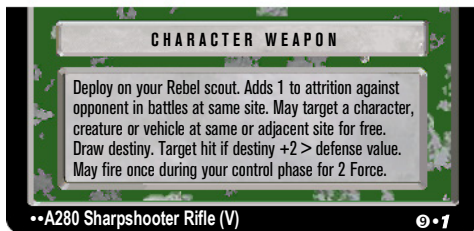
Virtual Set #9

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 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. **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.

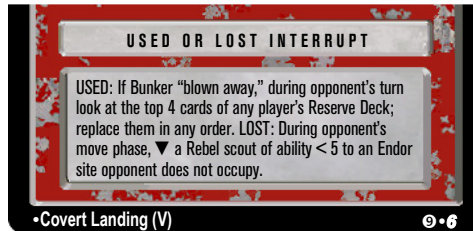
ICON KEY-

- A** (Immune to Alter.) **C** (Immune to Control.) **S** (Immune to Sense.) **P** X (Replaced the phrase "Adds X to power of anything he/she pilots" in the game text, unless otherwise specified, and is

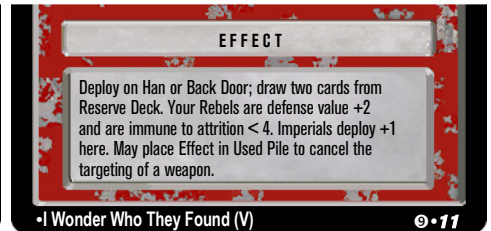
•A280 Sharpshooter Rifle (V)



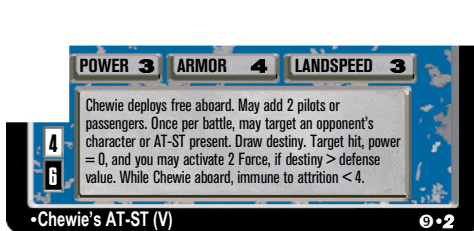
•Covert Landing (V)



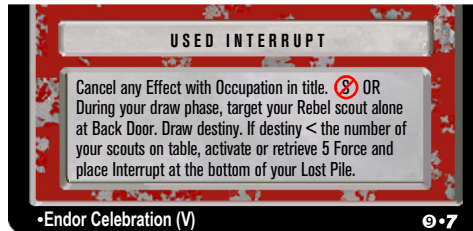
•I Wonder Who They Found (V)



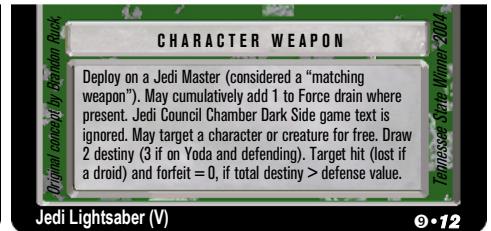
•Chewie's AT-ST (V)



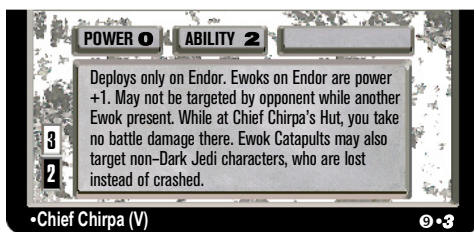
•Endor Celebration (V)



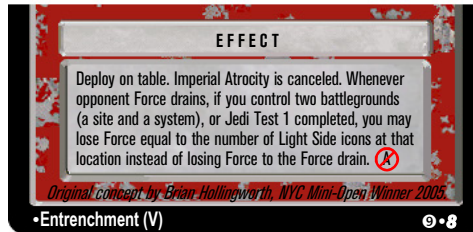
Jedi Lightsaber (V)



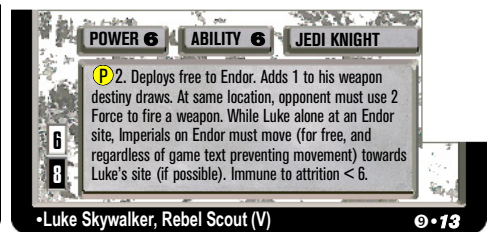
•Chief Chirpa (V)



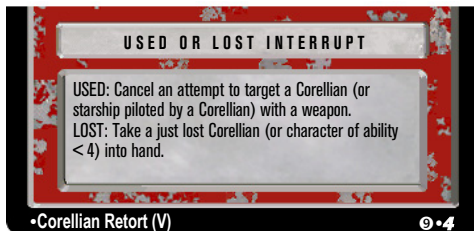
•Entrenchment (V)



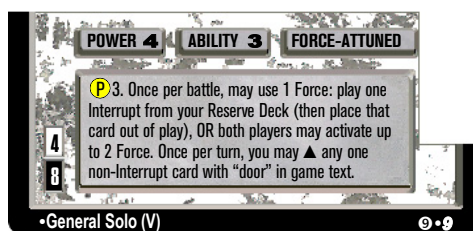
•Luke Skywalker, Rebel Scout (V)



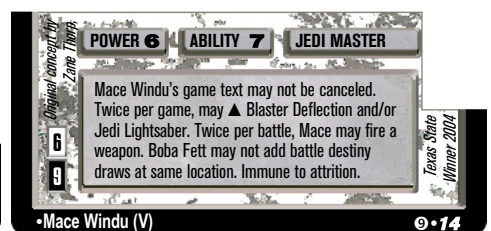
•Corellian Retort (V)



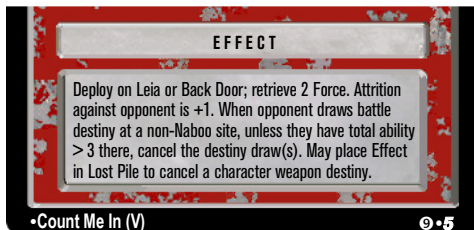
•General Solo (V)



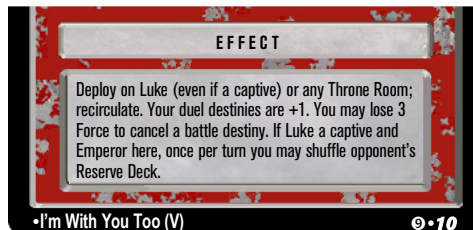
•Mace Windu (V)



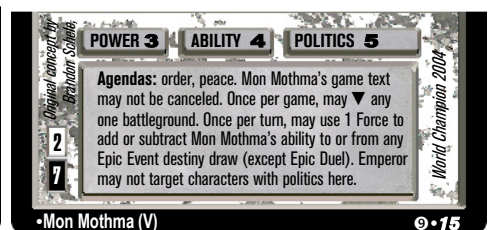
•Count Me In (V)



•I'm With You Too (V)



•Mon Mothma (V)



Virtual Set #9

•No Questions Asked (V)

Players generate +1 Force at every system they occupy. Any starship piloted by a Corellian (or alien) is immune to attrition < 4. While you occupy Corellia system: You may add 1 to your Force drains at Corellia battleground sites; During battles at a system or sector, your Corellian or alien pilot may add one destiny draw to power only and add 3 to your total battle destiny.

•No Questions Asked (V)

9 • 16

•Quick Draw (V)

EFFECT

Deploy on table. Once per game, may ▼ Sai'Torr Kal Fas. Your lightsabers are destiny +2 and may target vehicles for 2 Force (-1 to each destiny draw). Once per turn, if you just lost a character weapon, you may place that weapon in Used Pile. (X)

Original concept by Lee Edwards, Florida State Winner 2004

•Quick Draw (V)

9 • 17

•Rapid Deployment (V)

LOST INTERRUPT

Target a site: each Rebel scout deploys -2 (from hand) to same and related sites this turn. They may not move or battle for remainder of turn. OR ▼ (deploy +2) one Rebel scout to a site.

•Rapid Deployment (V)

9 • 18

•Superficial Damage (V)

EFFECT

Deploy on table. Once during your deploy phase, if you just deployed a vehicle or starship, you may ▼ a weapon (for free) that deploys on that vehicle or starship. Weapons (except lightsabers) are forfeit = 3 and are placed in owner's Used Pile when lost. (X)

•Superficial Damage (V)

9 • 19

•That's One (V)

EFFECT

Deploy on Chewie or Back Door; activate two Force. Your battle destiny draws are +1. Once per game, may lose 2 Force to cancel a battle just initiated. May place Effect in Lost Pile to relocate your character to an unoccupied site related to that character.

•That's One (V)

9 • 20

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

EFFECT

Deploy on table. While you control more battlegrounds than opponent, if you just lost Force to a Force drain, once per turn you may retrieve (for free, and may not be canceled) X Force, where X is the total bonus associated with that Force drain.

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

9 • 21

•The Professor (V)

EFFECT

Deploy on table. It Can Wait may not be played. If opponent just deployed a card with ability for free, opponent must use X Force, where $X = 1/2$ that card's printed deploy cost (round up), or that deploy is canceled. May not be canceled. (X)

Original concept by Michael Pistone, Kashyyyk Regional Winner 2004

•The Professor (V)

9 • 22

•Tydirium (V)

POWER 2 MANEUVER 2 HYPERSPEED 3

2
4

May deploy (and your characters may deploy aboard) to any system. May add 2 pilots and 6 passengers. Your scout pilots deploy -2 aboard. While piloted at a system where you have no other starships, you take no battle damage there.

•Tydirium (V)

9 • 23

Watch Your Step (V)

Deploy Corellia and one unpiloted freighter there, with a Corellian pilot aboard. May deploy Corellian Engineering Corporation and/or Leebo.

For remainder of game Corellian locations are immune to No Escape and non-Corellians deploy +3 there. Your Force generation at Corellia system is +2. You may not play Tusken Breath Mask, and your starfighters are defense value +2.

While this side up, once per turn, may ▲ No Questions Asked, Kessel, or any ◊ site. You may not 'peek' at cards.

Flip this card if you occupy Corellia system and control 2 Corellia battleground sites.

Watch Your Step (V)

9 • 24

This Place Can Be A Little Rough (V)

While this side up, your Corellian present with another of your characters at a site may be forfeited to satisfy all battle damage and attrition against you. Replace the word "Audience Chamber" with the word "Corellia" in Palejo Reshad's game text. Once per turn may place one card from hand on top of Force Pile to draw one card from Reserve Deck. You may activate and retrieve 1 Force whenever you win a battle or fire a non-repeating weapon. Once per turn you may ▼ a Corellian, BoShek, or Kessel Run.

Flip this card if you do not occupy 2 battlegrounds (opponent may retrieve any one card).

This Place Can Be A Little Rough (V)

9 • 24

•Wicket (V)

POWER 1 ABILITY 2

3
2

Deploys only on Endor. Rebel scouts and Ewoks on Endor move for free. Once during your deploy phase, may use 1 Force to ▼ a unique (•) Ewok or Ewok weapon. Once per game, may use 3 Force to release a Rebel captive present on Endor.

•Wicket (V)

9 • 25

The Dark Side

•A Bright Center To The Universe (V)

EFFECT

Deploy on table. While you control more battlegrounds than opponent, if you just lost Force to a Force drain, once per turn you may retrieve (for free, and may not be canceled) X Force, where X is the total bonus associated with that Force drain.

•A Bright Center To The Universe (V)

9 • 26

•Aratech Corporation (V)

EFFECT

Deploy on table. During your deploy phase you may reveal one unique (•) Imperial pilot of ability < 3 from hand to take any Speeder Bike or AT-ST from Reserve Deck (or vice versa) and deploy both simultaneously. Piloted AT-STs or Speeder Bikes are power and forfeit +1. (X)

•Aratech Corporation (V)

9 • 27

AT-ST Dual Cannon (V)

VEHICLE WEAPON

Deploy on your AT-ST. May target a character, creature or vehicle for free. Draw destiny. Add 1 for each of your AT-STs present. Target hit if total destiny > defense value; may lose 2 Force to make target lost instead. May fire repeatedly for 2 Force each time.

AT-ST Dual Cannon (V)

9 • 28

•Commander Igar (V)

POWER 3 ABILITY 3 FORCE-ATTUNED

3
6

2, 3: any combat vehicle. Once per turn, while piloting a combat vehicle, may use 1 Force: Cancel one 'react' at a related site OR if opponent draws more than one battle destiny at same site, may cancel one.

•Commander Igar (V)

9 • 29

•Crossfire (V)

EFFECT

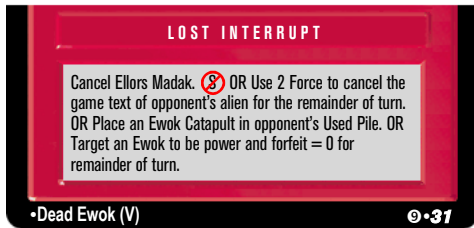
Deploy on table. Your AT-STs are immune to attrition < 3 (or adds 2 to immunity). Once per game, may lose 1 Force to ▲ one Effect (except Expand The Empire) that deploys on a location. May place this Effect out of play to add one battle destiny. (X)

•Crossfire (V)

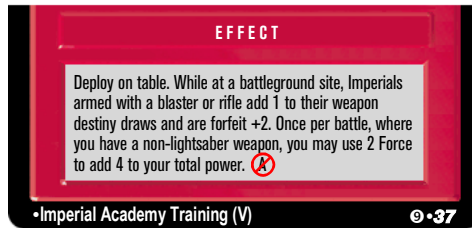
9 • 30

Virtual Set #9

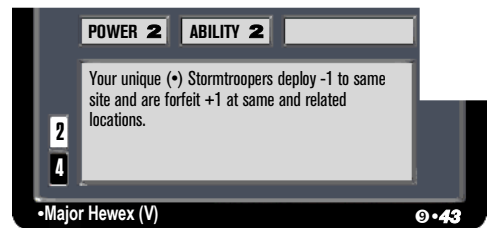
•Dead Ewok (V)



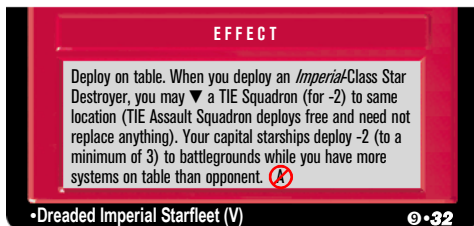
•Imperial Academy Training (V)



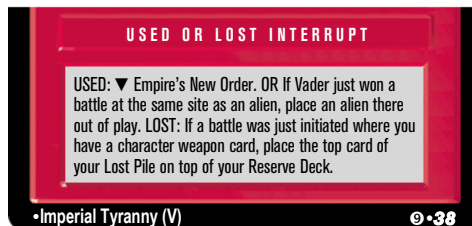
•Major Hewex (V)



•Dreaded Imperial Starfleet (V)



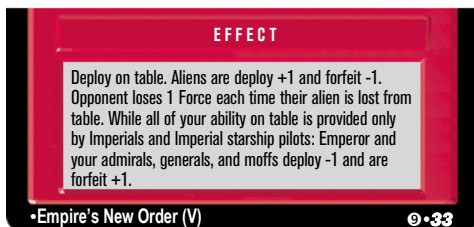
•Imperial Tyranny (V)



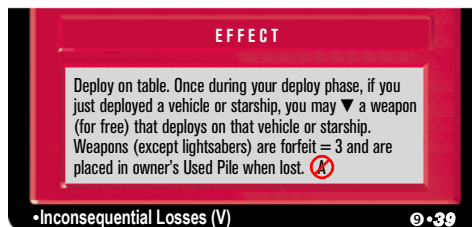
•Outflank (V)



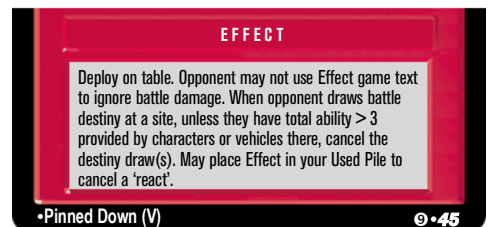
•Empire's New Order (V)



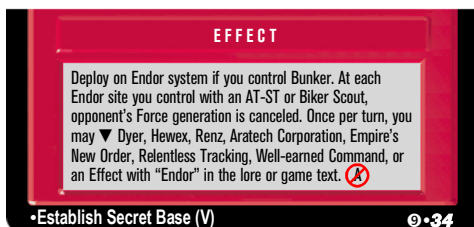
•Inconsequential Losses (V)



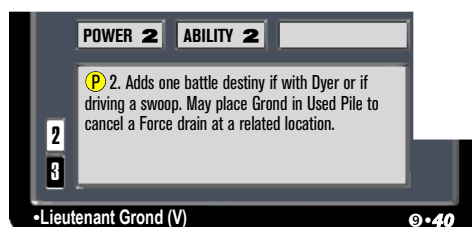
•Pinned Down (V)



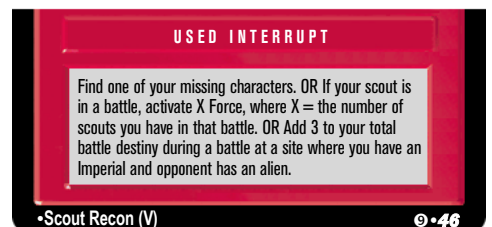
•Establish Secret Base (V)



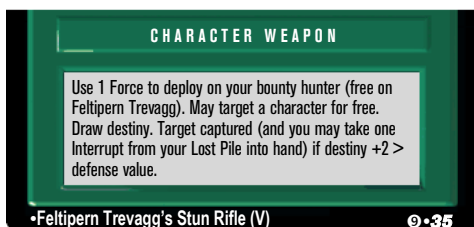
•Lieutenant Grond (V)



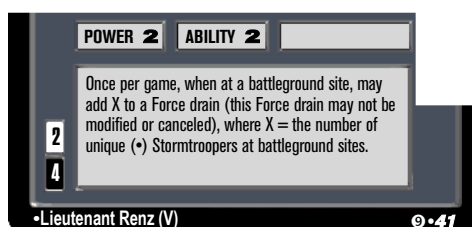
•Scout Recon (V)



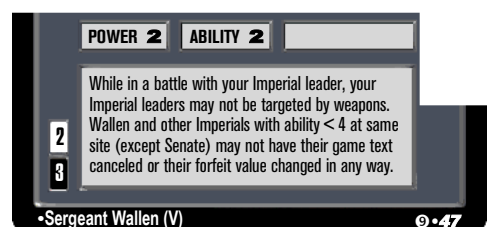
•Feltipern Trevagg's Stun Rifle (V)



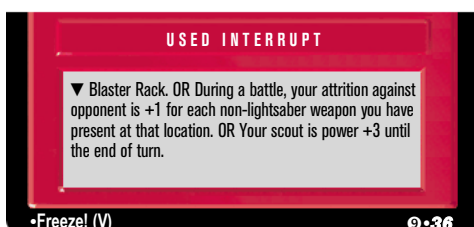
•Lieutenant Renz (V)



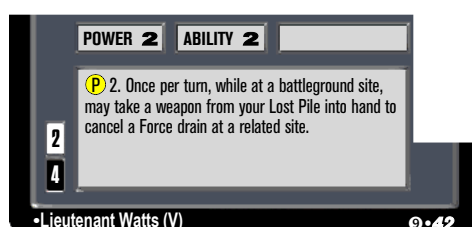
•Sergeant Wallen (V)



•Freeze! (V)



•Lieutenant Watts (V)

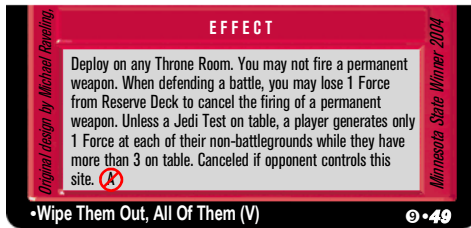


•Sneak Attack (V)



Virtual Set #9

•Wipe Them Out, All Of Them (V)



•Well-earned Command (V)

