

Virtual Cards

Virtual Set #1a

To use these virtual cards, simply print them and cut out the area beneath the card title, placing the paper cutout in an opaque sleeve with the original card. For example, to use the new Luke, cut out the area beneath Luke Skywalker (V) and place the cutout in an opaque sleeve with your original Premiere Luke Skywalker, being careful not to obscure any icons. The new deploy/forfeit values on the characters are great for those sleeves that have hologram dots!

•Luke Skywalker (V)

3
7
Adds 3 to power of anything he pilots (and to Attack Run total if piloting lead starfighter). If piloting at a battleground during your control phase, may retrieve 1 Force or take Darklighter Spin into hand from Reserve Deck; reshuffle.

0-1

•Darth Vader (V)

6
8
Adds 4 to power of anything he pilots. While aboard a starship, it is immune to attrition < 5. Once per battle at same system (twice if with a Black Squadron pilot), may subtract 3 from a just drawn destiny. Immune to attrition < 5.

0-7

•BoShek (V)

4
3
Deploys - 2 to Cantina, docking bays, or starships. Adds 3 to power of anything he pilots. Twice per game, may take a device into hand from Reserve Deck; reshuffle. Considered "matching pilot" for any starship. Immune to attrition < 3.

0-2

•Prophetess (V)

3
2
Deploy - 1 and forfeit +3 at a site. Once per turn, you may peek at the top card of opponent's Used Pile or Reserve Deck; you may then reshuffle. Immune to attrition < 3.

0-8

•Gold 1 (V)

May add 2 pilots or passengers. Once per control phase, may use 1 Force (free if Dutch aboard) to take the top or bottom card of your Force Pile into hand. Power + 2 and immune to attrition < 4 while Dutch piloting.

0-3

Note: These cards will not be legal for tournament play until Saturday, March 9th, 2002.

•Black 2 (V)

May add 1 pilot. During your deploy phase, may take one Pride Of The Empire into hand from Reserve Deck; reshuffle. Organized Attack and All Wings Report In may not be played. Immune to attrition < 5 while DS-61-2 piloting.

0-9

•Han's Heavy Blaster Pistol (V)

Deploy on Han (except TK-422), even as a 'react'. May target a character for free. Draw destiny. Target hit (opponent loses 1 Force), and its forfeit = 0, if destiny + 1 > defense value. May fire once during your control phase for 1 Force.

0-4

Assault Rifle (V)

Deploy on any Imperial warrior or Chief Bast. May fire during a battle or attack at same or adjacent site. May target a character, creature or vehicle for 1 Force. Draw destiny. Target immediately lost if destiny + 1 > defense value.

0-10

Fusion Generator Supply Tanks (V)

Deploy on a docking bay or your capital starship. Your unique (•) starships are power, maneuver, and hyperspeed + 1. May place this card in Lost Pile to cancel Lateral Damage. Place in Used Pile if opponent controls this location.

0-5

Fusion Generator Supply Tanks (V)

Deploy on a docking bay or your capital starship. Star Destroyers and unique (•) TIEs are immune to attrition < 3. May place this card in Lost Pile to cancel Power Pivot or Hyper Escape. Place in Used Pile if opponent controls this location.

0-11

Sai'torr Kal Fas (V)

Deploy on table. Once per deploy phase, if you just deployed a unique (•) character, you may deploy a "matching weapon" on that character from Reserve Deck; reshuffle. (Immune to Alter.)

0-6

Blaster Rack (V)

Deploy on table. Once per deploy phase, if you just deployed a unique (•) character, you may deploy a "matching weapon" on that character from Reserve Deck; reshuffle. (Immune to Alter.)

0-12