The SWCCG Player's Committee presents

Virtual Cards

Virtual Set #2

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

Note: These cards

will not be legal for

tournament play

until Saturday, June 1, 2002.

Legal for Regional

and Open qualifiers

on Saturday, June 8th.

Affect Mind (V)

DEFENSIVE SHIELD

Plays on table. While Inner Strength not on table, opponent may only use 1 combat card per turn. While opponent has 2 Dark Jedi on Naboo, you lose no more than 2 Force to Force drains at opponent's Naboo sites. Let Them Make the First Move may only target droids and spies.

Biggs Darklighter (V)

Deploys free to Red 3, Beggar's Canyon, or same location as Hobbie or Fel. Adds 2 power to anything he pilots. Red 3 has an astromech aboard. Once during your control phase, may ▲ Old

•C-3PO (V)

During a battle at a site with R2-D2, may not be targeted by weapons and may draw one destiny, subtracting that amount from opponent's total power. Once per game, may place all your effects that are not immune to Alter into your Used Pile.

Cantina Brawl (V)

If a battle was just initiated at an interior site where both players have a participating character with a weapon, your weapon destiny draws there are +1 (+3 if at Cantina) for remainder of turn.

Demotion (V)

Use 2 Force to deploy on an Imperial leader of ability < 5 or a senator. That character's gametext is canceled. Effect lost if present with another Demotion.

Escape Pod (V)

Cancel a Force drain at a holosite. OR If opponent is about to place your character out of play, place that character in your Lost Pile instead. OR ▲ any dejarik, hologram, or any holosite.

General Dodonna (V)

While at a Rebel Base during your control phase, may use 1 Force: ▲ Rebel pilot of ability < 3, 5 Gospic, or an Admiral's Order.

Han's Back (V)

Use 1 Force: ▼ (or retrieve from Lost Pile) Han, Han's Heavy Blaster Pistol, or the Falcon. OR Cancel a weapon destiny targeting Han or the Falcon, causing opponent to redraw.

Han's Dice (V)

Cancel Watto's Chance Cube OR If one of your characters of ability > 2 is in a battle, use 1 Force to cancel a just drawn destiny and cause a redraw. Once per turn, when drawn for destiny, may take into hand to cause a redraw

Into The Garbage Chute, Flyboy (V)

Add one battle destiny during a battle at any Trash Compactor, Incinerator, Junkyard, or swamp.

Deploy on table. Your unique (•) Jawas are defense value +1 and you may add one destiny to power only during a battle at a Tatooine exterior site involving your unique Jawa.

•K'lor'slug (V)

Deploy on table. Your characters present about to be lost during battle (before the damage segment) remain in play and must be forfeited for O at end of battle. Non-jedi characters without weapons are immune to Bad Feeling Have I. (Immune to Alter).

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Jawa Siesta (V)