

Virtual Cards

Virtual Set #2

•Jawa Pack (V)

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.

Q•38

•Kitik Keed'kak (V)

4 You may add X to attrition in battles at same site, where X = total number of opponent's characters present. May not be a passenger or driver on enclosed vehicles or starships.

Q•39

•Labria (V)

2 Once per game, may ▼ Undercover on Labria.
3 Once during your control phase, may reveal top card of your Reserve Deck to both players. May place revealed card on your Reserve Deck, Force Pile, or Used Pile.

Q•40

Local Trouble (V)

Use 1 Force at the beginning of your battle phase to allow any two Imperials at an interior site to battle any one opponent's character (your choice); opponent suffers no battle damage here. No other battles may occur at this site this turn.

Q•41

Molator (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 0 at end of battle. Characters of ability < 5 are immune to Goo Nee Tay. (Immune to Alter.)

Q•42

Sandcrawler (V)

3 Has a permanent driver. May add 7 passengers.
3 Each Jawa at same site is power +1 and forfeit +2. Once during your deploy phase, may ▼ Jawa to this location.

Q•43

Send A Detachment Down (V)

Deploy on opponent's droid, weapon or device. Target your trooper at a different location. When trooper reaches target, this card goes on trooper, trooper is power + 2, target is "stolen", and you retrieve Force = destiny number of target.

Q•44

Stormtrooper (V)

1 Destiny +2 when drawn for weapon or battle destiny. While armed with a Blaster Rifle, forfeit
2 +2 and draws one battle destiny if not able to otherwise.

Q•45

Sundown (V)

Deploy on table. Once per game target a system. At related sites, "nighttime conditions" are in effect and spies deploy -2. You may not play Dark Hours. (Immune to Alter.)

Q•46

•Tactical Recall (V)

Use 2 Force to deploy on opponent's site. Target opponent's leader at a site or character at the Senate. Character's gametext is canceled. Effect lost when character reaches this site.

Q•47

The Empire's Back (V)

Use 1 Force: ▼ (or retrieve from Lost Pile) Vader, Tarkin, Motti or Tagge. OR Once during your control phase, opponent loses 1 Force for each battleground controlled by Vader, Tarkin, Motti or Tagge.

Q•48

Utinni! (V)

▲ one Utinni Effect
OR
▲ one unique and/or one non-unique Jawa.

Q•49

We're All Going To Be A Lot Thinner (V)

USED OR LOST INTERRUPT

USED: During your activate phase, activate Force based on your opponent's icons instead of your own.

LOST: Cancel Into The Garbage Chute, Flyboy.

Q•50

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.