

Virtual Cards

Virtual Set #3

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 noticeably increase the thickness of the card, if it does, the tournament director may interpret that as cheating and penalize you appropriately.

Ⓜ Immune to Alter

Ⓢ Immune to Sense

Ⓢ Immune to Control

•A Tremor In The Force (V)

Deploy on table. If you just verified opponent's Reserve Deck, you may either: place one card found there with the word "Podracer(s)" in game text out of play OR retrieve 1 Force.

Ⓢ•1

Advance Preparation (V)

USED: Once per game, deploy Death Star: Trench, Attack Run and/or Proton Torpedoes from under your Starting Effect. Ⓢ
LOST: Retrieve 1 Force. OR If One In A Million on table, retrieve any 1 card.

Ⓢ•2

•Cell 2187 (V)

EFFECT

Deploy on table. Once per game, may ▼ spy Artoo (deploy -2). During your control phase, if Artoo at same site as a captive Leia, may use 1 Force to release her (you retrieve no Force this turn). While Sometimes I Amaze Even Myself on table, Battle Order is suspended where Leia is present. (Immune to This Is Some Rescue.) Ⓜ

Ⓢ•3

•Chewbacca (V)

4 Adds 2 to power of anything he pilots. Once during your turn, you may use 1 Force to ▲ one card that has 'Chewie' or 'Wookiee' in game text.

Ⓢ•4

•Colonel Feyn Gospic (V)

3 While Massassi Base Operations on table, opponent may only deploy one Imperial to each Yavin 4 site per turn. Doubles Rebel Tech bonus to Attack Run. Once per turn, may ▲ one commander or Balanced Attack.

Ⓢ•5

•Commander Evram Lajaie (V)

2 All of your starships with hyperdrive are considered to have an astromech icon. Forfeit +3 at a Rebel War Room. The forfeit of all of your piloted starships is +1.

Ⓢ•6

•Commander Vanden Willard (V)

3 Leia is defense value and forfeit +3. Your senators at battleground sites and characters at Yavin 4 locations are forfeit +2. Once per game, may ▲ one Leia that does not have a permanent weapon.

Ⓢ•7

Eject! Eject! (V)

Deploy on opponent's starfighter with a permanent pilot. Game text (except that which is related to capacity, and identity and ability of permanent pilot and permanent astromech) is suspended, and that starfighter is forfeit +5. Ⓜ

Ⓢ•8

•For Luck (V)

Deploy on table. Once during your control phase, if opponent occupies a non-battleground location, may peek at the top two cards of your Reserve Deck and take one into hand. Once per game, may exchange one card in opponent's Lost Pile with a card on their Colo Claw Fish. Ⓜ

Ⓢ•9

Grappling Hook (V)

If less than three Grappling Hooks on table and opponent just played an interrupt, use 1 Force to deploy on table to stack that card here. Other copies of that card are destiny -3. Ⓢ

Ⓢ•10

•Leia's Sporting Blaster (V)

Deploy on Leia or your non-droid Undercover spy. May target a character or creature for free. Draw destiny. Target lost if destiny > defense value. If Undercover, may "break cover" to fire during opponent's move phase.

Ⓢ•11

•Logistical Delay (V)

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

Ⓢ•12

Note: These cards are legal for tournament play immediately, September 20, 2002.