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 noticably 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*

•Motti (V)

POWER 3 **ABILITY 3** **FORCE-SENSITIVE**

1
5
Adds 2 to power of anything he pilots. Once per game may ▼ Kuat Drive Yards (making it Ⓐ). Unique (●) Star Destroyers are power +2 (+5 if armed with a starship weapon).

③•26

•Tarkin (V)

POWER 5 **ABILITY 3** **FORCE-SENSITIVE**

3
7
Adds one battle destiny with Vader (or against a Rebel at a mobile site). Spies and Jar Jar may not deploy to Death Star. May subtract 2 from the Force retrieved from On The Edge or Off The Edge. Once per game may ▲ Put All Sections On Alert, Hyperwave Scan, or an ISB agent.

③•27

•A Disturbance 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.

③•28

•Astromech Shortage (V)

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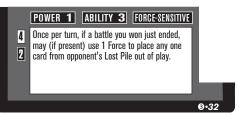attrition by X. Once per turn, may use 2 Force to cancel the game text of a character with a maintenance cost, or a senator for the remainder of the turn.

③•29

Besieged (V)

Deploy on table. Whenever opponent forfeits a character or unpiloted starship at same system or sector as your Imperial capital starship, you may draw destiny. If destiny > target's destiny number, you may capture that character or starship. Ⓐ

③•30

Come With Me (V)

Deploy on Vader or your Admiral. Once per deploy phase, may ▼ any Imperial pilot to same location. During any control phase, may place Effect in Used Pile to take any Imperial pilot into hand from table (cards on that character go to owner's Used Pile).

③•31

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

•Dannik Jerriko (V)

POWER 1 **ABILITY 3** **FORCE-SENSITIVE**

4
2
Once per turn, if a battle you won just ended, may (if present) use 1 Force to place any one card from opponent's Lost Pile out of play.

③•32

•Dark Forces (V)

Deploy on table. Once per turn, may lose 1 Force to cancel a just drawn weapon destiny targeting your Dark Jedi, causing a redraw. Once per game, you may exchange one card in opponent's Lost Pile with a card on their Colo Claw Fish. Ⓐ

③•33

•Greedo (V)

1
4
Once per battle, may target opponent's smuggler present at same site. Target's game text is canceled for remainder of turn. Once during your control phase, may ▲ Oo-ta Goo-ta, Solo?.

③•34

•Hem Dazon (V)

POWER 2 **ABILITY 2**

2
4
Once during your deploy phase, may place 1 card from hand face down under Hem. Your total battle destiny here is +1 for each card under Hem. If Hem lost or missing, place cards underneath him in Used Pile. During your control phase, may place all cards underneath Hem in Used Pile.

③•35

Hyperwave Scan (V)

Deploy on table. Once during opponent's move phase, you may use 3 Force to look at opponent's hand or place a Political Effect (and all cards on it) in owner's Used Pile. Opponent may not place cards in your Used Pile while you have fewer than 13 cards in hand. Ⓐ

③•36

I'm On The Leader (V)

For the remainder of turn, cancel game text of one character that is at the same system as Vader.

③•37