

# Virtual Set #8

To use these cards, simply print them out and cut out the area beneath the card title (not on the actual card), and place the cutout in a sleeve with the original card. We recommend using opaque sleeves for non-objective cards. 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 it as cheating and may penalize you appropriately. **DISCLAIMER:** For best card size printing results, click on the print icon (or File, then Print) and uncheck all boxes under Copies and Adjustments, located on the right side.

## ICON KEY-

- (A)** (Immune to Alter.)    **(C)** (Immune to Control.)    **(S)** (Immune to Sense.)    **(P)** X (Replaced the phrase "Adds X to power of anything he/she pilots" in the game text, unless otherwise specified, and is considered to have a Pilot icon.)  
**▲** Replaced the phrase- "Take into hand from Reserve Deck; reshuffle."  
**▼** Replaced the phrase- "Deploy on table from Reserve Deck; reshuffle."

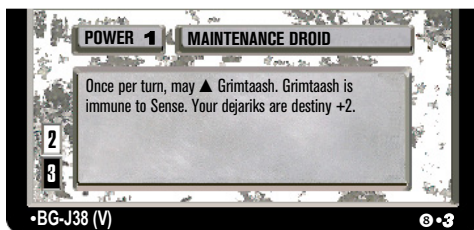
### •Attark (V)



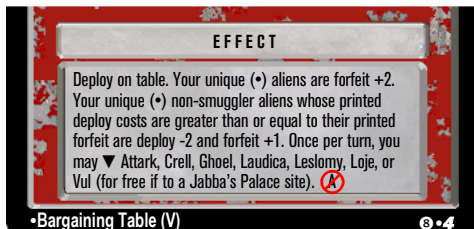
### •Aved Luun (V)



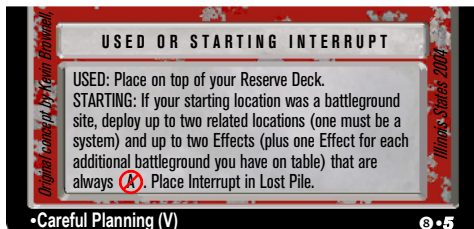
### •BG-J38 (V)



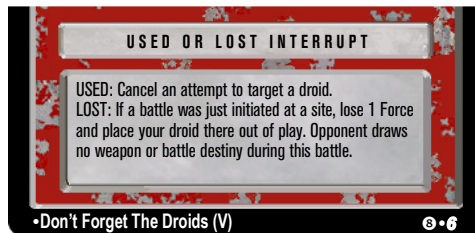
### •Bargaining Table (V)



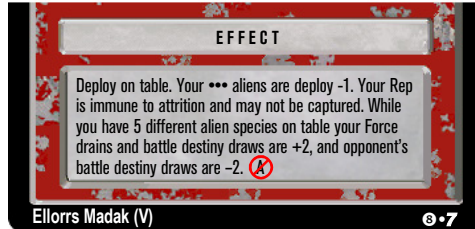
### •Careful Planning (V)



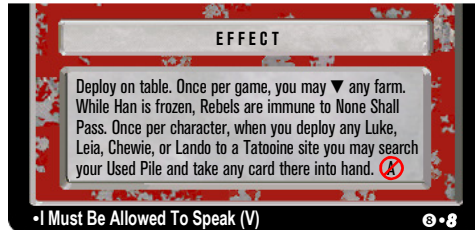
### •Don't Forget The Droids (V)



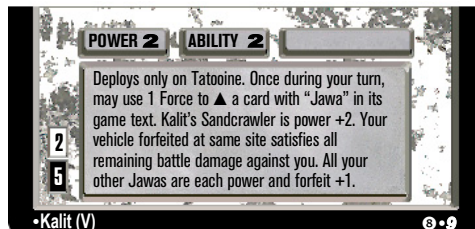
### Ellorrs Madak (V)



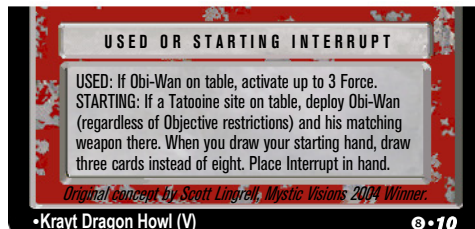
### •I Must Be Allowed To Speak (V)



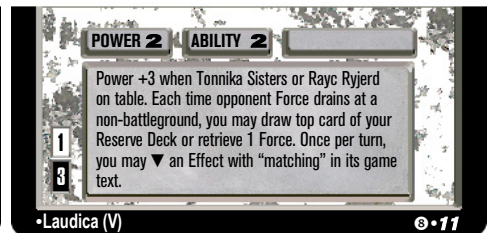
### •Kalit (V)



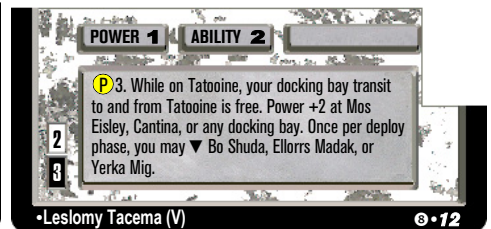
### •Krayt Dragon Howl (V)



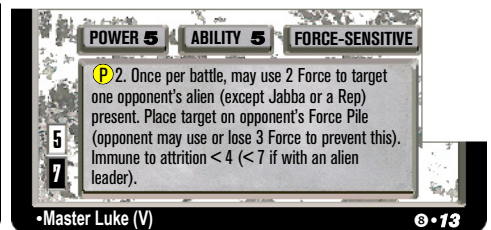
### •Laudica (V)



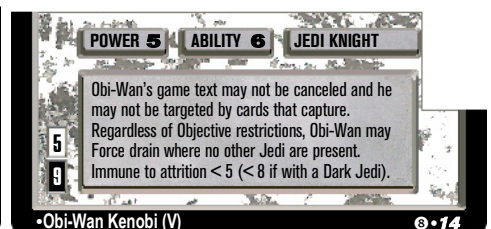
### •Leslomy Tacema (V)



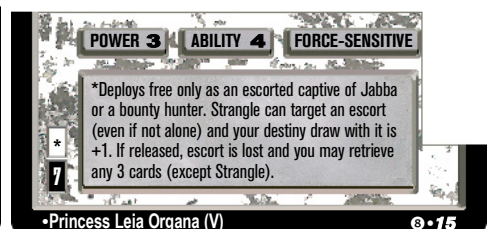
### •Master Luke (V)



### •Obi-Wan Kenobi (V)

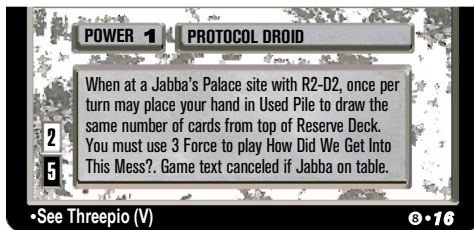


### •Princess Leia Organa (V)

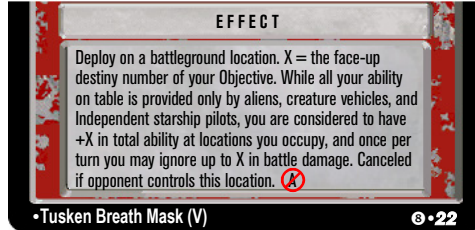


# Virtual Set #8

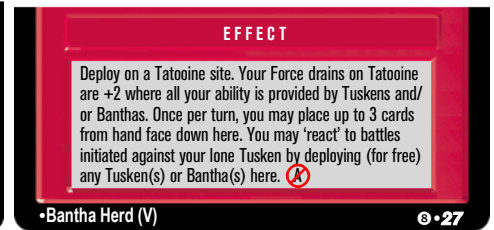
## •See-Threepio (V)



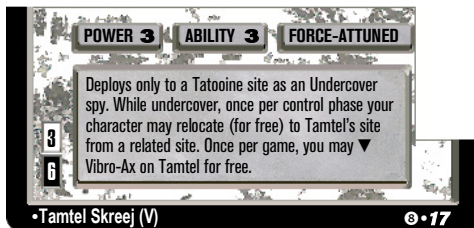
## •Tusken Breath Mask (V)



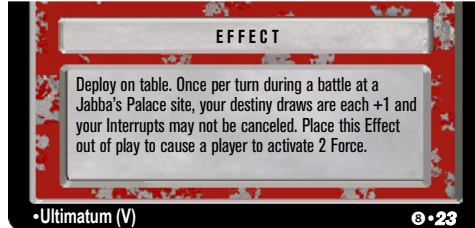
## •Bantha Herd (V)



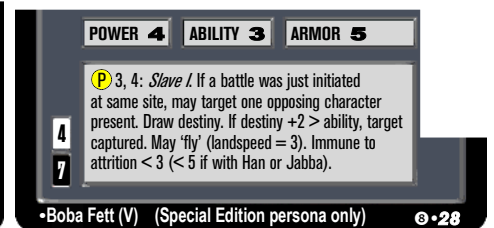
## •Tamtel Skreej (V)



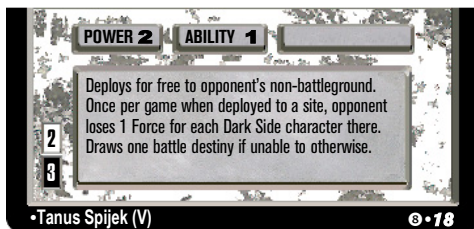
## •Ultimatum (V)



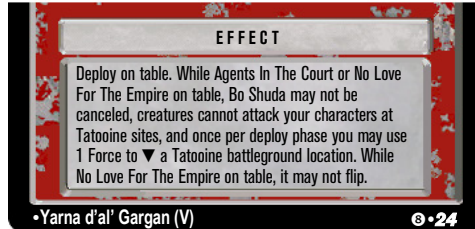
## •Boba Fett (V)



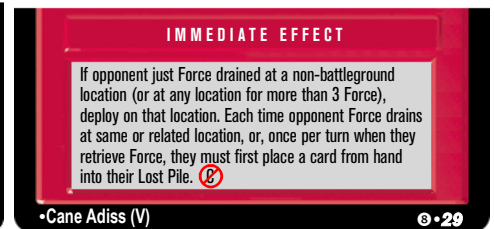
## •Tanus Spijek (V)



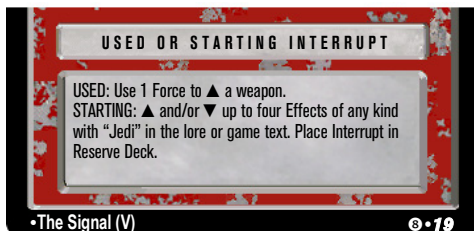
## •Yarna d'al' Gargan (V)



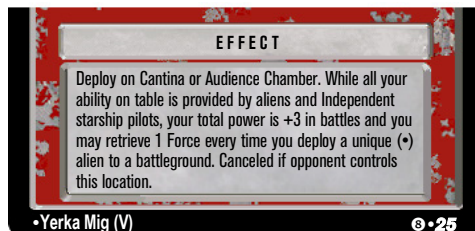
## •Cane Adiss (V)



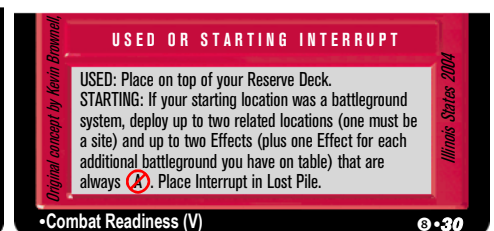
## •The Signal (V)



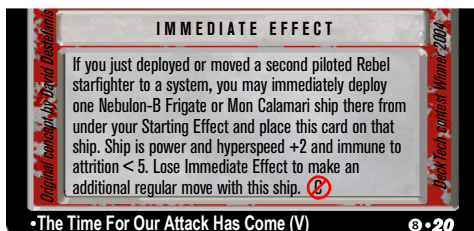
## •Yerka Mig (V)



## •Combat Readiness (V)

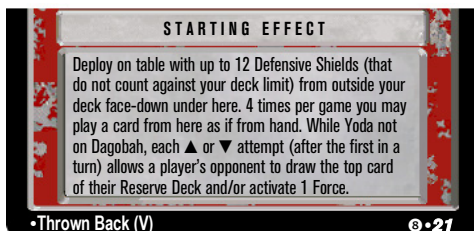


## •The Time For Our Attack Has Come (V)

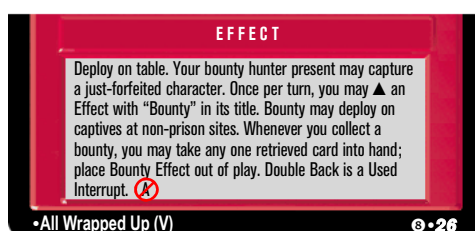


# The Dark Side

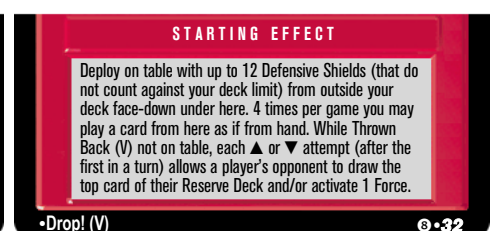
## •Thrown Back (V)



## •All Wrapped Up (V)



## •Drop! (V)





# Virtual Set #8

## •Fozec (V)

**POWER 1 ABILITY 1**

**P 2.** While undercover, opponent's Force drains at related locations are -1. Once per turn, when in battle with an ISB agent, may cause opponent to draw destiny. If destiny > 2, you may retrieve 2 Force.

**2**  
**3**

•Fozec (V) © •33

## •Jabba's Space Cruiser (V)

**POWER 5 ARMOR 5 HYPERSPEED 4**

May add 2 alien pilots and 6 passengers. When opponent initiates battle at same system, you may deploy as a 'react' (for free) with an Independent starship (and a pilot if that ship is unpiloted) from hand and/or Reserve Deck. Immune to attrition while Jabba aboard.

**3**  
**6**

•Jabba's Space Cruiser (V) © •39

## •Twi'lek Advisor (V)

**USED OR STARTING INTERRUPT**

**USED:** Use 1 Force to deploy a unique (•) alien for free from hand or Used Pile.

**STARTING:** ▲ and/or ▼ up to four Effects of any kind with "Jabba" in lore or game text. Place Interrupt in Reserve Deck.

•Twi'lek Advisor (V) © •45

## •Gela Yeens (V)

**POWER 2 ABILITY 2**

**P 3.** When in battle with Jabba, opponent's characters at same site are power and forfeit -2. Weapons may not target Gela (or ship he is piloting).

**3**  
**3**

•Gela Yeens (V) © •34

## •J'Quille (V)

**POWER 4 ABILITY 1**

"Hoth Shield Rules" are ignored when he deploys and at his location. Other Whiphids are deploy -2 and forfeit +2. Once per game when deployed to a site, opponent loses 1 Force for each Light Side character there. Draws one battle destiny if unable to otherwise.

**2**  
**4**

•J'Quille (V) © •40

## •URoRRu'R'R (V)

**POWER 2 ABILITY 1**

Deploys only on Tatooine. Once per turn, may place a card from hand on top of your Force Pile to draw top card of Reserve Deck. While on Tatooine, opponent's weapon destiny draws here are -2. Tusken are forfeit +4 here.

**2**  
**5**

•URoRRu'R'R (V) © •46

## •Hermi Odle (V)

**POWER 3 ABILITY 2**

Characters at same and related sites may not be disarmed or have their weapons stolen. Your non-lightsaber character weapon destiny draws are +2 (excluding permanent weapons).

**2**  
**3**

•Hermi Odle (V) © •35

## •Malakili (V)

**POWER 2 ABILITY 1**

Deploys -4 on Tatooine. Once per turn, you may ▼ Rancor here. Rancor may deploy here (even if opponent's characters are present). While at same site as a Rancor, it is defense value +4 and will not attack Malakili.

**6**  
**3**

•Malakili (V) © •41

## •URoRRu'R'R's Bantha (V)

**POWER 2 MANEUVER 2 LANDSPEED 1**

Deploys only on Tatooine. May add 2 'riders' (passengers). Ability = 1/2. Once per turn, you may ▼ URoRRu'R'R here. While URoRRu'R'R aboard: adds one battle destiny, your Force drains are +2 here, and opponent's battle destiny draws are -3 at this site.

**1**  
**4**

•URoRRu'R'R's Bantha (V) © •47

## •Hutt Bounty (V)

**EFFECT**

Deploys on a Tatooine site where Jabba is present. While Jabba here, at related locations: your Force generation is +1 and you may add one to your battle destiny draws. Once per turn, you may make a character at the same site as a gangster power = 0 for remainder of turn.

•Hutt Bounty (V) © •36

## •Nizuc Bek (V)

**POWER 2 ABILITY 1**

Each time opponent Force drains at a non-battleground, you may draw one card from your Reserve Deck or retrieve 1 Force. Once per turn, you may ▼ an Effect with "matching" in its game text or place Juri Juice from hand on top of your Force Pile to cancel a Force drain.

**1**  
**3**

•Nizuc Bek (V) © •42

## •UR'Ru'R (V)

**POWER 2 ABILITY 1**

Deploys only on Tatooine. Once per turn while with URoRRu'R'R, you may ▼ one weapon with "Tusken" in the lore here. Your weapon destiny draws with such weapons are each +2. During your turn, you may relocate UR'Ru'R to an adjacent site for free (as a regular move) or activate 1 Force.

**2**  
**4**

•UR'Ru'R (V) © •48

## •Jabba The Hutt (V)

**POWER 3 ABILITY 4 FORCE-SENSITIVE**

To move requires +2 Force. Once per game, you may ▼ Scum And Villainy. During battle, you may lose 2 Force to cause all other aliens (without a maintenance cost) here to battle at double their power. May not be targeted by weapons while your other unique (•) alien leader here. Immune to attrition < 4.

**4**  
**7**

•Jabba The Hutt (V) © •37

## None Shall Pass (V)

**USED INTERRUPT**

If opponent just deployed a character (except Leia) to a Jabba's Palace site, use 1 Force to place that character on the bottom of opponent's Force Pile (opponent may draw 2 cards from top of their Reserve Deck).

None Shall Pass (V) © •43

## •Vizam (V)

**POWER 2 ABILITY 1**

When opponent deploys a vehicle, starship or weapon (including a permanent weapon) to same or related location, you may activate 2 Force.

**1**  
**3**

•Vizam (V) © •49

## •Jabba's Sail Barge (V)

**POWER 4 ARMOR 5 LANDSPEED 2**

Deploys only on Tatooine. Once per turn, you may ▼ Passenger Deck, Jabba, or Pote aboard. May add 8 passengers. Your aliens deploy -1 aboard. Scum And Villainy may deploy here. Immune to attrition while Passenger Deck on table.

**3**  
**5**

•Jabba's Sail Barge (V) © •38

## •Sacrifice (V)

**USED INTERRUPT**

If opponent just initiated a battle against you, target one of your Effects on table. Draw destiny. If destiny < Effect's destiny number, place target in your Used Pile to activate Force up to target's destiny number.

•Sacrifice (V) © •44

## •Woof (V)

**POWER 2 ABILITY 2**

**P 3.** Once per turn while piloting Jabba's Space Cruiser, you may ▼ Jabba aboard for free. Woof may deploy with any cruiser via Combat Response. When deployed, you may take the top card of your Reserve Deck into hand.

**2**  
**4**

•Woof (V) © •50