

Virtual Cards

Virtual Set #2

Leia's Back (V)

Use 1 Force: ▼ (or retrieve from Lost Pile) Leia, Leia's Blaster Rifle, or Leia's Sporting Blaster. OR Use 2 Force to add 2 to a Force drain where Leia is present.

©•13

Return Of A Jedi (V)

Use 1 Force: ▼ (or retrieve from Lost Pile) Obi-Wan, Obi-Wan's Lightsaber, or Obi-Wan's Cape. OR While Inner Strength not on table, use 1 Force to cancel a weapon, duel or lightsaber combat destiny draw targeting Obi-Wan.

©•20

Luke's Back (V)

Use 1 Force: ▼ (or retrieve from Lost Pile) Luke of ability < 6, Luke's Lightsaber, or Luke's Blaster Pistol. OR While Inner Strength not on table, use 1 Force to cancel a weapon, duel or lightsaber combat destiny draw targeting Luke.

©•14

Rycar Ryjerd (V)

Deploy on table. When your character is lost from table, place all Effects and Devices on that character into owner's Used Pile. Twice per game, may ▲ an Effect or Device that deploys on a character. (Immune to Alter.)

©•21

Nightfall (V)

Deploy on table. Once per game, target a system. At related sites, "nighttime conditions" are in effect and spies deploy -2. (Immune to Alter.)

©•15

Note: These cards will not be legal for tournament play until Saturday, June 1, 2002.

Sandcrawler (V)

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

©•22

Legal for Regional and Open qualifiers on Saturday, June 8th.

•Obi-Wan's Cape (V)

Deploy on Obi-Wan. Adds 1 to his defense value and he may not be excluded from battle. May lose this card to cancel one weapon, duel, or lightsaber combat destiny draw here during opponent's turn.

©•16

•Special Modifications (V)

Deploy on table. Your starships may not be made 'immediately lost' during the weapons phase of a battle. May place Effect in Lost Pile to make your starship immune to attrition for remainder of turn.

©•23

Panic (V)

You may 'react' to a system or sector by ▼ an unpiloted Rebel starship and pilot of ability < 3 (together). OR ▲ a device or non-lightsaber weapon (Immune to Sense.)

©•17

Utinni! (V)

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

©•24

Rebel Reinforcements (V)

Once per game, if opponent has more cards with ability on table than you, draw destiny and retrieve up to that number of Rebel characters and/or Rebel starships (may take one retrieved card into hand).

©•18

•Yavin Sentry (V)

DEFENSIVE SHIELD

D Plays on table. Opponent must use an additional X Force to deploy a non-unique card (other than Jawa or Tusken Raider), where X = the number of copies of that non-unique card at that location.

©•25

Rebel Trooper (V)

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

©•19