

Virtual Cards

Virtual Set #3

Informant (V)

Target your undercover spy present with an opponent's character. Look at top X cards of opponent's Reserve Deck, where X = number of opponent's characters present with target. OR If your undercover spy on table, look at top card of your Reserve Deck. OR ▼ Undercover.

3•38

•IT-0 (V)

2 Your Force drains wherever you have a captive present are + 2. Immune to Restraining Bolt and attrition < 3. Once per game, may ▼ Hypo.

3•39

Ket Maliss (V)

Deploy on table. Once per turn, may ▲ Greedo, Hem Dazon, Dannik Jerriko, Beedo, or Reegesk. During your deploy phase you may ▼ one docking bay. While Emperor of destiny > 5 not on table, Black Sun agents are forfeit +2 and defense value +1. ⓧ

3•40

Leia Seeker (V)

Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase like a character. When present with Leia with a permanent weapon or a senator, choose one to be lost (along with Seeker).

3•41

Oo-ta Goo-ta, Solo? (V)

USED OR LOST INTERRUPT

USED: If your alien bounty hunter (except Fett) is in battle at a site with opponent's smuggler, opponent may not draw more than one battle destiny.
LOST: If your alien bounty hunter is in battle at a site, draws two battle destiny if not able to otherwise.

3•42

Reactor Terminal (V)

DEFENSIVE SHIELD

D Plays on table. You lose no Force to opponent's Boonta Eve Podrace. Opponent's Force retrieval from Boonta Eve Podrace may not be canceled. Unless opponent occupies more battlegrounds than you do, I Did It! is suspended. When played from Fear Is My Ally, does not count against your thrice per game limit.

3•43

•Reegesk (V)

1 While present at a battleground site, once during each of your opponent's turns, you may look through opponent's Lost Pile and 'steal' one droid, starfighter, vehicle, weapon, or device card there into your hand to use as your own.

3•44

••Reserve Pilot (V)

POWER 2

ABILITY 2

2 Adds 2 to power of anything he pilots. While piloting at a system, cumulatively adds 1 to your total battle destiny here. If a battle at a system just ended, may deploy (for free) from hand to replace a pilot character forfeited during that battle.

3•45

•••Rodian (V)

POWER 2

ABILITY 2

2 Once per game, may ▼ any bounty hunter (except Greedo) to same site. While there are no other nonunique Rodians at same and related sites, your Force drain bonuses at same planet site may not be canceled.

3•46

•Spice Mines of Kessel (V)

EFFECT

Deploy on Kessel. While your Star Destroyer here, opponent may not play interrupts from their Lost Pile. When opponent forfeits a character here, you may lose this card to retrieve X Force, where X= that character's forfeit value. ⓧ

3•47

Tentacle (V)

If less than three Tentacles 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. ⓧ

3•48

•Trooper Davin Felth (V)

1

3

Once during your control phase, may ▲ (or lose 1 Force to retrieve) Local Trouble or Look Sir, Droids. Opponent may not fire weapons in Local Trouble battles.

3•49

Undercover (V)

Deploy on your spy at a site. Spy is now Undercover. Once during your control phase, may ▲ Informant. Whenever opponent fires a permanent weapon at same or related site, subtract 1 from each weapon destiny (2 if targeting this character). ⓧ

3•50

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