

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.

Q•13

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.

Q•14

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.)

Q•15

•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.

Q•16

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.)

Q•17

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).

Q•18

Rebel Trooper (V)

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

Q•19

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.

Q•20

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.)

Q•21

Sandcrawler (V)

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

Q•22

•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.

Q•23

Utinni! (V)

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

Q•24

•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.

Q•25

Note: These cards will not be legal for tournament play until Saturday, June 1, 2002. Legal for Regional and Open qualifiers on Saturday, June 8th.