



The SWCCG Players Committee Presents

Virtual Cards: Master List

Official text as of April 27, 2013



– Special Thanks to –

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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 rubber cement, 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.

This virtual card master list is a comprehensive document containing the up-to-date text of every virtual card released by the Star Wars CCG Players Committee. For ease of access it is sorted alphabetically by card types, making this the easiest way to find the card texts of any and all virtual cards.

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 and/or set page scaling to “none”.



Game Aid



EXPANSION SET

- A New Hope
- Hoth
- Dagobah
- Cloud City
- Jabba's Palace
- Special Edition
- Endor
- Death Star II
- Reflections II
- Tatooine
- Coruscant
- Reflections III
- Theed Palace
- Premium
- Virtual Set 1: A New Hope
- Virtual Set 2: The Empire Strikes Back
- Virtual Set 3: Return Of The Jedi
- Virtual Set 4: Expanded Universe
- Virtual Set 5: The Old Republic
- Virtual Set 6: Reflections IV
- Virtual Set 7: Darkness Rising
- Virtual Set 8: Scoundrels
- Virtual Set 9: Republic At War

CARD TYPES

- Admiral's Order
- Character - Alien
- Character - Sith
- Character - Droid
- Character - Imperial
- Character - Dark Jedi Master
- Character - Jedi Master
- Character - Rebel
- Character - Republic
- Character - New Republic
- Creature
- Defensive Shield
- Device
- Effect
- Epic Event
- Interrupt
- Jedi Test
- Mission
- Objective
- Podracer
- Starship
- Vehicle
- Weapon

SKILLS

- Maintenance
- Nav Computer
- Permanent Weapon
- Pilot (Dark)
- Pilot (Light)
- Presence
- Warrior

LOCATION FEATURES

- Creature Site
- Exterior Site
- Force (Dark)
- Force (Light)
- Interior Site
- Mobile Site
- Planet
- Space
- Starship Site
- Vehicle Site
- Underground Site
- Underwater Site

OTHER FEATURES

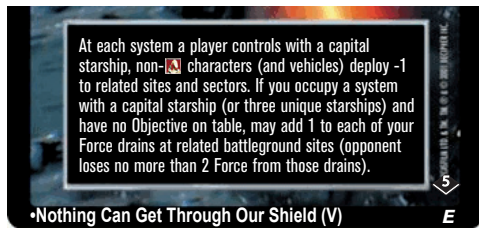
- | | |
|----------------------|------------------|
| Grabber | Clone Army |
| Episode I | Seperatist |
| Independent Starship | Sidious Effect |
| Republic | Setup Card |
| Scomp Link | Trade Federation |
| Selective Creature | Vader Effect |

Virtual Cards: Master List

DARK SIDE

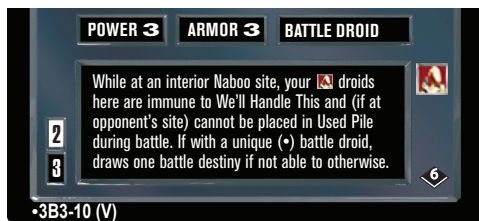
ADMIRAL'S ORDERS

- Nothing Can Get Through Our Shield (V)

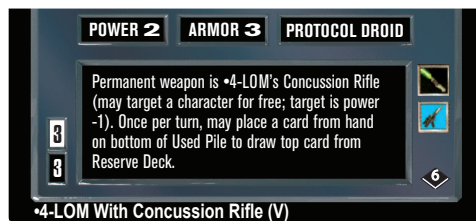


CHARACTERS

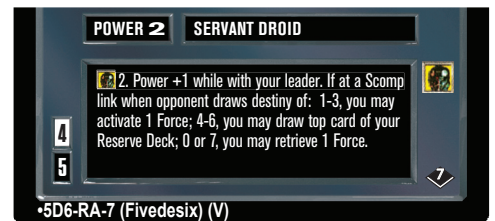
- 3B3-10 (V)



- 4-LOM With Concussion Rifle (V)



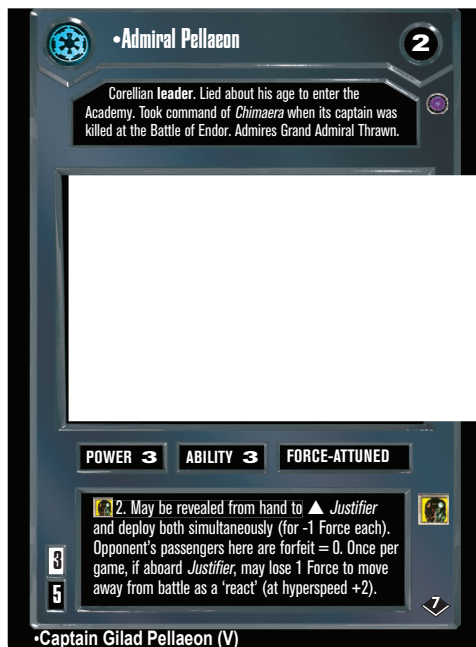
- 5D6-RA-7 (Fivedesix) (V)



- Admiral Motti, Battlestation Coordinator



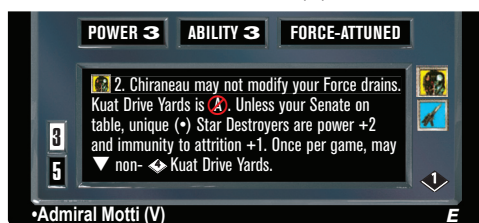
- Admiral Pellaeon



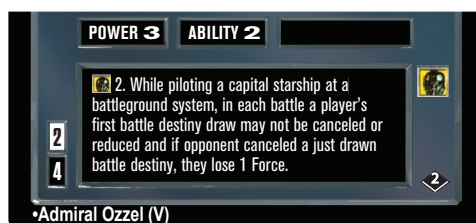
- AT-AT Commander



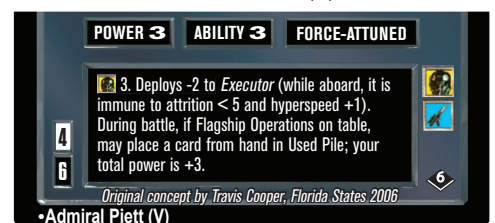
- Admiral Motti (V)



- Admiral Ozzel (V)



- Admiral Piett (V)



Virtual Cards: Master List

DARK SIDE

•Arica (V)

POWER 4 ABILITY 5 FORCE-SENSITIVE

Power +1 on Tatooine. Once per game, during your move phase, may relocate Arica to Luke's location. During your control phase, if present at a battleground (and Luke is not), may retrieve 1 Force. Immune to Undercover and attrition < 4.

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•Arica (V)

AT-AT Driver (V)

AT-AT Driver

Piloting walkers high above the battlefield, AT-AT drivers are protected by 15 centimeters of reinforced armor. Accordingly, they are regarded with contempt by the infantry.

POWER 0 ABILITY 2

2: any combat vehicle. While piloting an AT-AT, draws one battle destiny if not able to otherwise, you may use 1 Force to ▼ a vehicle site on this AT-AT, and, if just lost, may use 1 Force to place this character in Used Pile.

1
2

AT-AT Driver (V)

•Bib Fortuna (V)

POWER 3 ABILITY 1

Opponent's non-Jedi characters are deploy +1 to ☉ sites. Once during your control phase, may place three cards from hand in Used Pile to reveal top card of Reserve Deck; if it is an alien, take it into hand.

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Original concept by Steven Lewis, Yavin 4 Regionals 2006

•Bib Fortuna (Jabba's Palace)(V)

•Bane Malar, Spice Addict

•Bane Malar, Spice Addict

Black Sun agent, assassin and bounty hunter.

POWER 2 ABILITY 4 FORCE-SENSITIVE

2: Once per turn, may 'mindscan' by placing a card from hand on your Used Pile; choose: Until end of turn Malar is power +2 and may fire a weapon twice per battle. OR Peek at the top X cards of your Force Pile where X = number of characters here.

4
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Original concept by Caleb Foth, South Carolina States 2011

Kessel Operative (V)

•Aura Sing (V)

POWER 4 ABILITY 4 FORCE-SENSITIVE

Once during opponent's activate phase, may relocate Aura to same site as a Jedi. Once per game, during your move phase, may fire her weapon at a Jedi; hit target is lost. Immune to attrition < 4.

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Original concept by Sam Tashima, North Dakota States 2006

•Aura Sing (V)

•Aura Sing, Deadly Assassin

•Aura Sing, Deadly Assassin

On her assignment to kill Sharad Hett, Aura used her patience and cunning to help track down the Jedi Master.

POWER 4 ABILITY 4 FORCE-SENSITIVE

Once per game may ▼ a device on Aura. While armed with a ☉ rifle: it may not be retargeted or stolen, her total weapon destiny is +1, and characters she hits may not be used to satisfy attrition. Immune to attrition < 3 (< 4 while armed with a rifle).

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•Quietly Observing (V)

•Boba Fett (Cloud City) (V)

POWER 4 ABILITY 3 ARMOR 5

3: May 'fly' (landspeed = 3). Draws one battle destiny if unable to otherwise. Your cards with "Bounty" in title are immune to Aim High. During your control phase, may ▲ a card with "Bounty" in title. Immune to attrition < 4.

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•Boba Fett (V)

•Battle Droid Squad

•Battle Droid Squad

In situations of confrontation, a command high on a battle droid's priority queue is to neutralize any kind of armament an opponent has.

POWER 3 ARMOR 3 BATTLE DROID

Lost if Droid Racks on table. While a Blockade Flagship site on table, draws two battle destiny if unable to otherwise.

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•Drop Your Weapons (V)

•Bane Malar (V)

POWER 2 ABILITY 4 FORCE-SENSITIVE

Blaster Rifle is a matching weapon for Bane. While at a battleground planet site, your Force drains and Force drain bonuses here and at same site as Ree-Yees may not be canceled. Immune to attrition < 3.

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•Bane Malar (V)

•••B2 Super Battle Droid

•••B2 Super Battle Droid

POWER 4 ARMOR 4 BATTLE DROID

Deploys +1 if In Complete Control on table. Draws one battle destiny if unable to otherwise. Adds 1 to attrition against opponent here (2 if with another card). May fire any ☉ weapon for free.

3
4

Lift Tube (Dark) (V)

•Boba Fett (Special Edition) (V)

POWER 4 ABILITY 3 ARMOR 5

3: May 'fly' (landspeed = 3). Permanent weapon is Projectile Grappling Hook (may target a character for free; draw destiny; target captured if destiny +1 > defense value). Immune to attrition < 3 (< 5 while with Jabba).

4
7

•Boba Fett (Special Edition) (V)

•Boba Fett, Bounty Hunter (V)

•Boba Fett, Bounty Hunter

The most feared bounty hunter in the galaxy. Justifiably, his fee is as large as his reputation.

POWER 4 ABILITY 3 ARMOR 5

3: May 'fly' (landspeed = 3). Adds one battle destiny if with your alien or Imperial. Immune to attrition < 3 (< 5 if with Vader or a bounty hunter).

4
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•Boba Fett, Bounty Hunter (V)

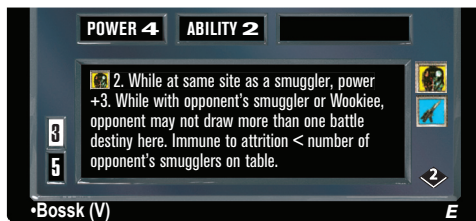
Virtual Cards: Master List

•Boba Fett, Prepared Hunter



•Hidden Weapons (V)

•Bossk (V)



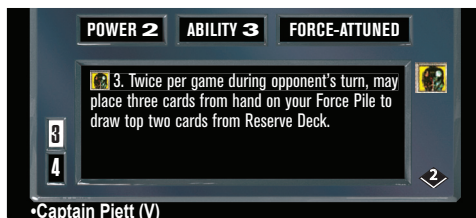
•Bossk (V)

•Cad Bane



Original concept by Brad Eier, Coruscant Regionals Weekend 2006
Baniss Keeg (V) Image courtesy of Victor Gamez @ Flickr

•Captain Piett (V)



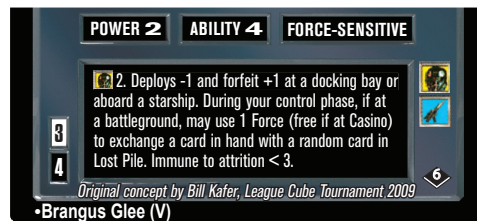
•Captain Piett (V)

•Boba Fett, Relentless Bounty Hunter



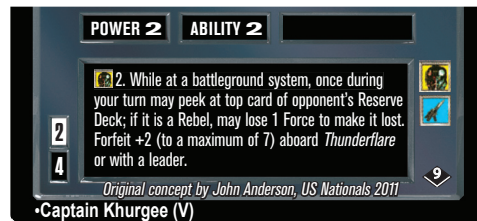
Quick Reflexes (V)

•Brangus Glee (V)



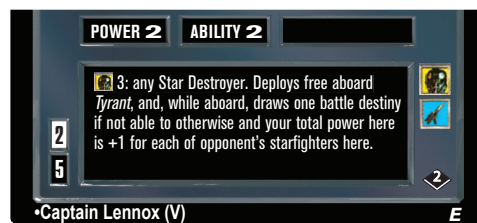
Original concept by Bill Kafer, League Cube Tournament 2009
•Brangus Glee (V)

•Captain Khurgee (V)



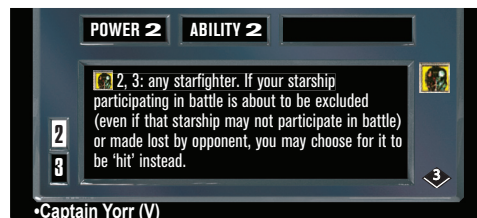
Original concept by John Anderson, US Nationals 2011
•Captain Khurgee (V)

•Captain Lennox (V)



•Captain Lennox (V)

•Captain Yorr (V)



•Captain Yorr (V)

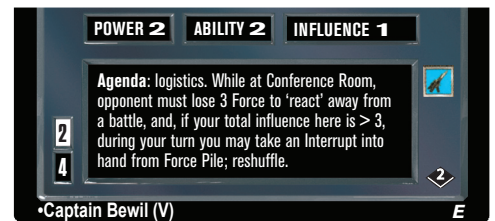
DARK SIDE

•Bossk With Mortar Gun (V)



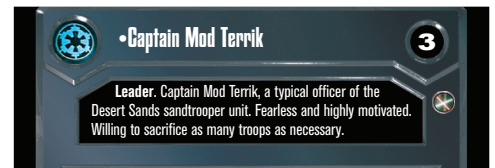
•Bossk With Mortar Gun (V)

•Captain Bewil (V)



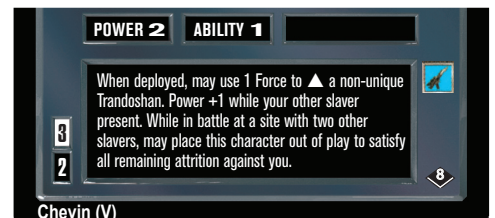
•Captain Bewil (V)

•Captain Mod Terrik



Imperial Squad Leader (V)

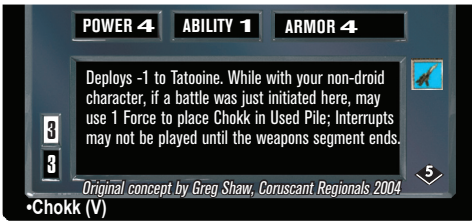
Chevin (V)



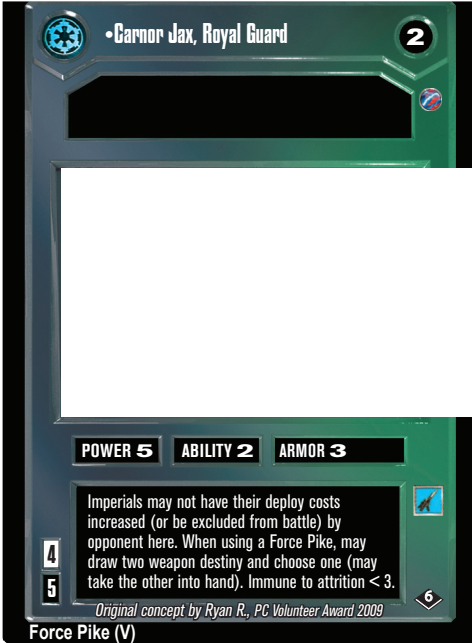
Chevin (V)

Virtual Cards: Master List

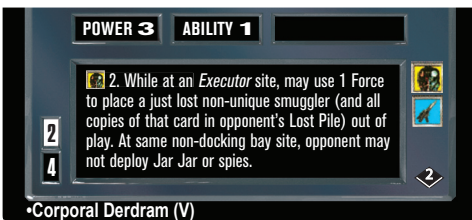
•Chokk (V)



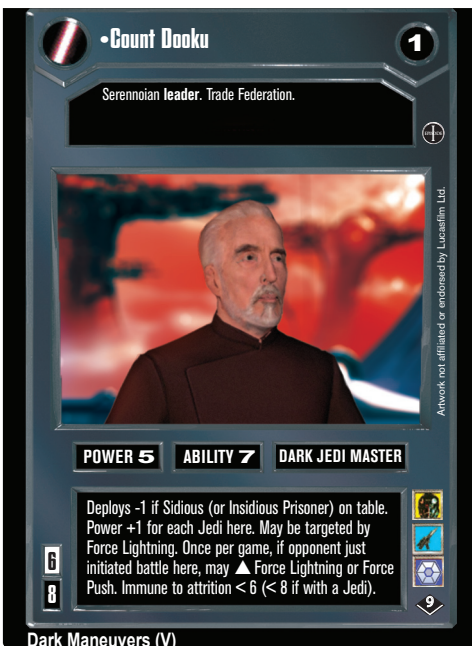
•Carnor Jax, Royal Guard



•Corporal Derdram (V)



•Count Dooku



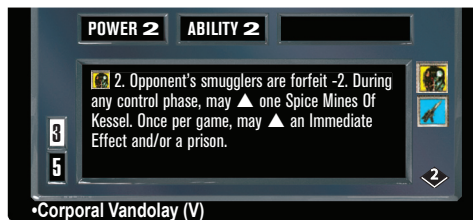
•Colonel Wulff Yularen (V)



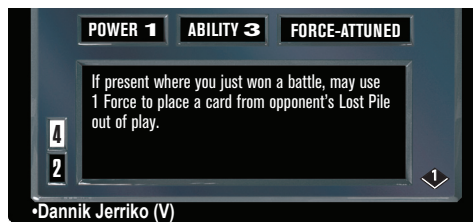
•Commander Daine Jir



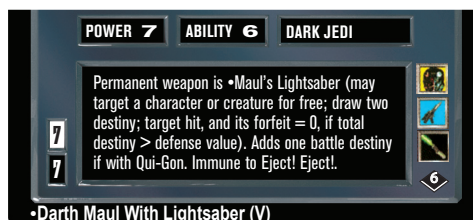
•Corporal Vandolay (V)



•Dannik Jerriko (V)

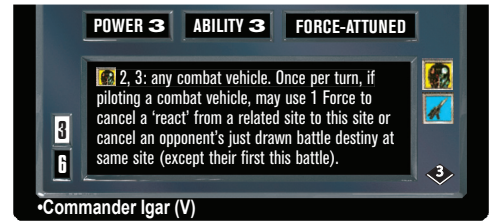


•Darth Maul With Lightsaber (V)

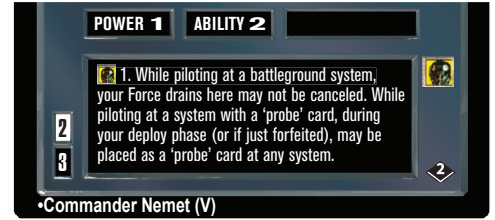


DARK SIDE

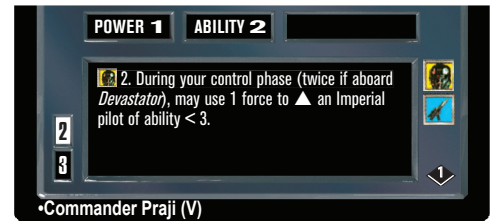
•Commander Igar (V)



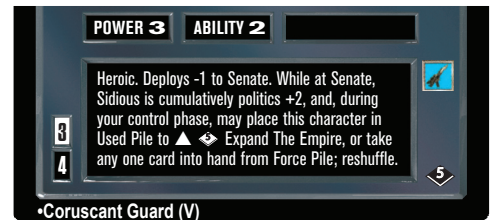
•Commander Nemet (V)



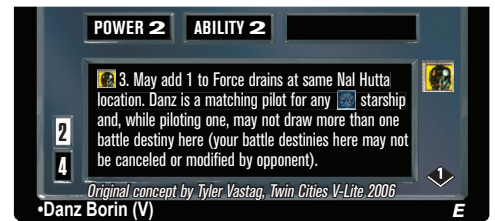
•Commander Praji (V)



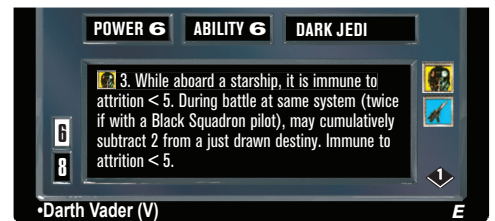
Coruscant Guard (V)



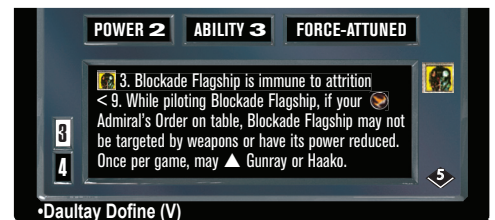
•Danz Borin (V)



•Darth Vader (V)



•Daultay Dofine (V)



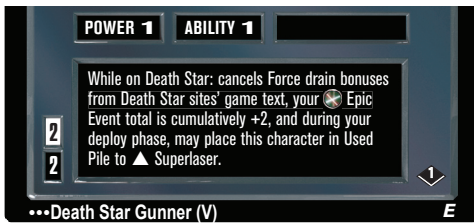
Virtual Cards: Master List

DARK SIDE

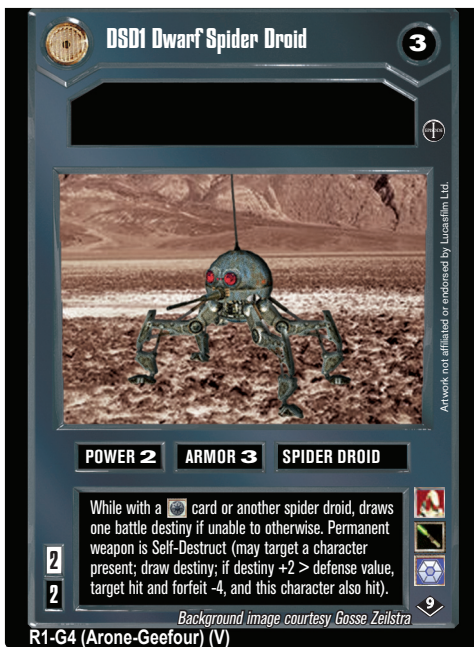
•Darth Vader, Betrayer Of The Jedi



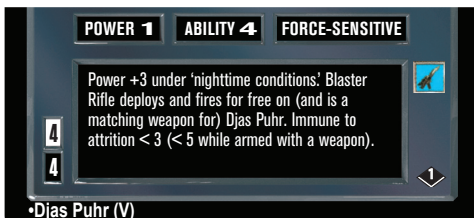
•••Death Star Gunner (V)



DSD1 Dwarf Spider Droid



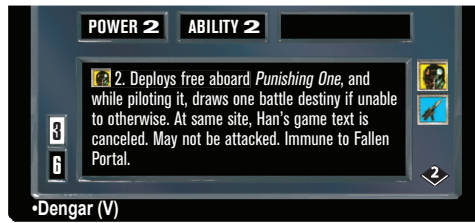
•Djas Puhr (V)



•Darth Vader, More Machine Than Man



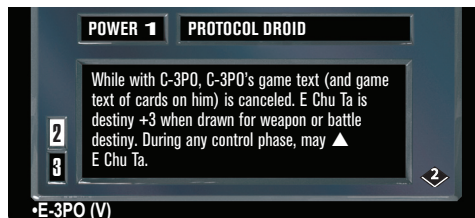
•Dengar (V)



•DS-61-5



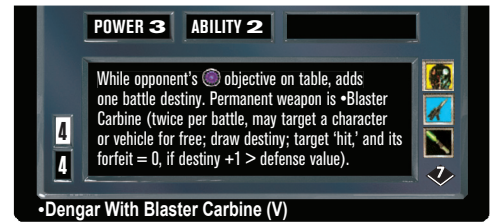
•E-3PO (V)



•••Dathomir Witch



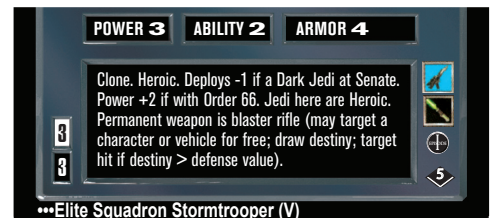
•Dengar With Blaster Carbine (V)



•Durge

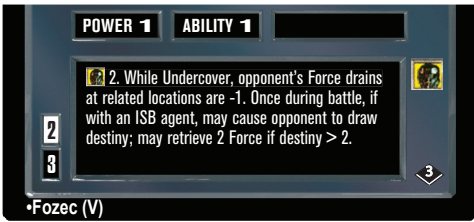


•••Elite Squadron Stormtrooper (V)



Virtual Cards: Master List

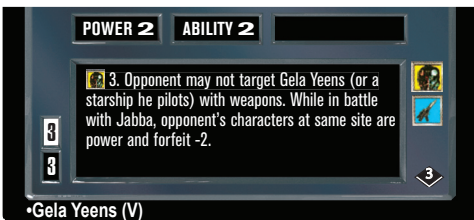
•Fozec (V)



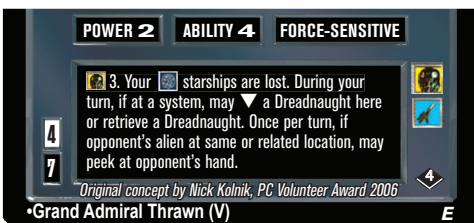
•Galen Marek, Starkiller (AI)



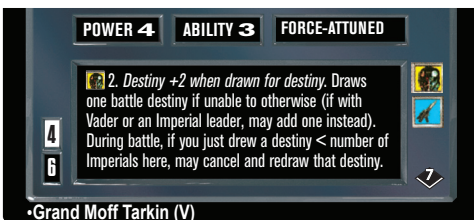
•Gela Yeens (V)



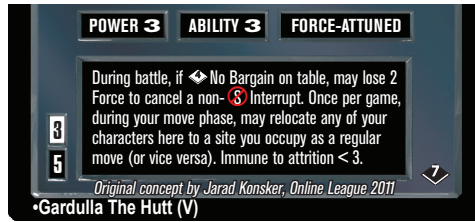
•Grand Admiral Thrawn (V)



•Grand Moff Tarkin (V)



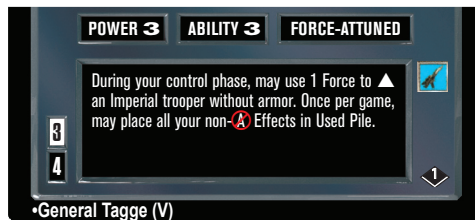
•Gardulla The Hutt (V)



•Galen Marek, Starkiller



•General Tagge (V)

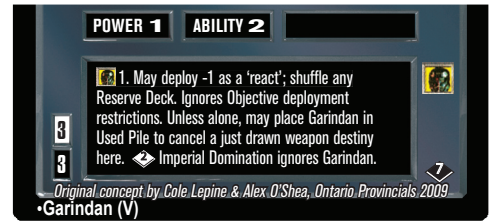


•Greedo With Blaster Pistol



DARK SIDE

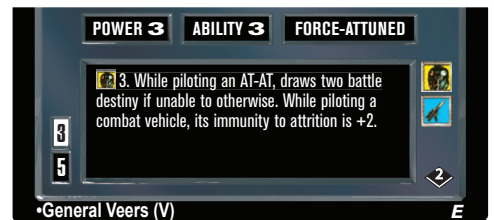
•Garindan (V)



•General Nevar



•General Veers (V)



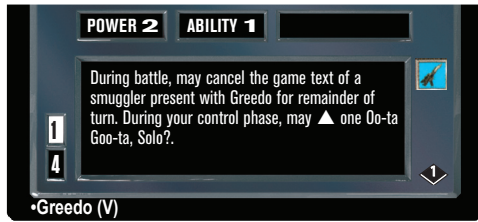
•Grievous, Hunter Of Jedi



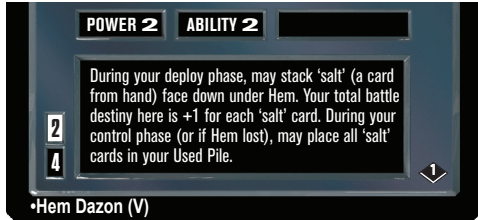
Virtual Cards: Master List

DARK SIDE

•Greedo (V)



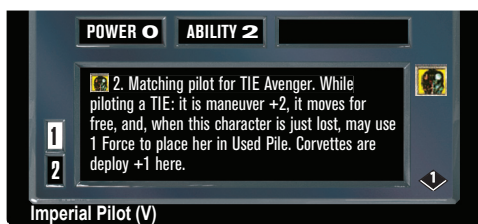
•Hem Dazon (V)



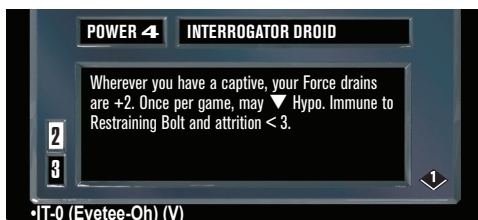
•••IG-100 MagnaGuard



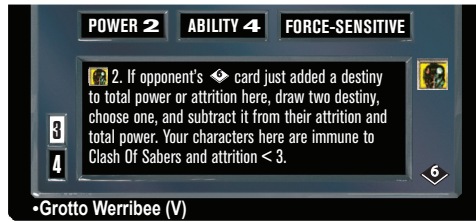
Imperial Pilot (V)



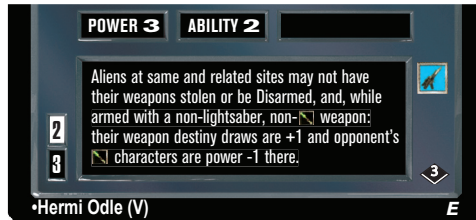
•IT-0 (Eyeteel-Oh) (V)



•Grotto Werribee (V)



•Hermi Odle (V)



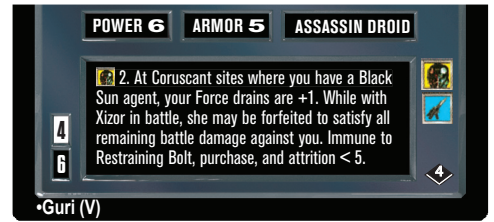
•IG-88, Renegade Droid



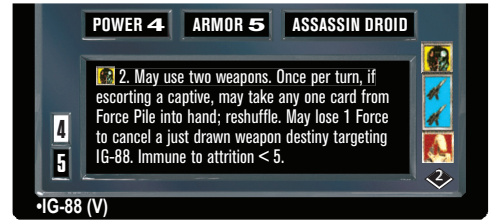
•ISB Central Commander



•Guri (V)



•IG-88 (V)



Imperial Stormtrooper (V)



•ISB Sector Commander



Virtual Cards: Master List

•Jabba The Hutt (V)

POWER 3 ABILITY 4 FORCE-SENSITIVE

While with your alien leader, Jabba is immune to attrition and may not be targeted by Interrupts or weapons. May ▼ one Scum And Villainy. During battle, may use 1 Force to double the power of one other non-Scum alien present.

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•Jabba The Hutt (V)

•Janus Greejatus (V)

POWER 2 ABILITY 4 INFLUENCE 2

Agendas: logistics, rule. Once per turn, if at Conference Room and you just drew a non-Epic Event destiny < your total influence here, may use 2 Force to cancel and redraw that destiny or use 4 Force to add 2 to that destiny.

3
5

•Janus Greejatus (V)

•J'Quille (V)

POWER 5 ABILITY 1

May deploy to a shielded site, and, for remainder of that turn, suspends "Hot Energy Shield Rules" at his site. Once per game, when deployed to a site, opponent loses 1 Force for each Light Side character present.

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•J'Quille (V)

•Juno Eclipse, Black Leader

•Juno Eclipse, Black Leader

POWER 3 ABILITY 3 FORCE-ATTUNED

3. Deploys -1 to starships. Naboo Blaster is a matching weapon for her. While with Galen at a site, adds one battle destiny. During your control phase, may use 2 Force to retrieve a card with "back" in title. Immune to attrition < 3.

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5

•Human Shield (V)

•Kitik Keed'kak (V)

POWER 8 ABILITY 1

During battle, may add 1 to your total attrition against opponent for each opponent's character present. May not deploy to or board starfighters or enclosed vehicles.

4
4

•Kitik Keed'kak (V)

•Jango Fett

•Jango Fett

Trade Federation.

POWER 3 ABILITY 3 ARMOR 5

2. May Jet Pack on him for free; he moves using it for -1 Force. Permanent weapon is Dual Blasters (may lose 1 Force to target a Jedi; until end of turn, choose: target may not fire weapons OR target loses immunity to attrition).

4
4

•Jodo Kast (V)

•Jodo Kast (V)

POWER 3 ABILITY 3 ARMOR 5

Once per game, if a character was just 'transported' here by Nabrun Leids, may capture that character. At same site, opponent must first use 1 Force to fire a weapon. May be targeted by Hidden Weapons. May 'fly' (landspeed = 3).

4
5

•Jodo Kast (V)

•Juno Eclipse, Black Leader (AI)

•Juno Eclipse, Black Leader

POWER 3 ABILITY 3 FORCE-ATTUNED

3. Deploys -1 to starships. Naboo Blaster is a matching weapon for her. While with Galen at a site, adds one battle destiny. During your control phase, may use 2 Force to retrieve a card with "back" in title. Immune to attrition < 3.

3
5

•Human Shield (V)

•Labria (V)

POWER 1 ABILITY 1

Once per game, may Undercover on Labria. During your control phase, may reveal top card of Reserve Deck. Place revealed card on top of Force Pile, Reserve Deck, or Used Pile.

2
3

•Labria (V)

DARK SIDE

•Jango Fett, The Assassin

•Jango Fett, The Assassin

Trade Federation. Scout.

POWER 4 ABILITY 3 ARMOR 5

3. Adds one battle destiny. SD-17 Homing Missile may deploy on (and is a matching weapon for) him, fires for free, and when fired may go to Lost Pile instead. While piloted by two Fetts (unless your objective on table), Slave / is immune to attrition < 9.

4
6

•Lando System? (V)

•Keder The Black (V)

POWER 4 ABILITY 3 FORCE-ATTUNED

While at Senate: Sidious is politics +3; "senators" on Squabbling Delegates is treated as "Coruscant Guards;" and may lose 1 Force to place Keder and an opponent's Political Effect (or senator here) in owner's Lost Pile.

3
6

•Keder The Black (V)

•Ket Maliss, Shadow Killer

•Ket Maliss, Shadow Killer

Highly valued by Jabba the Hutt and other gangsters. Ket Maliss, Prince Xizor's "shadow killer," has unknown but undoubtedly lethal business in Mos Eisley. Assassin.

POWER 4 ABILITY 2 SHADOW 3

2. While with opponent's character of ability > 2, Ket Maliss is power +1, defense value +2, and draws one battle destiny if unable to otherwise. Whenever an opponent's character is lost from same site, opponent loses 1 Force.

3
4

•Ket Maliss (V)

•Lando Calrissian (V)

POWER 3 ABILITY 3 FORCE-ATTUNED

3. Once per turn, while present at a battleground site, may use 1 Force to add or subtract 1 from a just drawn weapon or battle destiny (or from opponent's just drawn destiny).

2
4

•Lando Calrissian (V)

Virtual Cards: Master List

DARK SIDE

•Kir Kanos With Force Pike

•Kir Kanos With Force Pike 3

Fiercely devoted Royal Guard. Feels deeply indebted to those who risk their life for him. Unaware of the extent of Palpatine's atrocities and cruelty.

POWER 4 ABILITY 2

Heroic. Permanent weapon is Force Pike (may target a character for free; draw destiny; target hit, and its power = 0, if destiny +1 > defense value). Your characters here are immune to Cantina Brawl, Fallen Portal, and Rebel Barrier.

Original concept by Kevin Shannon, World Champion 2008

•Kir Kanos (V)

•Lieutenant Cecius (V)

POWER 2 ABILITY 2

Opponent's characters are deploy +1 to same mobile site. At battlegrounds where you have a unique (•) and non-unique Imperial present (and no other Force drain bonus), your Force drains are +1. Tactical Support is a Used Interrupt.

•Lieutenant Cecius (V)

•Lord Vader (V)

POWER 6 ABILITY 6 DARK JEDI

3. May steal (and then use) an opponent's lightsaber just lost from same site; may then use two weapons. While The Quick And Easy Path on table, Jedi Escape and What Was It? may not cancel duels. Immune to attrition < 5.

Original concept by Jerry Jensen, PC Volunteer Award 2005

•Lord Vader (V)

•Lieutenant Watts (V)

POWER 2 ABILITY 2

2. Once per turn, if at a battleground site, may take a weapon from Lost Pile into hand to cancel a Force drain at a related site.

•Lieutenant Watts (V)

Mercenary Pilot (V)

POWER 2 ABILITY 1

2. Adds 2 to power of anything he drives. When driving a transport vehicle, adds one battle destiny. Once per turn, while piloting at a cloud sector, adds one battle destiny during battle at a related exterior site. Another Pathetic Lifeform ignores your non-unique aliens.

Mercenary Pilot (V)

•Lady Valarian

•Lady Valarian 2

Whiphid female gangster and leader.

POWER 3 ABILITY 3 FORCE-ATTUNED

Your total battle destiny here is +1. Unless Jabba on table, "Jabba" in the game text of your cards (except Hutt Bounty and Jabba's Prize) may be treated as "Lady Valarian." Once per turn, may target a Mistryl of ability > 2 here; target is Heroic until end of turn.

Whiphid (V)

•Lieutenant Grond (V)

POWER 2 ABILITY 2

2. Adds one battle destiny with Colonel Dyer or if driving a swoop. May place Lieutenant Grond in Used Pile to cancel a Force drain at a related location.

•Lieutenant Grond (V)

•Major Hewex (V)

POWER 2 ABILITY 2

Your unique (•) Stormtroopers are deploy -1 to same site and are forfeit +1 at same and related locations.

•Major Hewex (V)

•Luuke

•Luuke 1

Assassin and clone.

POWER 5 ABILITY 5 FORCE-SENSITIVE

2. May use any stolen lightsaber. During battle, may steal a lightsaber from opponent's Lost Pile (return weapon to opponent's Lost Pile if it is about to leave table or at end of battle). May use 2 Force to cancel Luke's game text here for remainder of turn.

Original concept by Darren Pilbeam, UK Champion 2009

•Release Your Anger (V)

•Lord Sidious

•Lord Sidious 1

Leader. Trade Federation.

POWER 5 ABILITY 7 DARK JEDI MASTER

Whenever a Jedi is forfeited and you have exactly two Dark Jedi on table, retrieve 2 Force. While at your Senate and you have no senators here, Sidious is politics +4 and his game text may not be canceled. Immune to ♦♦ Leia and attrition.

•Emperor's Power (V)

•Lieutenant Renz (V)

POWER 2 ABILITY 2

Once per game, if at a battleground site, may initiate a Force drain that cannot be canceled; Force drain is +X (this bonus may not be canceled; ignore other modifiers) where X = the number of unique (•) Stormtroopers at battleground sites.

•Lieutenant Renz (V)

•Malakili (V)

POWER 2 ABILITY 1

Deploys -4 on Tatooine. Rancors may deploy here (even if Malakili is not the only character, habitat permitting), are defense value +4 here, and may not attack Malakili. During your deploy phase, may ▼ one Rancor here.

•Malakili (V)

•Maarek Stele, The Emperor's Reach

•Maarek Stele, The Emperor's Reach 1

Leader.

POWER 3 ABILITY 3 FORCE-ATTUNED

3. Once per game may ▲ a TIE Defender. While piloting, opponent may not cancel or substitute battle destiny draws here. While piloting an Imperial starfighter, it is maneuver +2 and he draws one battle destiny if unable to otherwise.

Original concept by Brian Herold, Minnesota States Weekend 2007

•Major Turr Phennir (V)

Virtual Cards: Master List

•Mara Jade With Lightsaber

•Mara Jade With Lightsaber 1

Ordered to kill Luke Skywalker. Assumed the identity of a dancer named 'Arica' in order to sneak into Jabba's palace.

POWER 4 ABILITY 5 FORCE-SENSITIVE

While Luke or Emperor on table, power +1 and she moves for free. Permanent weapon is •Mara Jade's Lightsaber (may target a character or creature for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value).

Original concept by Justin Roth, New York States 2005

•Mara Jade, The Emperor's Hand (V)

•Moff Tarkin, Death Star Commandant

•Moff Tarkin, Death Star Commandant 1

Leader.

POWER 4 ABILITY 3 FORCE-ATTUNED

1. Deploys -2 to Death Star. Your Force generation at Eriadu is +2. Superlaser fires at starships for free, and targets it hits are forfeit -4. Wherever you have an Imperial, you may initiate battles for free. Immune to attrition < 3.

•Put All Sections On Alert (V)

•Myn Kyneugh (V)

POWER 4 ABILITY 3 FORCE-ATTUNED

Heroic. When deployed, may play a Defensive Shield from under your Starting Effect (as if from hand). Force Pike is a matching weapon for Myn, and, when using it, it fires for free and his total weapon destiny is +1. Immune to attrition < 4.

•Myn Kyneugh (V)

•OOM-9 (V)

POWER 2 ARMOR 4 BATTLE DROID

2. Draws one battle destiny if unable to otherwise. While at a battleground, you lose no Force to Amidala and your Force generation is +1 for each of opponent's non-battlegrounds on table (and cards stacked on their Epic Events).

Original concept by Brian Herold, North Dakota States 2010

•OOM-9 (V)

Massassi Warrior

Massassi Warrior 2

POWER 3 ABILITY 1

Deploys -1 to same site as a Dark Jedi. While with another Sith, draws one battle destiny if unable to otherwise and opponent's characters here are power -1. When lost from the same site as a Jedi, opponent loses 1 Force.

Original concept by Nick Reisch, Texas States 2005

Makurth (V)

•Moruth Doole, Kessel Administrator

•Moruth Doole, Kessel Administrator 3

POWER 3 ABILITY 2

Deploys -1 to Kessel. While at a Kessel battleground site, your Force drains are +1 at X related locations, where X = number of 'spice' cards on Spice Mine Operations, and once per turn, may use 3 Force to take a 'spice' card you own into hand.

•Chall Bekan (V)

•Nizuc Bek (V)

POWER 2 ABILITY 1

Whenever opponent Force drains at a non-battleground, may retrieve 1 Force. During your deploy phase, may ▼ an Effect with "matching" in game text. Once per turn, may place Juri Juice from hand on Force Pile to cancel a Force drain.

•Nizuc Bek (V)

•Officer Evax (V)

POWER 2 ABILITY 2 INFLUENCE 1

Imperial Council Member. **Agenda:** logistics. Once per turn, if at Conference Room, may target an opponent's starship on table with power < total influence here. Opponent must use +2 Force to move target (or initiate battle there) this turn.

•Officer Evax (V)

DARK SIDE

Mercenary Shadow Pirate

Mercenary Shadow Pirate 2

ISB. Female.

POWER 2 ABILITY 2

2. Opponent may not add destiny draws to power or attrition here. Sandwhirl and Ice Storm are canceled at same and related locations.

Original concept by Peter Nordstrom, Northern CA Local 2009

Nal Hutta Operative (V)

••OOM Command Battle Droid

••OOM Command Battle Droid 3

Commander. Leader.

POWER 0 ARMOR 3 BATTLE DROID

2: any vehicle. While piloting a vehicle at a battleground site, adds one and may add 1 to your Force drains here. Once per game, may ▲ a card with "fire" in title.

Original concept by Aaron Nelson, Endor Regionals 2010

•••Battle Droid Officer (V)

•Nute Gunray (V)

POWER 3 ABILITY 4 FORCE-SENSITIVE

Deploys -1 to Council Room. Adds 1 to any attempt to 'align' a system. If an 'aligned' system on table, once per turn during any battle, may lose 1 Force to add 1 to your total power for each unique (•) character on table.

•Nute Gunray (V)

•Ponda Baba (V)

POWER 2 ABILITY 2

2. Game text of non-Jedi Luke (or a lightsaber he is using) may not target aliens here. During battle, if with a smuggler, may add a destiny to attrition (+2 if with your smuggler) or make that smuggler forfeit = 0.

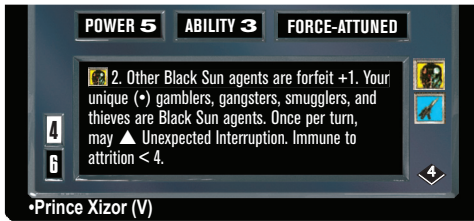
Original concept by Mike Raveling, Minnesota Superweekend 2008

•Ponda Baba (V)

Virtual Cards: Master List

DARK SIDE

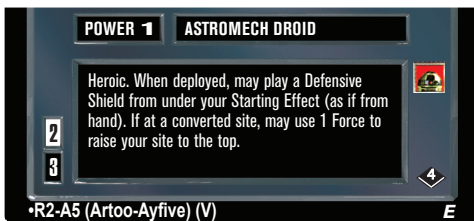
•Prince Xizor (V)



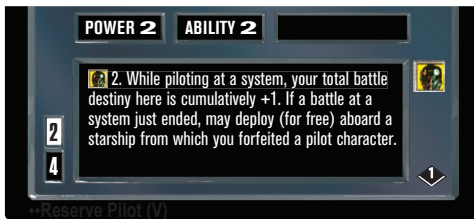
•P-13 & •P-14



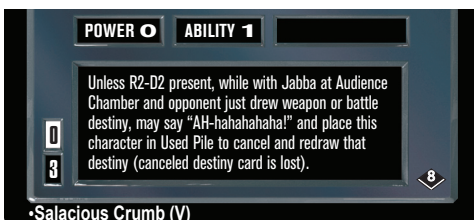
•R2-A5 (Artoo-Ayfive) (V)



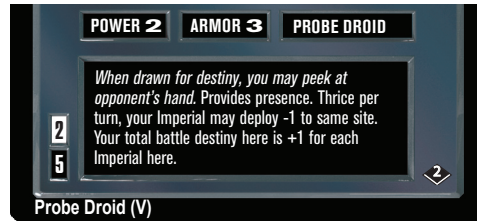
••Reserve Pilot (V)



•Salacious Crumb (V)



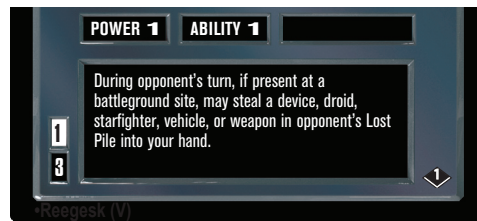
Probe Droid (V)



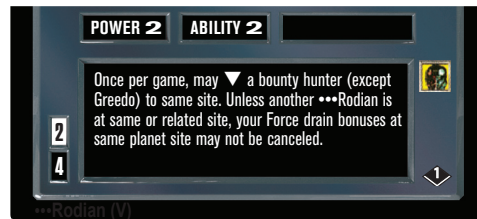
•Probot



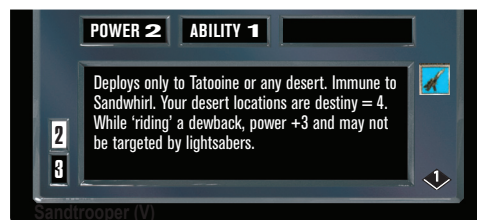
•Reegesk (V)



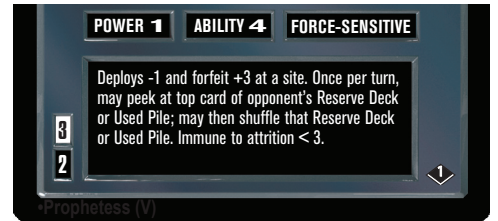
•••Rodian (V)



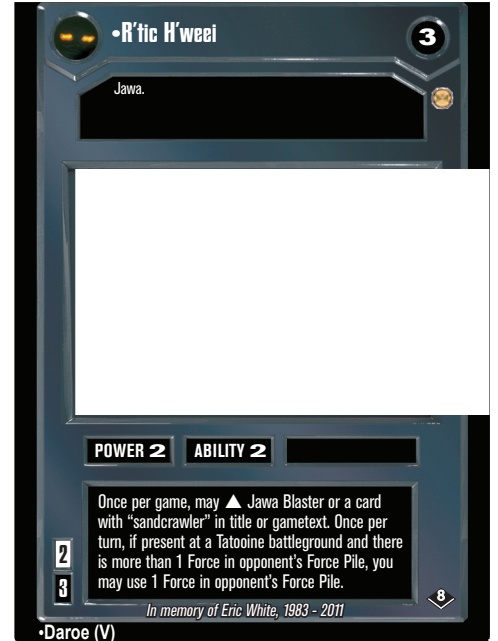
Sandtrooper (V)



•Prophetess (V)



•R'tic H'weei

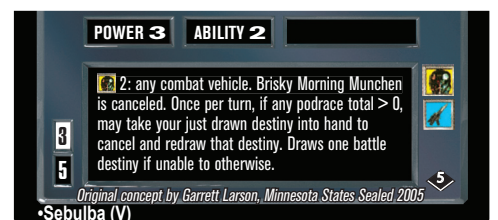


•Daroe (V)

•Sate Pestage



•Sebulba (V)



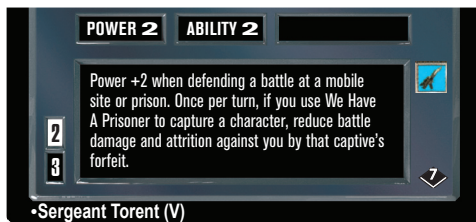
•Sebulba (V)

Virtual Cards: Master List

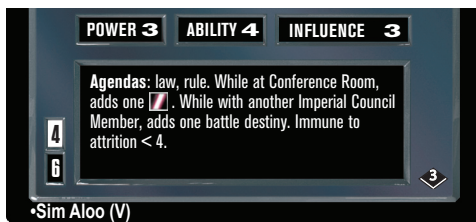
•••Saber Squadron Pilot



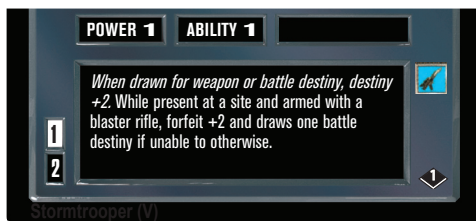
•Sergeant Torent (V)



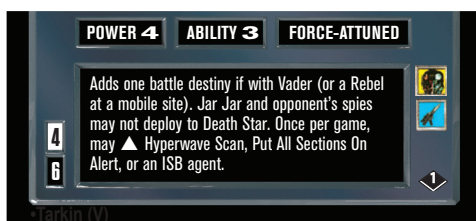
•Sim Aloo (V)



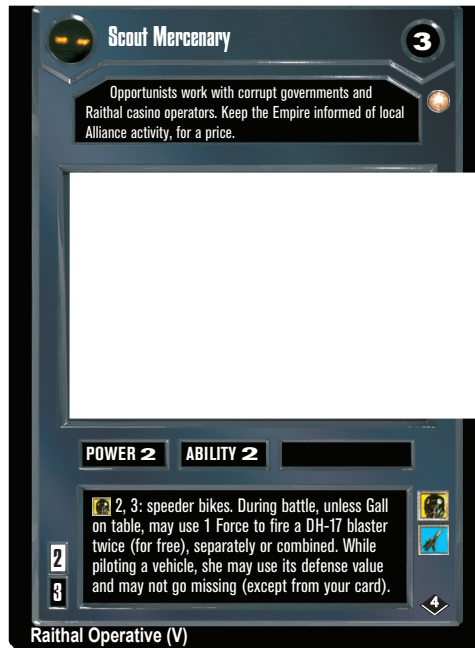
Stormtrooper (V)



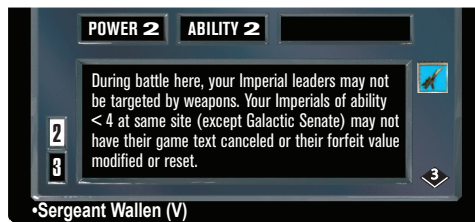
•Tarkin (V)



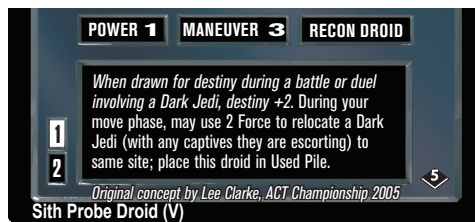
Scout Mercenary



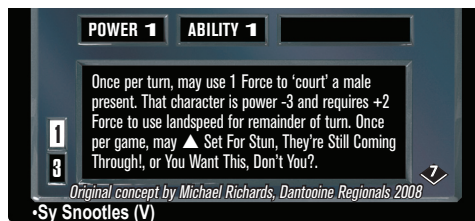
•Sergeant Wallen (V)



Sith Probe Droid (V)



•Sy Snootles (V)

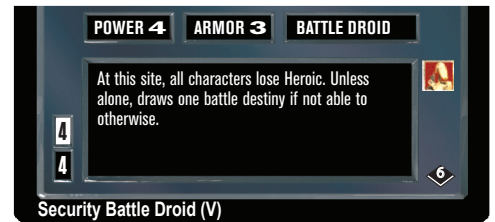


•The Emperor (V)

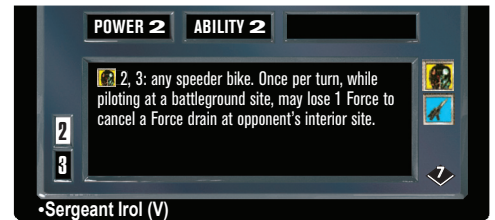


DARK SIDE

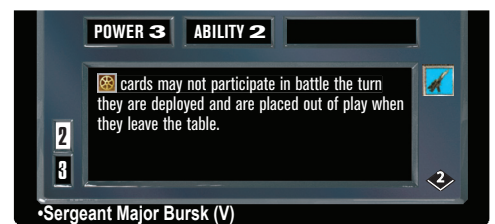
Security Battle Droid (V)



•Sergeant Irol (V)



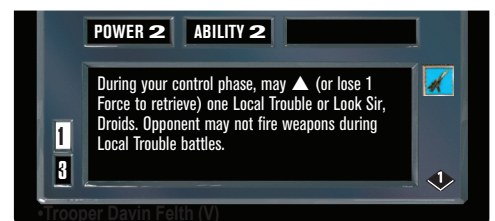
•Sergeant Major Bursk (V)



•Shada



•Trooper Davin Felth (V)



Virtual Cards: Master List

•Thok & •Thug (V)

•Thok & Thug 1

Jabba the Hutt knew that having a big, strong, dumb guard was good, but having lots of them is better.

POWER 6 ABILITY 1 ARMOR 4

Deploys -1 to Jabba's Palace sites. While with your alien leader, Heroic. Once per turn, if defending a battle, may use 1 Force to add 2 to your total power.

4 6

•Thok & Thug (V)

•Vizam (V)

POWER 2 ABILITY 1

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

1 3

•Vizam (V)

•Woof (V)

POWER 2 ABILITY 2

3. Woof may deploy with any cruiser using Combat Response. When deployed, may draw top card from Reserve Deck. During your deploy phase, if piloting Jabba's Space Cruiser, may Jabba aboard (for free).

2 4

•Woof (V)

•Ur'Ru'r (V)

POWER 2 ABILITY 1

Deploys only on Tatooine. During your deploy phase, if with URoRRuR'R', may a weapon with "Tusken" in lore here; your weapon destiny draws for such weapons are +2. During your deploy phase, Ur'Ru'r may make a regular move.

2 4

•Ur'Ru'r (V)

•Vader (V)

POWER 6 ABILITY 6 DARK JEDI

3. Jedi are defense value -1 and forfeit -2 at same and related sites. During battle, if you are about to draw a card for weapon or battle destiny, may instead use an Interrupt of destiny < 4 from hand. Immune to attrition < 5.

6 8

•Vader (V) E

•Velken Tezeri (V)

POWER 2 ABILITY 2

2. Smuggler. May not be attacked. Velken may not target Luke with weapons. Once per game, when deployed to a battleground, opponent must use or lose 2 Force. While present at a pit, may add 1 to Force drains here, and Sarlacc is ferocity +1.

2 4

Original concept by Kevin Reitzel, Georgia States 2009

•Velken Tezeri (V)

•Warrant Officer M'Kae (V)

POWER 2 ABILITY 2

2. If your starship is about to be lost, may place devices aboard in owner's Used Pile. Once per turn, may a device that deploys on a starship. Once per game, if just forfeited, may take the bottom card of your Lost Pile into hand.

2 3

•Warrant Officer M'Kae (V)

•Ysanne Isard

•Ysanne Isard 3

Female ISB leader. Spy.

POWER 2 ABILITY 4 FORCE-SENSITIVE

Power +3 while defending a battle with a spy. While with a non-frozen captive, attrition against opponent everywhere is +2. During your move phase, may use 1 Force to "break cover" of an Undercover spy here. Immune to attrition < 3.

4 5

Original Image courtesy of www.hydraworx.net

Swilla Corey (V)

DARK SIDE

•URoRRuR'R' (V)

POWER 2 ABILITY 1

Deploys only on Tatooine. While with another Tusken Raider: opponent's weapon destiny draws here are -2; once per turn, may place a card from hand on Force Pile to draw top card of Reserve Deck; and other Tusken Raiders here are forfeit +4.

3 4

•URoRRuR'R' (V)

•Veers (V)

POWER 3 ABILITY 3 FORCE-ATTUNED

3. Deploys -2 to Hoth. Your combat vehicles are defense value +1 at same and related locations. While on Hoth, your AT-ATs and Imperials are deploy -1 and forfeit +1 at related locations.

3 5

•Veers (V) E

•Vigo (V)

POWER 3 ABILITY 2

Deploys -1 to Coruscant. While present with Xizor, forfeit +2 and opponents spies may not deploy to same non-battleground site. Once per game, may use 1 Force to a non-war room battleground planet site (or system) not already on table.

3 4

Original concept by Jake Nelson, North Dakota States 2011

•Vigo (V)

•Watto (V)

POWER 3 ABILITY 2

Once per turn, if at Watto's Junkyard, may randomly reveal a card from Force Pile: if destiny odd, Force drain +1 here this turn (if even, draw a card from Reserve Deck); place revealed card in Used Pile.

2 4

Original concept by Blake Huffman, Justin Warren Memorial 2005

•Watto (V) E

•Zuckuss (V)

POWER 2 ABILITY 4 FORCE-SENSITIVE

2. Mist Hunter is maneuver +1. Your Black Sun agents at same and related sites may not have their forfeit reduced. Once per game, may non- 4-LOM here. Immune to attrition < 3.

3 4

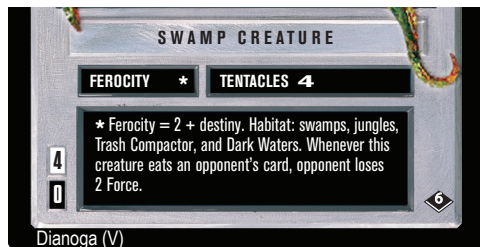
•Zuckuss (V)

Virtual Cards: Master List

CREATURES

DARK SIDE

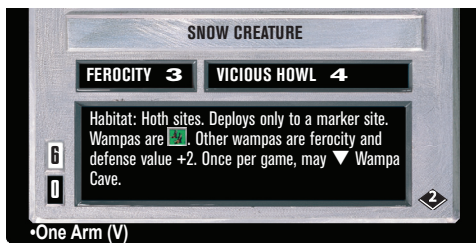
Dianoga (V)



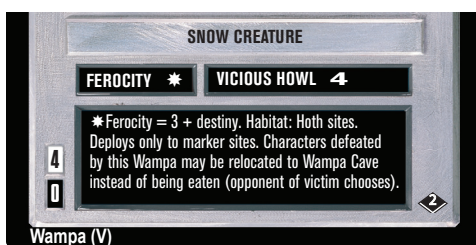
•Thrawn's Ysalamir



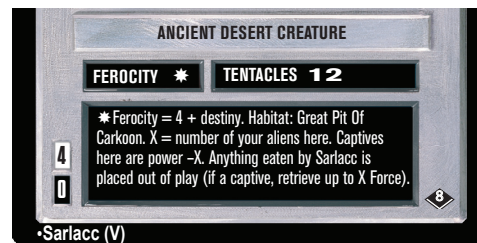
•One-Arm (V)



Wampa (V)



•Sarlacc (V)



Virtual Cards: Master List

DEFENSIVE SHIELDS

DARK SIDE

•Abyss (V)

•Abyss

Careless abuse of the Force by a young Jedi trainee can have dire consequences. When hanging from the weather vane of Cloud City, Luke's balance was his only hope.

DEFENSIVE SHIELD

Plays on table. Substituted battle destinies do not count against battle destiny limits. If all your battle destinies were canceled (and not redrawn) use 1 for your total battle destiny instead. Once per game, may play a Defensive Shield from under your Starting Effect.

•Abyss (V) E

•After Her! (V)

•After Her!

"This one's a decoy!"

DEFENSIVE SHIELD

Plays on table. Unless present at a site, Leia's game text is canceled. Each Amidala stacked on a Political Effect is a senator. Once per game, may Astromech Shortage.

•After Her! (V)

•A Useless Gesture (V)

DEFENSIVE SHIELD

Plays on table. In order to play an Interrupt from Lost Pile, opponent must first stack it here (if possible) and use +1 Force for each card here, even if Interrupt is normally free.

•A Useless Gesture (V)

•Do They Have A Code Clearance? (V)

DEFENSIVE SHIELD

Plays on table. *Outrider* does not place Utinni Effects out of play. If opponent just retrieved Force using an Interrupt or Utinni Effect, you may stack that card here. Opponent's Force retrieval is reduced by X, where X = number of cards here.

•Do They Have A Code Clearance? (Ref III) (V)

•Death Star Sentry (V)

•Death Star Sentry

Death Star troopers on sentry duty observe and direct incoming starships and monitor other critical sites. They perform sensor scans for life forms and weapons.

DEFENSIVE SHIELD

Plays on table. Colo Claw Fish is canceled. Opponent must first use X Force to deploy a non-unique card (except a Jawa) to a location, where X = the number of copies of that card at that location.

•Death Star Sentry (V)

•Do They Have A Code Clearance? (V)

•Do They Have A Code Clearance?

Imperial officers are always on the lookout for Rebel espionage.

DEFENSIVE SHIELD

Plays on table. *Outrider* does not place Utinni Effects out of play. If opponent just retrieved Force using an Interrupt or Utinni Effect, you may stack that card here. Opponent's Force retrieval is reduced by X, where X = number of cards here.

•Do They Have A Code Clearance? (Cor) (V)

•Fanfare (V)

•Fanfare

The Boonta Eve crowds are always looking for new and exciting developments at every Podrace.

DEFENSIVE SHIELD

Plays on table. Cancels Order To Engage and Scramble. Once per game, may an Immediate Effect. While opponent occupies no battleground systems, Staging Areas is suspended. "Missing" on Lost In The Wilderness is treated as "landspeed = 0 for remainder of turn."

•Fanfare (V)

•Fanfare (V)

DEFENSIVE SHIELD

Plays on table. Cancels Order To Engage and Scramble. Once per game, may an Immediate Effect. While opponent occupies no battleground systems, Staging Areas is suspended. "Missing" on Lost In The Wilderness is treated as "landspeed = 0 for remainder of turn."

•Fanfare (V)

•Firepower (V)

•Firepower

"About twenty guns. Some on the surface, some on the towers."

DEFENSIVE SHIELD

Plays on table. If opponent moves from a location you occupy during your turn, they lose 2 Force. At end of opponent's turn, if you control two battlegrounds (a site and system) and opponent deployed a card with ability and did not initiate a battle, may retrieve 1 Force.

•Firepower (V)

•I Find Your Lack Of Faith Disturbing (V)

•I Find Your Lack Of Faith Disturbing

Darth Vader ruthlessly used the Force to strike down enemies and soldiers who displeased him. He could choke victims from afar without touching them.

DEFENSIVE SHIELD

Plays on table. Unless Deep Hatred on table, opponent may use only one combat card per turn. While opponent has two Jedi on Naboo, you lose no more than 2 Force to Force drains at opponent's Naboo sites. We'll Handle This may target only droids and spies.

•I Find Your Lack Of Faith Disturbing (V)

•Imperial Detention

•Imperial Detention

In an effort to direct Luke toward Vader, Captain Bewil used his control of hatchways and lift tubes to cut off Luke's support, limiting his options and resources.

DEFENSIVE SHIELD

Play on table. I'd Just As Soon Kiss A Wookiee may not be played. For opponent to deploy a card with ability for free, they must first use X Force, where $X = 1/2$ that card's printed deploy cost (round up). For opponent to deploy a card with ability for 0 Force, they must first use 1 Force.

Original concept by Michael Pistone - Kashyyyk Regionals 2004

•Restricted Access (V)

•Leave Them To Me (V)

•Leave Them To Me

"I will deal with them myself."

DEFENSIVE SHIELD

Plays on table. At opponent's Dantooine and Subjugated planet sites, your Imperials are deploy -2 and your Force drains may not be modified or canceled by opponent. Your game text at opponent's $\Diamond$ Swamp and $\Diamond$ Jungle is canceled. Your characters present at opponent's $\Diamond$ Forest are immune to attrition.

•Leave Them To Me (Death Star II) (V)

•No Escape (V)

•No Escape

Jabba's influence is not easily ignored. Neither are his voracious and vile appetites. Even Jedi soon learn this lesson.

DEFENSIVE SHIELD

Plays on table. While you occupy a Subjugated planet location, operatives are forfeit = 0, operatives do not add to Force drains, and your Force drains may not be reduced. Nudjs do not cancel Force icons.

•No Escape (Premium) (V)

•Reactor Terminal (V)

•Reactor Terminal

The Death Star has many terminals coupled to the main reactor for power distribution throughout the immense space station.

DEFENSIVE SHIELD

Plays on table. "Three" on Fear Is My Ally is treated as "Four". You lose no Force to Boonta Eve Podrace. Opponent's retrieval from Boonta Eve Podrace may not be canceled. While you occupy more battlegrounds than opponent, I Did It! is suspended.

•Reactor Terminal (V)

•Leave Them To Me (V)

DEFENSIVE SHIELD

Plays on table. At opponent's Dantooine and Subjugated planet sites, your Imperials are deploy -2 and your Force drains may not be modified or canceled by opponent. Your game text at opponent's $\Diamond$ Swamp and $\Diamond$ Jungle is canceled. Your characters present at opponent's $\Diamond$ Forest are immune to attrition.

•Leave Them To Me (Ref III) (V)

•No Escape (V)

DEFENSIVE SHIELD

Plays on table. While you occupy a Subjugated planet location, operatives are forfeit = 0, operatives do not add to Force drains, and your Force drains may not be reduced. Nudjs do not cancel Force icons.

•No Escape (Ref III) (V)

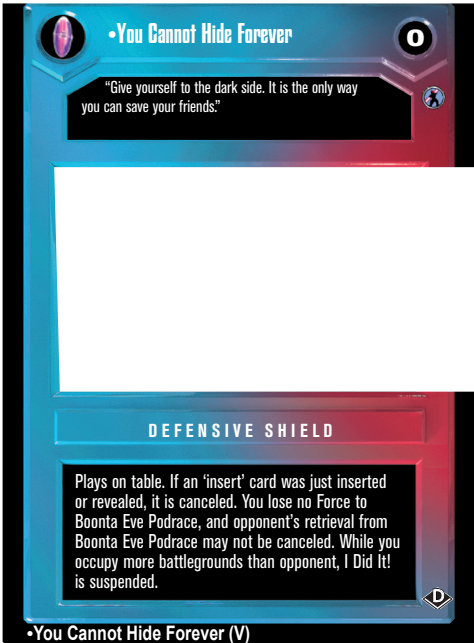
•We'll Let Fate-a Decide, Huh? (V)

DEFENSIVE SHIELD

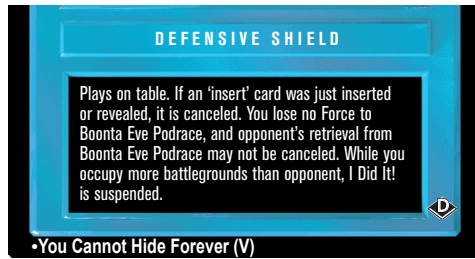
Plays on table. Cancels Beggar, Don't Underestimate Our Chances, and Frozen Assets. Maneuvering Flaps and S-foils are suspended where you have either a weapon present or a starship (or vehicle) with maneuver > 3 present.

•We'll Let Fate-a Decide, Huh? (V)

•You Cannot Hide Forever (V)

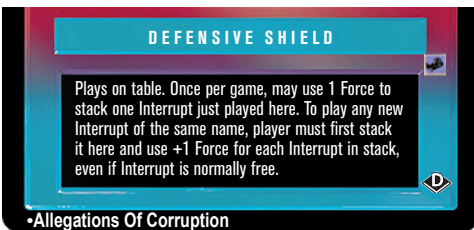


•You Cannot Hide Forever (V)

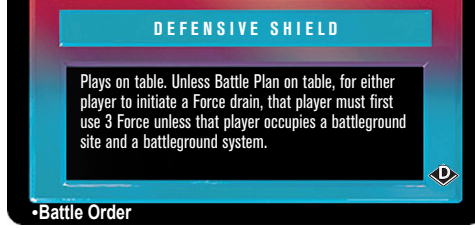


These V Slips are for the original Reflections III Defensive Shields. They are placed on the Effect version of the named card.

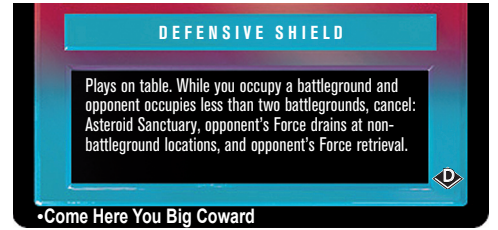
•Allegations Of Corruption



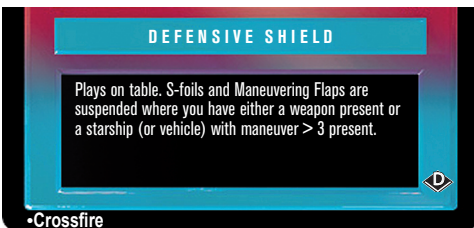
•Battle Order



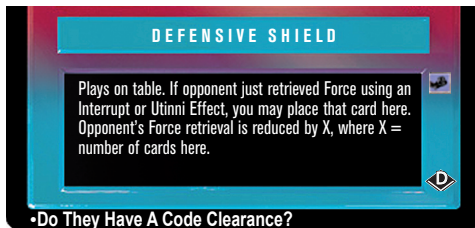
•Come Here You Big Coward



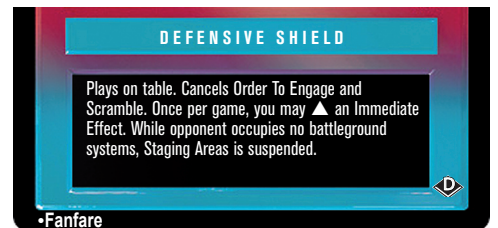
•Crossfire



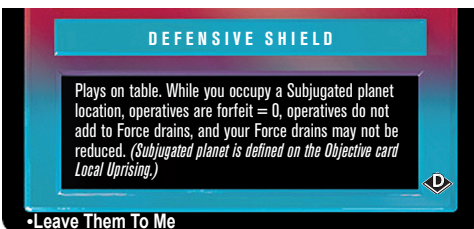
•Do They Have A Code Clearance?



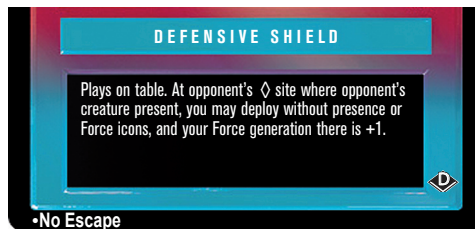
•Fanfare



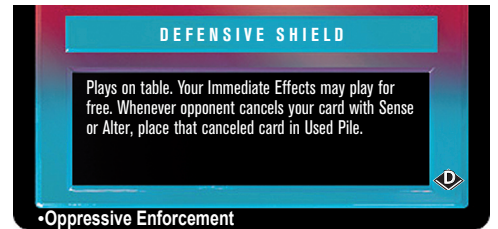
•Leave Them To Me



•No Escape



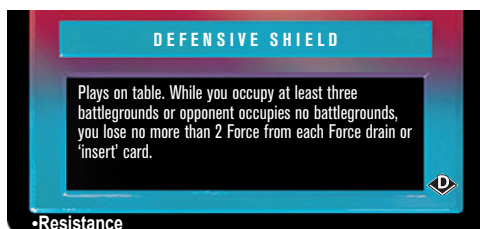
•Oppressive Enforcement



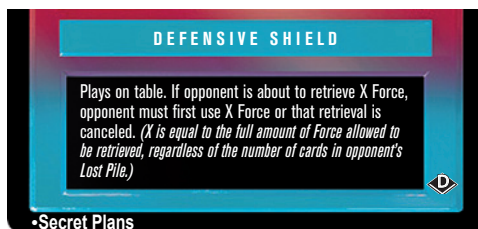
Virtual Set: Defensive Shields

DARK SIDE

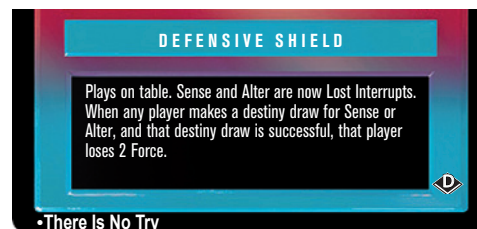
•Resistance



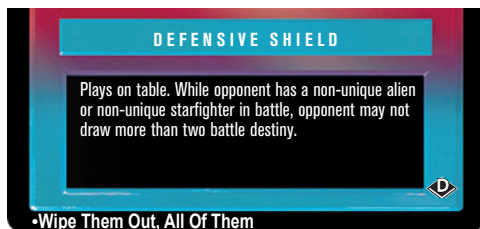
•Secret Plans



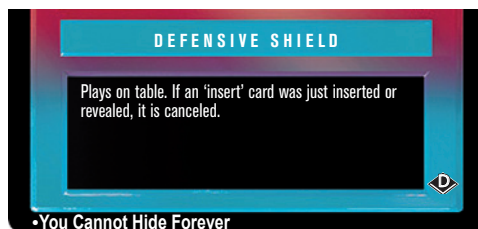
•There Is No Try



•Wipe Them Out, All Of Them

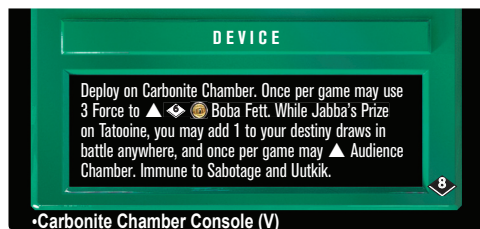


•You Cannot Hide Forever



Virtual Cards: Master List DEVICES

•Carbonite Chamber Console (V)



•Carbonite Chamber Console (V)

Fusion Generator Supply Tanks (V)



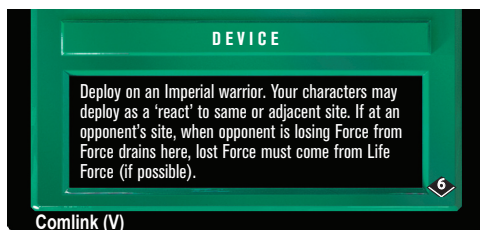
Fusion Generator Supply Tanks (V)

•Kessel Surveillance System



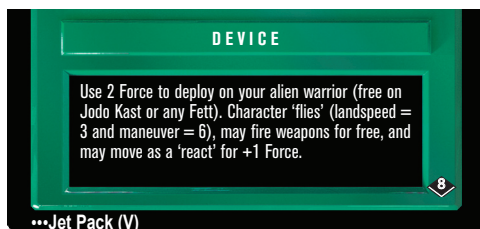
Observation Holocam (V)

Comlink (V)



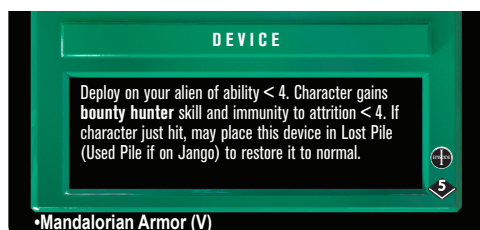
Comlink (V)

•••Jet Pack (V)



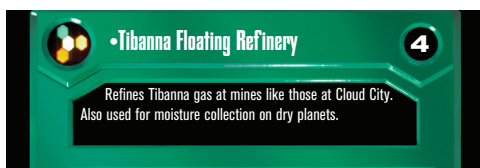
•••Jet Pack (V)

•Mandalorian Armor (V)



•Mandalorian Armor (V)

•Tibanna Floating Refinery



•Tibanna Floating Refinery

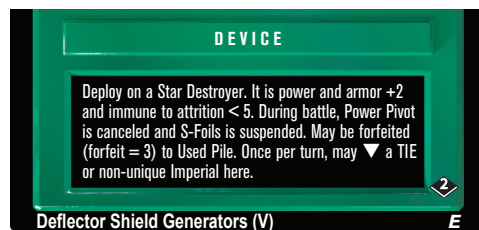


Original concept by Mitch Nieland, Rosemount Championship 2010

••Floating Refinery (V)

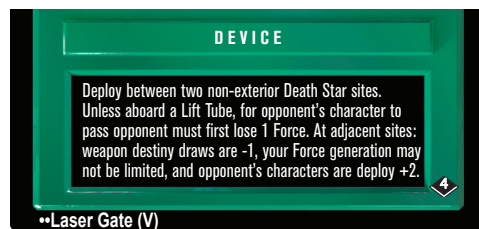
DARK SIDE

Deflector Shield Generators (V)



Deflector Shield Generators (V)

••Laser Gate (V)



••Laser Gate (V)

•The Modal Nodes' Ommni Box



Ommni Box (V)

••Trophy Of A Kill

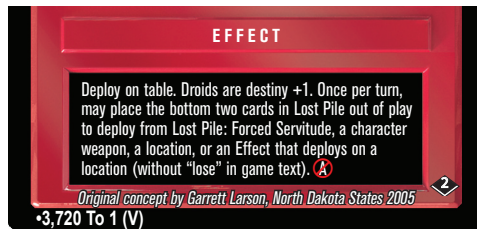


•Mara Jade's Lightsaber (V)

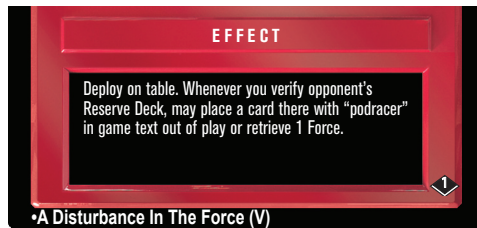
Virtual Cards: Master List EFFECTS

DARK SIDE

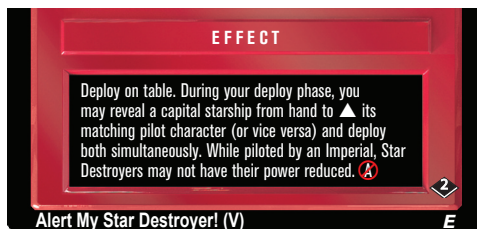
•3,720 To 1 (V)



•A Disturbance In The Force (V)



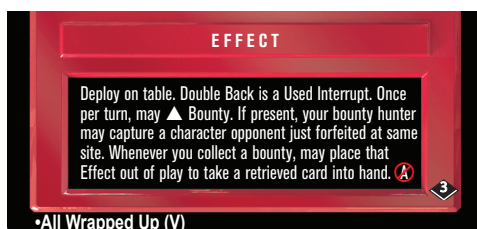
Alert My Star Destroyer! (V)



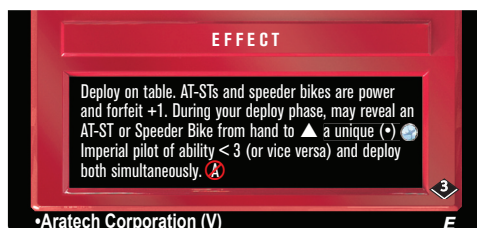
•Ability, Ability, Ability (V)



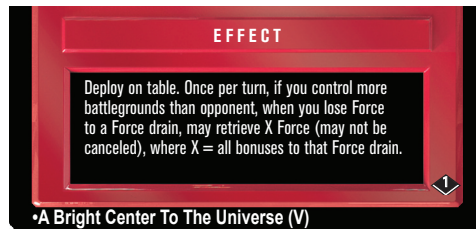
•All Wrapped Up (V)



•Aratech Corporation (V)



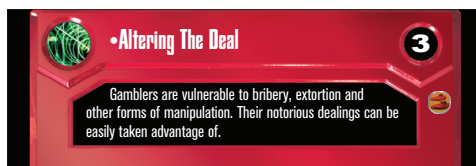
•A Bright Center To The Universe (V)



•A Sith's Plans



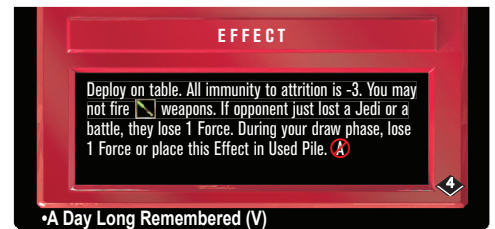
•Altering The Deal



•Altering The Deal



•A Day Long Remembered (V)



•A Sith's Weapon



•An Enemy Of The Republic



Virtual Cards: Master List

•Breached Defenses & •Molator

•Breached Defenses & •Molator 1



EFFECT

Deploy on table. Once per game, unless ♣ Crossfire on table (or out of play), may use 3 Force to ▲ an Effect that deploys on a location (except Expand The Empire). If your character or non-♣ starship in battle is about to be lost before the damage segment, it is instead lost at end of battle (if forfeited, forfeit for 0). Your non-Dark Jedi characters without ♣ or ♣ are immune to Goo Nee Tay. May not be canceled. (A)

•Breached Defenses (V)

•Dark Waters & •Krayt Dragon Bones

•Dark Waters & •Krayt Dragon Bones 1



EFFECT

Deploy on Rancor Pit. During your battle phase, if you have no presence here, may relocate a captive from Audience Chamber to here. If opponent's character here is lost, owner loses Force equal to half its printed deploy cost (round up). Once per turn, if a creature here is about to draw destiny for ferocity, may instead use its destiny number. May ▼ a non-♣ ferocious creature here. (A)

Dark Waters (V)

•Dark Forces (V)

EFFECT

Deploy on table. Once per turn, if opponent just drew weapon destiny targeting your Dark Jedi, may lose 1 Force to cancel and redraw that destiny. Once per game, may exchange a card in opponent's Lost Pile with a card on their Colo Claw Fish. (A)

•Dark Forces (V)

•Despair (V)

EFFECT

Deploy on table. During your battle phase, while you have a frozen captive, opponent's cards may not move. At same site as Jabba's Prize, opponent's cards are deploy +1 and your Force drains are +2. My Favorite Decoration may not be placed out of play. (A)

•Despair (V)

◇ Cane Adiss (V)

◇ Cane Adiss 4

Adventurous pilot. Boasts to Jabba that he has traveled to every uncharted planet in the galaxy. Has been hired by the Empire to keep an eye out for Rebel activity.

IMMEDIATE EFFECT

If opponent just Force drained at their non-battleground site (or anywhere for more than 2 Force), deploy on that location. Your characters and vehicles may deploy (for -1 Force each) here regardless of location deployment restrictions. If you control this location, place this card in Used Pile; opponent loses 2 Force. (A)

Cane Adiss (V)

•Death Mark & •Hutt Bounty

•Death Mark & •Hutt Bounty 5



UTINNI EFFECT

If On The Hunt on table, deploy on a 'mark' (opponent's non-droid character at a battleground site). Target an assassin at another site. During any move phase, when reached by target, draw destiny and add target's power; opponent draws two destiny (choosing one) and adds 'mark's defense value. If your total is higher, 'mark' is 'assassinated'; opponent loses 2 Force (4 if a Jedi), 'mark' is lost, and relocate Death Mark to your side of table. Otherwise, place Death Mark (and may place assassin it targets) in Used Pile. May not be canceled. (A)

•Death Mark (V)

•Den Of Thieves (V)

EFFECT

Deploy on table. Your aliens of ability < 3 may not have their forfeit values reduced. Your battle destiny draws are +1 where you have a character with "plotting to kill Jabba" in lore. May lose 1 Force to raise your converted ♣ site to the top. (A)

•Den Of Thieves (V)

•Desperate Counter (V)

IMMEDIATE EFFECT

Unless Imperial Propaganda on table, if you are about to lose Force during opponent's control phase, deploy on table to reduce loss by 4 (ignore other modifiers); opponent may ▲ any one card. (A) OR Use 2 Force to deploy on table and stack a just-played interrupt here. (A)

•Desperate Counter (V)

DARK SIDE

•Dark Reconnaissance

•Dark Reconnaissance 4

On her assignment to kill Sharad Hett, Aurra used her patience and cunning to help track down the Jedi Master.

EFFECT

Deploy on opponent's location. Wherever you have two Mistryl, your Force drains are +1. "Stolen" on Swilla Corey is treated as "placed in owner's Used Pile" and it may target a weapon instead of a device. Your Force drains here cannot be modified or canceled by opponent. (A)

•Dark Reconnaissance (V)

•Den Of Thieves & •Special Delivery

•Den Of Thieves & •Special Delivery 4



EFFECT

Deploy on table. Once per turn, if Skyhook Platform on table and opponent just forfeited a character present with your slaver, may 'enslave' that character (stack character face down under Skyhook Platform). May place an 'enslaved' character in owner's Lost Pile to activate up to 3 Force. Once per turn, while Indentured To The Empire on table, may cancel a Force drain by placing here from hand any non-unique slaver. Slavers may deploy from here as if from hand. May not be canceled. (A)

•Den Of Thieves (V)

•Desilijic Tattoo (V)

EFFECT

Deploy on table. Bounty hunters and your ♣ starships are defense value +1 and forfeit +2. Once per turn, when a bounty hunter uses a non-♣ weapon to hit a character, target is forfeit -2 and opponent places top card of Reserve Deck in Lost Pile. (A)

•Desilijic Tattoo (V)

•Dreaded Imperial Starfleet (V)

EFFECT

Deploy on table. While you have more systems on table than opponent, your capital starships may deploy at -2 (to a maximum of -3) to battlegrounds. When you deploy an Imperial-class Star Destroyer, may ▼ (for free) a ♣ or ♣ squadron there (no replacement necessary). (A)

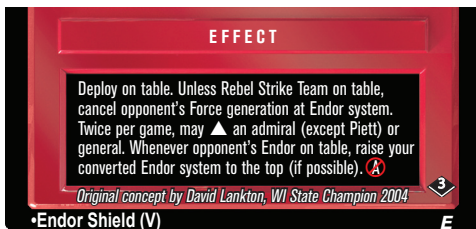
•Dreaded Imperial Starfleet (V)

Virtual Cards: Master List

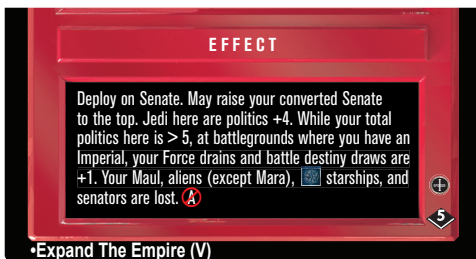
•Deployment Orders



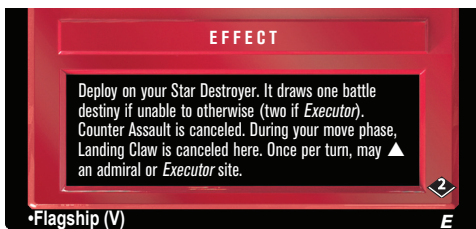
•Endor Shield (V)



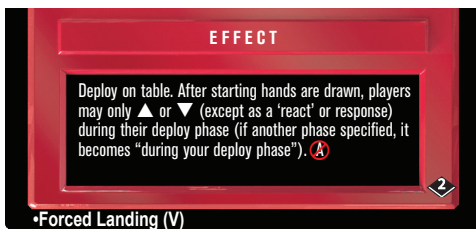
•Expand The Empire (V)



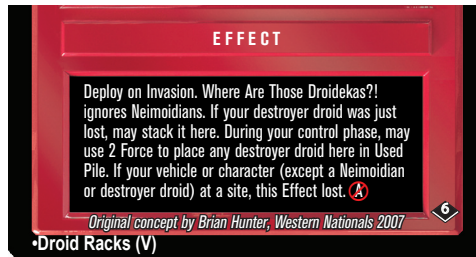
•Flagship (V)



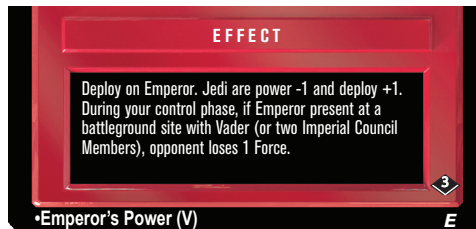
•Forced Landing (V)



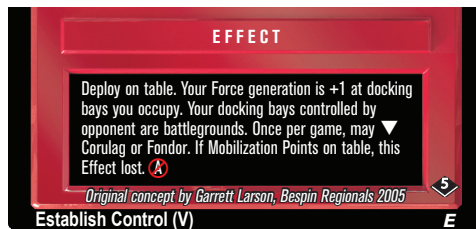
•Droid Racks (V)



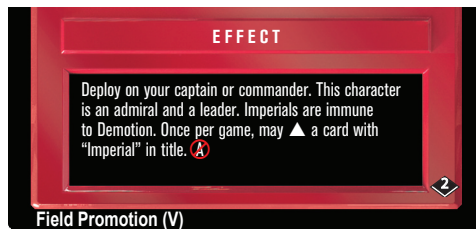
•Emperor's Power (V)



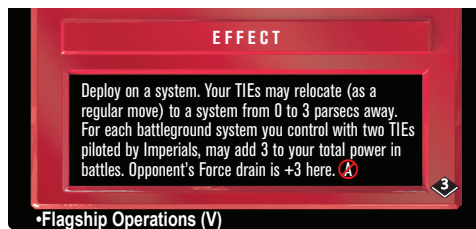
Establish Control (V)



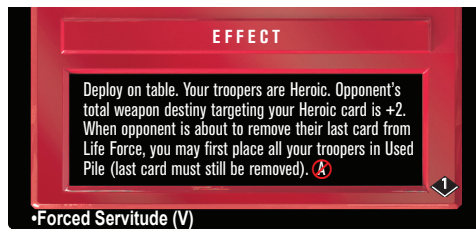
Field Promotion (V)



•Flagship Operations (V)



•Forced Servitude (V)

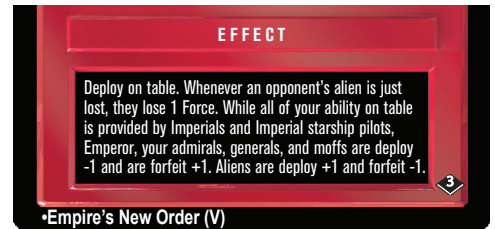


DARK SIDE

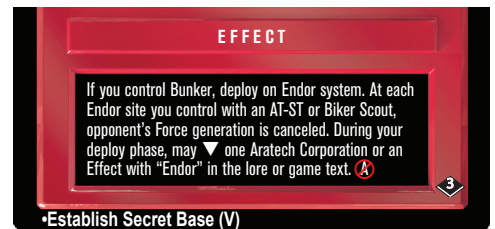
•Drop! (V)



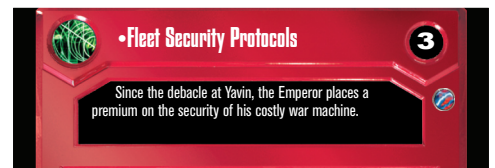
•Empire's New Order (V)



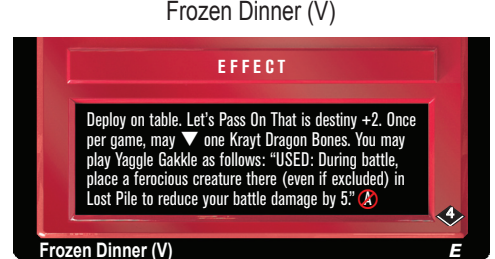
•Establish Secret Base (V)



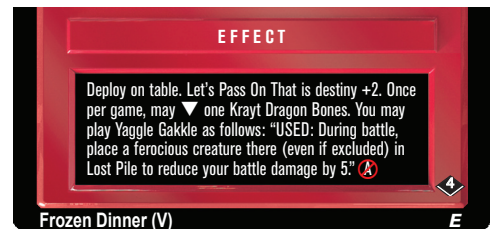
•Fleet Security Protocols



•Prepared Defenses (V)



Frozen Dinner (V)



Virtual Cards: Master List

•Gift Of The Master

•Guild Of Assassins

•He Always Wins!



•You Cannot Hide Forever (V)



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



•Hit Racer (V)

He Is Not Ready (V)

•He's No Jedi

•Hoth Blockade



He Is Not Ready (V)



•Twi'lek Advisor (V)

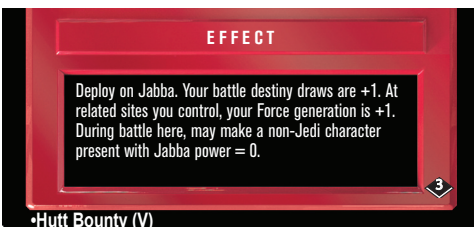


•Death Squadron (V)

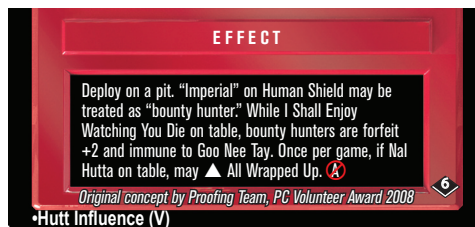
•Hutt Bounty (V)

•Hutt Influence (V)

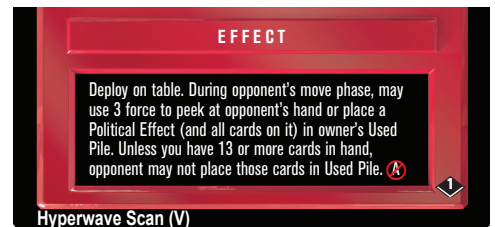
Hyperwave Scan (V)



•Hutt Bounty (V)



•Hutt Influence (V)

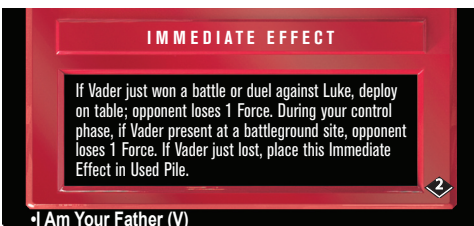


Hyperwave Scan (V)

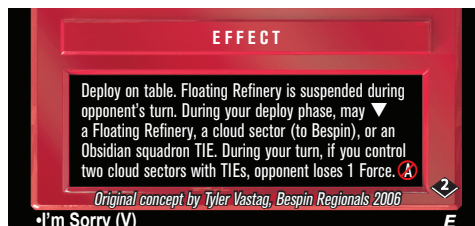
•I Am Your Father (V)

•I'm Sorry (V)

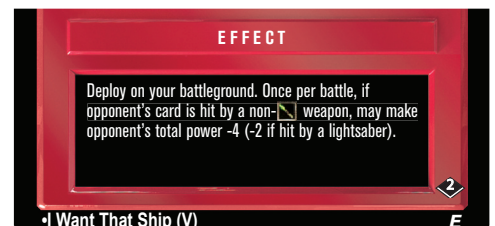
•I Want That Ship (V)



•I Am Your Father (V)



•I'm Sorry (V)



•I Want That Ship (V)

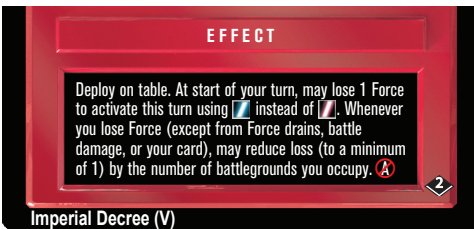
Virtual Cards: Master List

•I Want Every Part Of This Ship Checked



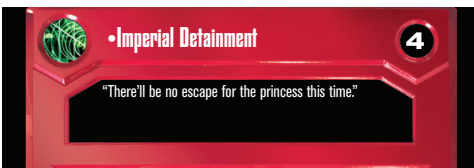
Scanning Crew (V)

Imperial Decree (V)



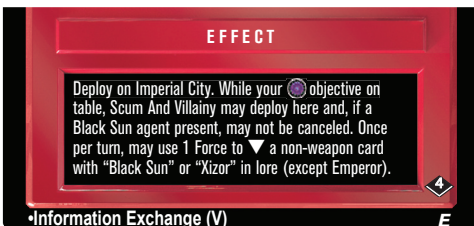
Imperial Decree (V)

•Imperial Detainment



•First Strike (V)

•Information Exchange (V)



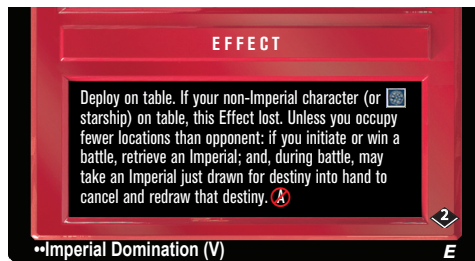
•Information Exchange (V)

•I'll Take Them Myself



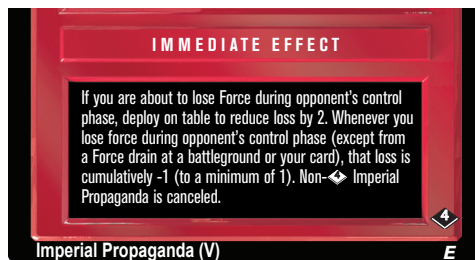
I Have You Now (V)

•Imperial Domination (V)



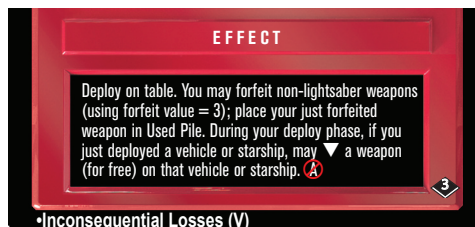
•Imperial Domination (V)

Imperial Propaganda (V)



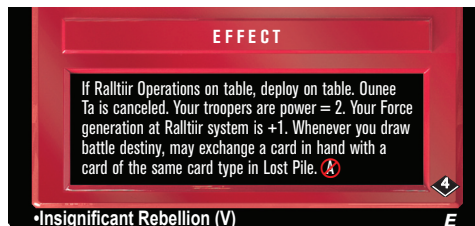
Imperial Propaganda (V)

•Inconsequential Losses (V)



•Inconsequential Losses (V)

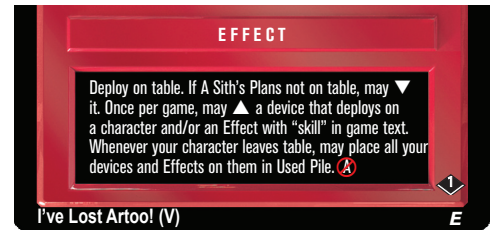
•Insignificant Rebellion (V)



•Insignificant Rebellion (V)

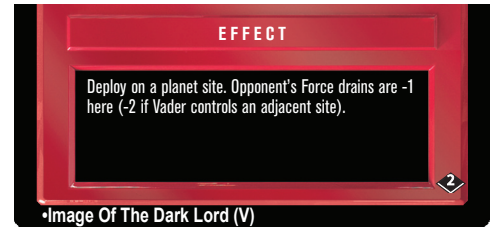
DARK SIDE

I've Lost Artoo! (V)



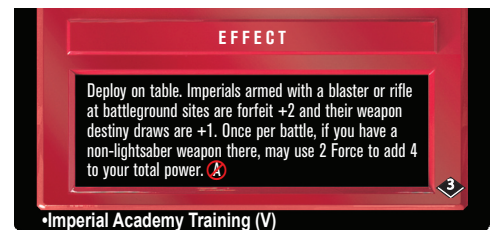
I've Lost Artoo! (V)

•Image Of The Dark Lord (V)



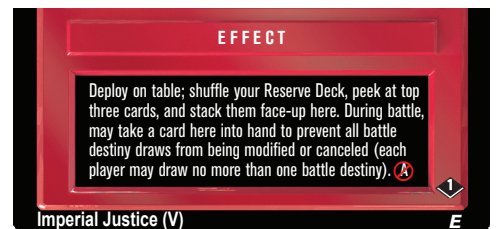
•Image Of The Dark Lord (V)

•Imperial Academy Training (V)



•Imperial Academy Training (V)

Imperial Justice (V)



Imperial Justice (V)

•Imperial Security Bureau



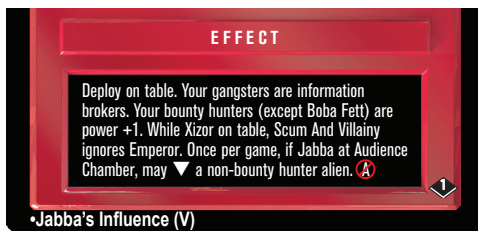
•Cloud City Sabacc (Dark) (V)

Virtual Cards: Master List

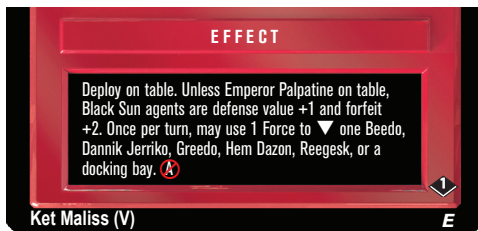
•Imperial Stockpile



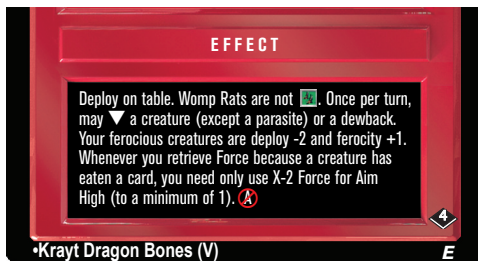
•Jabba's Influence (V)



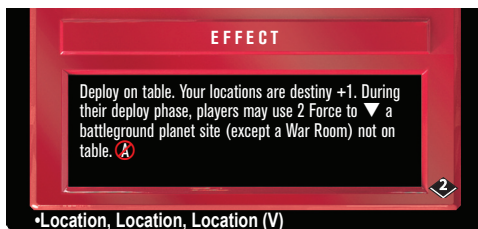
Ket Maliss (V)



•Krayt Dragon Bones (V)



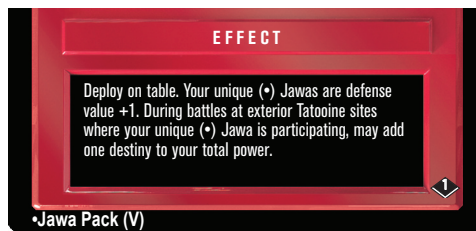
•Location, Location, Location (V)



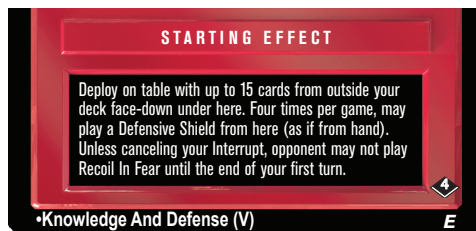
•Imperial War Machine



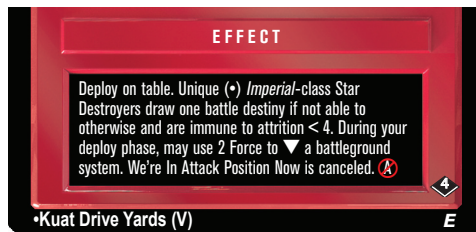
•Jawa Pack (V)



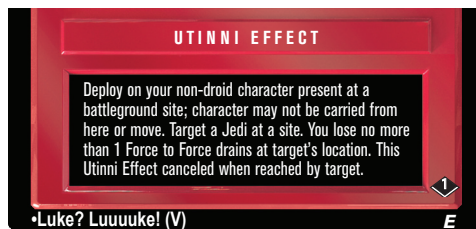
•Knowledge And Defense (V)



•Kuat Drive Yards (V)



•Luke? Luuuuke! (V)



DARK SIDE

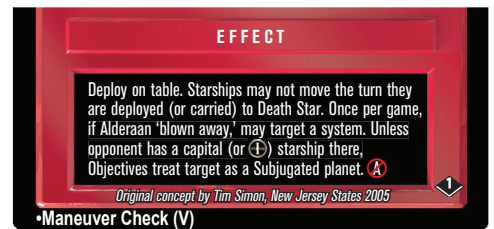
•Jabba's Haven



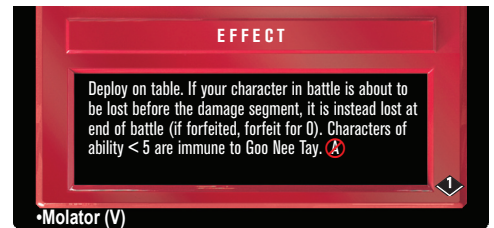
•Join Us Or Die



•Maneuver Check (V)



•Molator (V)



Virtual Cards: Master List

•Maul's Cape

•Mercenary Slavers

•Nute Gunray's Bounty

DARK SIDE

•Maul's Cape 5

A Sith Lord can use the Force to reach out and find what he seeks.

EFFECT

Deploy on your character of ability > 3. Character gains scout skill, their weapon destiny draws are +1, and character is immune to Clash Of Sabers and attrition < 5.

Original concept by Darren Pilbeam, UK Championship 2010

Sense (Coruscant) (V)

•Much Anger In Him (V)

EFFECT

Use 4 Force to deploy on opponent's non-droid, non-Jedi Master character (or 2 Force on a Rebel). Character's game text is canceled and they draw one battle destiny if unable to otherwise. Opponent may lose three cards from hand (may not be reduced) to cancel this Effect.

•Much Anger In Him (V)

•Occupied Territory

•Occupied Territory 4

"I advise everyone to leave before more Imperial troops arrive."

EFFECT

Deploy on a battleground. If you occupy, during battle here or at a related location, may place this Effect in Used Pile and choose: Draw up to two cards from Reserve Deck OR Prevent opponent from drawing any destinies during the power segment of that battle (except battle destiny).

•Cloud City Occupation (V)

•Pride Of The Empire (V)

IMMEDIATE EFFECT

If you just deployed a TIE/sa, deploy on a unique (•) TIE/sa. Bombing Run is (•). May place this card in Used Pile to (•) (or, once per game, retrieve) Bombing Run or ComScan Detection; opponent loses 1 Force.

Original concept by Dennis Hes, PC Volunteer Award 2007

•Pride Of The Empire (V)

•Mercenary Slavers 4

Hunters who track down escaped Wookiee slaves and report on their location. The Empire and Trandoshans pay a high price for that kind of information.

EFFECT

Unless your (•) objective on table, deploy on a site. Your smugglers and gangsters are slavers. Slavers are forfeit +2 and weapon destinies targeting them (or starships they pilot) are -1. "Trandoshan" on your sites may be treated as "slaver." (A)

Original concept by James Barnes, Dantooine Regionals 2011

Kashyyyk Operative (Dark) (V)

•Ni Chuba Na?? (V)

EFFECT

Deploy on table. Your Force generation is +1. Once per game, may relocate this Effect to a site. At same and related locations, Revolution is canceled and your cards may not have their deploy costs modified by Goo Nee Tay. Security Precautions is canceled. (A)

Original concept by Jonathan Chu

•Ni Chuba Na?? (V)

•On The Hunt

•On The Hunt 5

EFFECT

Deploy on Contract Killers. Assassins are defense value +1. Once per game may retrieve (•) Death Mark. At end of opponent's turn, if their character targeted by (•) Death Mark is at a non-battleground or aboard their starship, opponent loses 3 Force. (A)

•Sniper (V)

Precision Targeting (V)

EFFECT

Deploy on table. Your capital starship weapon destiny draws are +1. During your deploy phase, may use 1 Force to (•) a starship weapon (for free) on your capital starship. If a starship was just hit, may place this Effect in Lost Pile to make that starship forfeit = 0.

Precision Targeting (V)

•Nute Gunray's Bounty 4

Palpatine suggested to the Queen that she acquiesce to the Trade Federation, just for the time being.

EFFECT

Deploy on Amidala or opponent's senator. During your move phase, unless a Jedi here, your alien bounty hunter present may capture and seize that character. During your control phase, if that character is escorted by an alien, opponent loses 1 Force.

•Accepting Trade Federation Control (V)

•No Bargain (V)

EFFECT

Deploy on your (•) objective; "Xizor" on it (and on Guri) is treated as "Shada." Non- (•) alien females are Mistryl and Black Sun agents. You may not deploy cards with ability except Mistryl and (•) starships. Mistryl (except Kitik) are power +1 (+2 if unique (•)) and, while Scum And Villainy on table, deploy +1. (A)

•No Bargain (V)

•Ominous Rumors (V)

EFFECT

Deploy on Bunker. Your scouts aboard speeder bikes are defense value = 5 and immune to Clash Of Sabers. Once per turn, if you control Bunker, may (•) an (•) Imperial here (except Fenson or Grand) or a forest. Canceled if opponent controls three Endor sites. (A)

Original concept by Matt Sherrington, 2011 Michigan League

•Ominous Rumors (V)

•Organa's Ceremonial Necklace (V)

EFFECT

Deploy on table. While you have < 13 cards in hand, opponent may not peek at or remove those cards (except with Grimtaash). May lose 2 Force to target two (•) Political Effects; opponent may not place cards on either until the next time you use this text. (A)

•Organa's Ceremonial Necklace (V)

•Pinned Down (V)

EFFECT

Deploy on table. X = 4 on (•) Tusken Breath Mask. May place this Effect in your Used Pile to cancel a 'react'.

•Pinned Down (V)

Virtual Cards: Master List

•Order 66

•Power Of The Sith

DARK SIDE

Protocol Failure

•Order 66 7

Hologram.

EFFECT

Deploy on Sidious. If with Expand The Empire during your control phase: relocate this card to an Jedi at a battleground or Senate (otherwise, retrieve 1 Force). If on a Jedi, add one battle destiny here, and if that Jedi just lost, relocate this card to Sidious.

•Kill Them Immediately (V)

•Program Trap (V)

EFFECT

Deploy on opponent's capital or starship. Starship is power -2 and its gametext (except related to capacity, immunity, and identity and ability of permanent pilots) is canceled.

•Program Trap (V)

•Revenge Of The Sith

•Revenge Of The Sith 6

A symbol of the Dark Lord of the Sith, and of the seductive power of the dark side. Hologram.

EFFECT

Deploy on Vader. holograms are lost. Opponent may not add destiny draws to total power or attrition here. While with a Skywalker or Jedi, Vader's defense value is +2 (maximum of 8) and his immunity to attrition is +2. When Vader leaves table, place Effect in Used Pile.

Original concept by Stephen Kim, PC Volunteer Award 2009

•Vader's Cape (V)

•Something Special Planned For Them (V)

EFFECT

Deploy on table. Once per game, if opponent just played an Interrupt, may stack it here. To play any new Interrupt of same name, players must first stack it here. May place this Effect in Lost Pile (place cards here in owners' Used Pile) to retrieve a starship.

•Something Special Planned For Them (V)

•Power Of The Sith 6

Many have experienced the awesome power of the Dark Lord in battle. Few have lived to tell about it.

IMMEDIATE EFFECT

If your character just won an epic duel, deploy on that character. Character may not be Disarmed, and is immune to Clash Of Sabers, and Sorry About The Mess. During your control phase, if at a battleground, opponent loses 1 Force. If this card just lost, place it in Used Pile.

•Dark Strike (V)

•Quietly Observing (V)

EFFECT

Deploy on table. Once per game, may Bluffs. Bluffs gains one and one . Once per battle, may deploy a bluff card (if it is a character or vehicle) as a 'react'. To reveal a bluff card, opponent must first use X Force, where X = 4 - number of bluff cards.

•Quietly Observing (V)

•Security Precautions (V)

EFFECT

Deploy on a site you occupy. Opponent's non- Effects deployed on this site are suspended. While your weapon here, for opponent to deploy or move a character here requires +1 Force, and, during battle, may place your trooper here (unless alone) in Used Pile to cancel the firing of opponent's weapon here.

Original concept by Jonathan Chu, DragonCon Winner 2002

•Security Precautions (V)

•Send A Detachment Down (V)

UTINNI EFFECT

Deploy on opponent's card (a device, droid, or weapon) that may be stolen by a character. Target your trooper at another location. When reached by target, place this Utinni Effect on target; target is power +2, steals opponent's card, and you may retrieve 3 Force.

•Send A Detachment Down (V)

•Special Delivery (V)

EFFECT

Deploy on table. During your deploy phase, if Carbonite Chamber Console on table, may use 1 Force to an Effect. If opponent's just lost character is about to be removed from Lost Pile, may lose 1 Force to capture (imprison or let escape) that character instead.

•Special Delivery (V)

Protocol Failure 4

"Oh my! Oh, uh, I'm, I'm terribly sorry. I... I didn't mean to intrude. No, no, no, please don't get up. No!"

IMMEDIATE EFFECT

Deploy on a site to cancel a Force drain there. Vader is deploy -1 here. At end of your turn, place this Effect in Lost Pile. OR At any time, target a unique droid. Opponent chooses: deploy on droid (its game text is canceled), or place this Effect in Lost Pile (you may any one card).

•Blasted Droid (V)

•Royal Escort (V)

EFFECT

Deploy on table unless your objective on table. Unique Coruscant sites gain one . "Emperor" on Royal Guards may be treated as "Sidious": Attrition against opponent is +1 for each battleground site occupied by two Royal Guards. May use 1 Force to a Force Pike.

Original concept by Noah Franke, Washington States 2006

•Royal Escort (V)

•Shadows Of The Empire

•Shadows Of The Empire 5

Imposing. Ominous. Intimidating. Instrument for the evil Emperor's sinister reach across the galaxy. Used on a secret frequency of the Imperial HoloNet.

EFFECT

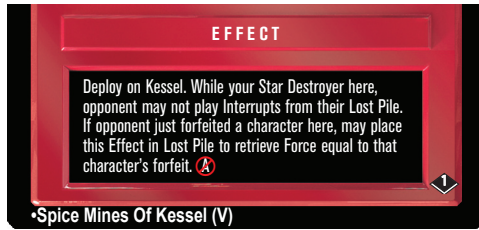
Deploy on Agents Of Black Sun. Mistril are lost. Once per game, may Secret Plans. May use 3 Force to Imperial Square, and once per turn, if Emperor Palpatine there, may draw a card from Force Pile (and if you occupy three battlegrounds, opponent loses 1 Force).

Original concept by Morten Iversen, Danish Nationals 2011

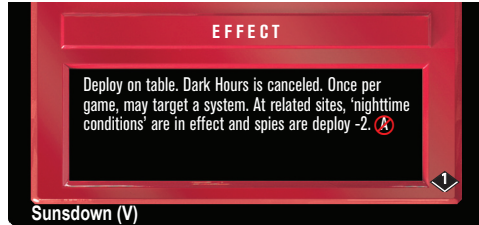
•Visage Of The Emperor (V)

Virtual Cards: Master List

•Spice Mines Of Kessel (V)



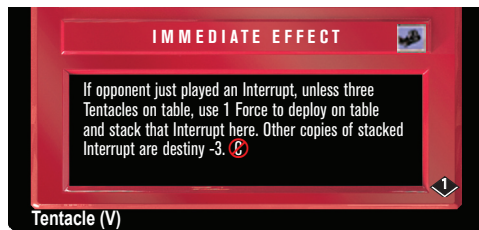
Sundown (V)



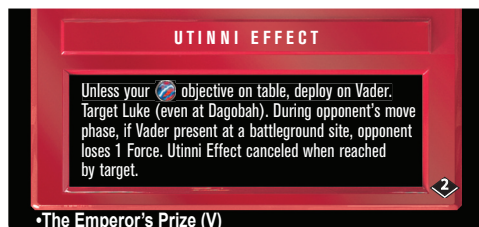
•T'doshok Hunting Vow



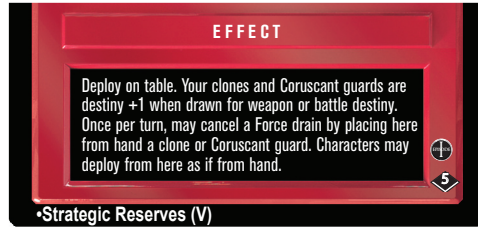
Tentacle (V)



•The Emperor's Prize (V)



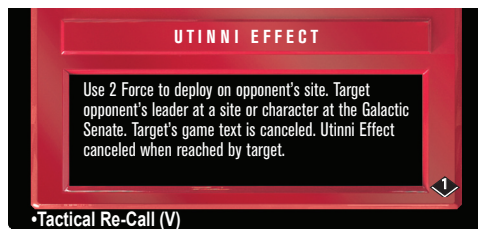
•Strategic Reserves (V)



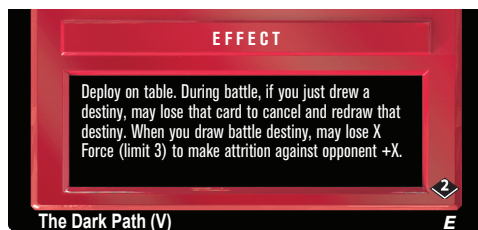
•So Be It, Jedi



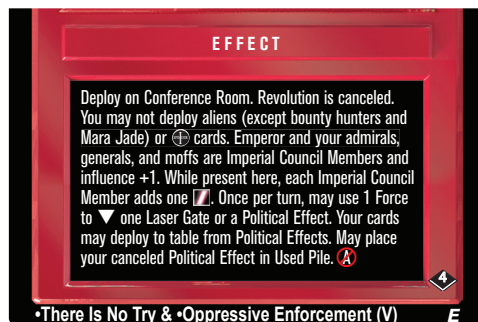
•Tactical Re-Call (V)



The Dark Path (V)

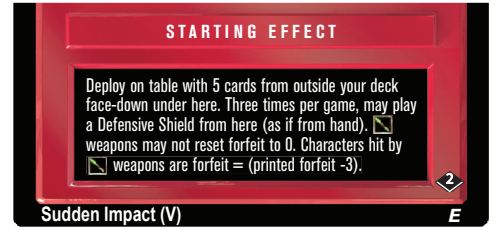


•There Is No Try & •Oppressive Enforcement (V)



DARK SIDE

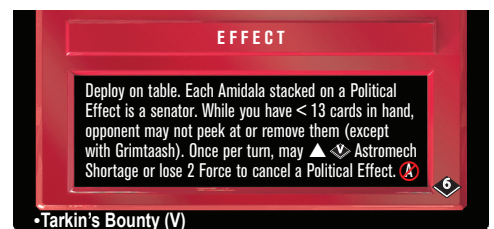
Sudden Impact (V)



•Tarkin Doctrine



•Tarkin's Bounty (V)



•The Emperor Is Coming Here?



•Overseeing It Personally (V)

Virtual Cards: Master List

•The Inner Circle

•The Inner Circle 6

Imperial officers aboard the Death Star considered the Rebellion a minor threat.

EFFECT

Deploy on Conference Room (only at start of game); Sim Aloo here and ♦ There is No Try. Players initiate battles here for free. Once per game may ▼ Ord Mantell. May not be canceled (except by opponent) or placed in Used Pile. Immune to Ineffective Maneuver.

•A Useless Gesture (V)

•TIE Fighter Construction Facility

•TIE Fighter Construction Facility 4

Deploy on table. TIE/ads and restricted (***TIEs are deploy = 2, forfeit = 4, and immune to attrition < 4. Ignore "unique (•)" in Watch Your Back's game text. Attrition against opponent is +3 where your capital starship present with a non-squadron TIE.

EFFECT

Deploy on table. Your ♠ and ♣ cards are lost. "Vader" on your Interrupts may be treated as "Maul or Mara Jade." Wherever you have an Effect with "skill" in its game text, your Force drains and battle destiny draws are +1.

•Mobilization Points (V)

Undercover (V)

EFFECT

Deploy on your spy at a site. Spy is now Undercover. During your control phase, may ▲ one Informant. At same and related sites, opponent's ♣ weapon destiny draws are -1 (-2 if targeting this character).

Undercover (V)

•Weather Vane (V)

EFFECT

Deploy on table. Character here lost if new character arrives. During owner's move phase, they must relocate character here to a Cloud City site (if a bounty hunter on Cloud City, character captured instead).

•Weather Vane (V)

•The Quick And Easy Path

•The Quick And Easy Path 3

"Ready are you? What know you of ready?"

EFFECT

Deploy on table. Sith Fury and your non-epic duels are canceled. Once per turn, may use 1 Force to ▲ a non-Interrupt (or Immediate Effect) with "duel" in its game text. If ♦ Epic Duel on table, Force retrieved (or lost) during a duel cannot be reduced or canceled.

Original concept by Steve Marshall, DeckTech Classic Deck 2003

•Bad Feeling Have I (V)

•Trained In The Jedi Arts

•Trained In The Jedi Arts 5

While Qui-Gon spent years maintaining peace, Maul was sharpening his combat skills. Those years of training came to fruition in one fateful moment.

EFFECT

Deploy on table. Your ♠ and ♣ cards are lost. "Vader" on your Interrupts may be treated as "Maul or Mara Jade." Wherever you have an Effect with "skill" in its game text, your Force drains and battle destiny draws are +1.

•Qui-Gon's End (V)

•Vader's Bounty (V)

EFFECT

Deploy on table. Slave 1 is destiny +2 when drawn for weapon or battle destiny. During battle: while non-Boba Fett with Vader, neither may be excluded or lost until the damage segment, and may place this Effect in Lost Pile to make Boba Fett's total weapon destiny +3.

•Vader's Bounty (V)

•We're The Bait (V)

EFFECT

Deploy on table. It's A Trap! may not be played. Once per game, may use 1 Force to ▼ an Effect with "Bespin" or "Cloud City" in lore or game text. If Chewie, Han, Leia, or Luke wins a battle on Cloud City, place this Effect in Used Pile.

•We're The Bait (V)

DARK SIDE

•Trophy Of A Bounty Hunter

•Trophy Of A Bounty Hunter 5

The Abyssins are known for their regenerative abilities. Jabba keeps several statue heads of Abyssin creatures on his repulsors.

EFFECT

Deploy on table. Whenever opponent's card hit by your bounty hunter leaves table, stack it here face down. Your bounty hunters are power and defense value +X, where X = number of cards stacked here. Once per game, may ▼ Desilijic Tattoo or Jabba's Influence.

Original concept by Volunteer Team, PC Volunteer Award 2010

•Abyssin Ornament (V)

•Vader's Bionic Limbs

•Vader's Bionic Limbs 0

Darth Vader often used physical means of 'persuasion' to get information. Captain Antilles of *Tantive IV* chose to die rather than reveal the location of the stolen Death Star plans.

EFFECT

Deploy on Vader. Vader is landspeed +1. If Vader about to be lost before the damage segment, he is instead 'hit'. During battle, may target one opponent's character present. Draw destiny. Target 'choked' (lost) if destiny > ability.

Physical Choke (V)

•Vader's Cape (V)

EFFECT

Deploy on Vader. Vader moves (using landspeed) for free. While with a Jedi or Skywalker, Vader is defense value and immunity to attrition +2, and his weapon destiny draws are +1. During a duel (or lightsaber combat) opponent initiates, Vader's destiny draws are +1.

•Vader's Cape (V)

Virtual Cards: Master List

DARK SIDE

•Vader's Cybernetic Enhancements

•Vader's Helmet

•Vader's Mask

•Vader's Cybernetic Enhancements 0

Users of the Force can mysteriously manipulate their own physiology and psychology. Control allows rapid healing and provides some immunity to pain, poison and disease.

EFFECT

Deploy on Vader. Vader may move as a 'react'. Your battle destiny draws here are +1. Opponent's cards deployed on Vader are canceled. If Vader about to be placed in Lost Pile, may lose 4 Force to take him (and a lightsaber he was armed with, if possible) into hand. 7

•Control (Dagobah) (V)

•Vader's Helmet 0

"If once you start down the dark path, forever will it dominate your destiny. Consume you it will, as it did Obi-Wan's apprentice."

EFFECT

Deploy on Vader. When Vader moves to same site as a Jedi or Skywalker, opponent loses 1 Force. If Obi-Wan's Journal here, may place it on bottom of opponent's Lost Pile. While with opponent's character of ability > 4, Vader is power +1 and draws two battle destiny if not able to otherwise. 7

•The Dark Path (V)

•Vader's Mask 0

Darth Vader's armored mask and life-support system provide him with extraordinary physical protection in duels and battles, in addition to his Dark Jedi combat skill.

EFFECT

Deploy on Vader. During your battle phase, may cancel this Effect to allow Vader to make a regular move. In order for opponent's character to move away from here using landspeed, opponent must first lose 1 Force. While defending a battle at opponent's site, Vader is power +2 and immune to attrition. 7

•Vader's Eye (V)

•War Has Begun

•Where Are You Taking Them?

•Where Are You Taking This ... Thing?

•War Has Begun 4

EFFECT

If Separatist Uprising on table, deploy on table. Your Separatist Council Room gains one . Your Force generation is +1 at each of your battlegrounds you control with a card. Once per turn, may a Mission. 9

•Naboo Occupation (V)

•Where Are You Taking Them? 4

"Coruscant?"

EFFECT

Deploy on table. At non- sites, immunity to attrition of Jedi is limited to < 5. Your gametext on systems is canceled. During your control phase, may say "Coruscant?" and lose 1 Force to place a just-resolved Interrupt in owner's Lost Pile. 7

Original concept by Kevin Shannon, MPC Champion 2010

•Halt! (V)

•Where Are You Taking This ... Thing? 5

IMMEDIATE EFFECT

If opponent just drew destiny for Nabrun Leids (or removed a just-lost character from Lost Pile), deploy on table and stack that card here face down. Elis Helrot and Nabrun Leids are canceled. Opponent may use 2 Force to place card stacked here in Used Pile. 7

Original concept by Reid Smith, MPC Consolation 2011

•Lt. Shann Childsen (V)

•Well-earned Command (V)

•Well Guarded (V)

•Where Are Those Droidekas?! (V)

EFFECT

Deploy on a battleground site. At sites where you have a vehicle with armor and an Imperial general (or Imperial commander), your total battle destiny is +3 and opponent may not draw more than two battle destiny. If opponent controls this site, this Effect lost. 3

•Well-earned Command (V)

EFFECT

Deploy on table. Your non-unique aliens are immune to Grimtaash (while you have < 13 cards in hand), The Camp, and deployment costs on Watch Your Step. During battle with two non-unique aliens of your Rep's species, your aliens there may not have their forfeit reduced. 8

Original concept by Tom Hollingworth, MPC Champion 2011

•Well Guarded (V)

EFFECT

Deploy on table. Scum And Villainy is canceled. Non-unique destroyer droids are deploy -1 and forfeit +1. While all your characters at sites are destroyer droids, opponent's characters are defense value -1 for each destroyer droid present. 5

Original concept by Alden Peterson, GenCon 2005

•Where Are Those Droidekas?! (V)

•Wipe Them Out, All Of Them (V)

•You May Start Your Landing (V)

•You Want This, Don't You? (V)

EFFECT

Deploy on a site. Unless a player controls a battleground site, that player's weapon destiny draws are -2. During opponent's draw phase, if opponent's non-battleground site (with no related locations) on table, may activate or retrieve 1 Force. 5

Original concept by Michael Raveling, Minnesota States 2004

•Wipe Them Out, All Of Them (V)

EFFECT

If 5th Marker on table, deploy on table. During your control phase, opponent loses 1 Force for each marker site you control with an AT-AT (limit 1 unless Imperial Control on table). Once per game, may Walker Garrison and/or 3rd Marker. 8

•You May Start Your Landing (V)

IMMEDIATE EFFECT

If opponent just drew a card for destiny, deploy on table and stack that card face up here. Opponent may lose 3 Force to take card stacked here into hand; place this card in Used Pile. 3

Original concept by Reid Smith, Origins US Nationals 2005

•You Want This, Don't You? (V)

•With Thunderous Applause

•You'll Be Dead!

•With Thunderous Applause 6

With enough political support, any number of devious plans can be put into motion.

EFFECT

Deploy on Sidious. At start of your turn, if at Senate, may draw 2 cards from Reserve Deck. During your move phase, relocate this Effect to a Rebel or Jedi at a battleground; that character loses any immunity to attrition. If this Effect just lost, relocate it to Sidious.

•Vote Now! (Dark) (V) E

•You'll Be Dead! 3

Deploy on table. Non-lightsaber weapons carried by your non-Dark Jedi characters may not be stolen. During your control phase, opponent loses 1 Force for each battleground site you control with a non- blaster present. Imperial Artillery is a Lost Interrupt.

EFFECT

•Dr. Evazan (V) 8

EPIC EVENTS

•Commence Primary Ignition (V)

•Give Yourself To The Dark Side

•If The Trace Was Correct

•Commence Primary Ignition 0

If Death Star orbits Alderaan (and Central Core on table), deploy on Death Star and fire Superlaser at Alderaan; it is 'blown away'. Once during your control phase, if Death Star orbiting a planet (except a Rebel Base) without related sites, may fire Superlaser at planet (regardless of Objective restrictions) as follows: Draw destiny. Add 2 if you control that system. If destiny + Y - Z > 8, target is 'blown away' and opponent loses 4 Force from Life Force. Y = total Death Star sites where opponent has no presence. Z = total sites at Yavin 4.

Commence Primary Ignition (V) 7

•Give Yourself To The Dark Side 0

If Bring Him Before Me on table, play instead of a Starting Interrupt. an Endor site and two always- Effects. Deploy on table; may and stack Son Of Vader here.

A Powerful Ally: While Son Of Vader on table, Jedi, Rebels, and Rebel starships lose all immunity to attrition and opponent loses 1 Force at the end of each turn. When Son Of Vader leaves table, stack him here. If Luke crossed over, Your Destiny is lost and may deploy (or persona replace) Son Of Vader from here as if from hand.

•There Is No Conflict (V) 8

•If The Trace Was Correct 0

Deploy on table. Instead of firing Galen's Lightsaber, may 'throw' it to Used Pile: draw destiny; choose up to half that number (round up) of opponent's ability < 3 characters present to be hit. *Rogue Shadow* may deploy to sites, moves for free (unless relocating), is immune to attrition < 4, and you may use 3 Force to relocate it to a battleground site (as a regular move during your move phase). If it just moved to a site opponent occupies, may take top card of Used Pile into hand (or if it just landed, any one card in Used Pile; reshuffle).

•If The Trace Was Correct (V) 4

•Deep Hatred (V)

•Epic Duel (V)

Original concept by Logan Sotiano

Unless your objective on table, deploy on table. Vader's Obsession may be played to initiate an epic duel as follows: If Mara is present with Luke, each player draws two destiny (if armed with a lightsaber, each destiny is +1). Add character's ability. If Karde on table, your total is -1. Higher total wins. If Luke loses, place him out of play and you may retrieve 5 Force. If Mara loses, cross her to the Light Side (she is now Mara Skywalker). After the duel (unless it was canceled or tied) Mara is ability = 6, adds one battle destiny, and once per battle involving her, may cancel one just drawn destiny.

•Deep Hatred (V) 4

2004 New Year's Resolution Contest

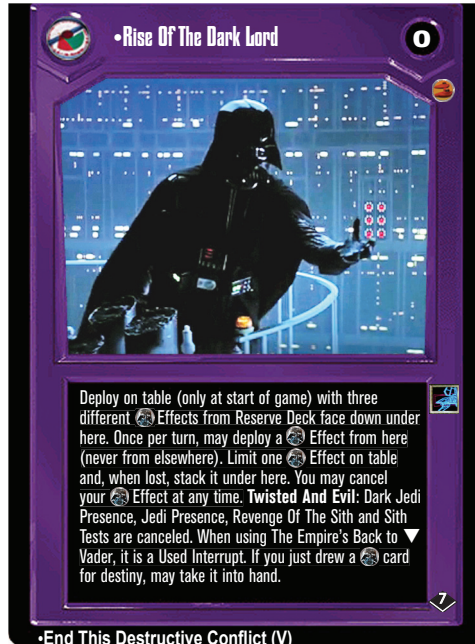
Deploy on table. A Jedi's Resilience may not be played during move phases. The Circle Is Now Complete or Vader's Obsession may be played during any move phase to initiate an epic duel as follows: If Vader present with specified target, each player draws two destiny (if armed with a lightsaber, each destiny is +1); add ability. Loser (lower total) is lost, losing player loses 2 Force, and winning player may retrieve 2 Force.

•Epic Duel (V) 6

•Insidious Prisoner

•Rise Of The Dark Lord

•The Force Unleashed

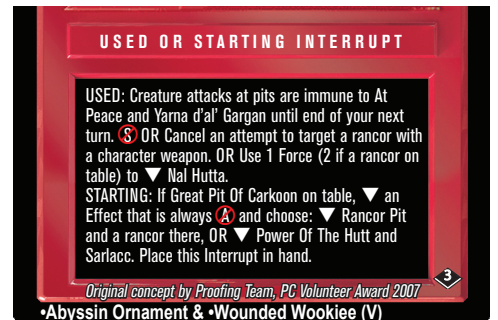
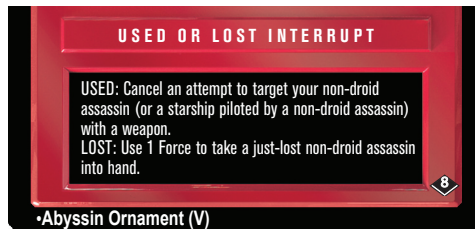
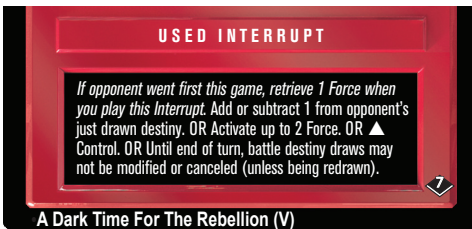


INTERRUPTS

•A Dark Time For The Rebellion (V)

•Abyssin Ornament (V)

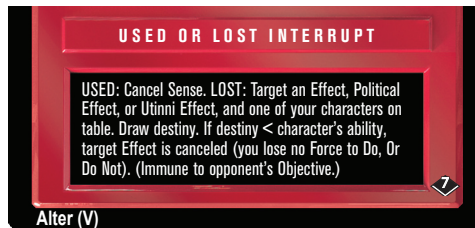
•Abyssin Ornament & •Wounded Wookiee (V)



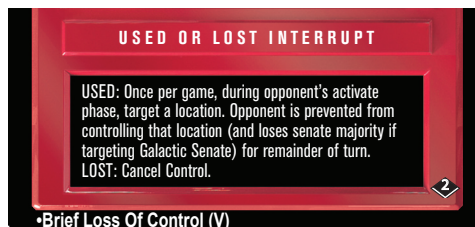
•According To My Design

Alter (Premiere or Coruscant) (V)

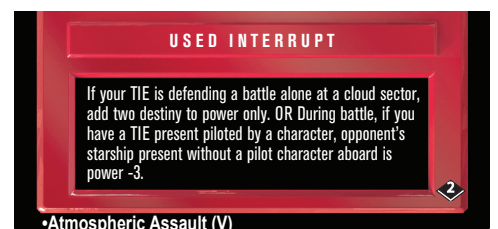
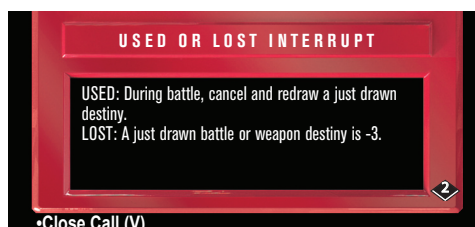
•Atmospheric Assault (V)



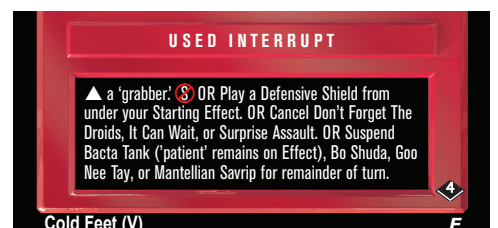
•Brief Loss Of Control (V)



•Close Call (V)

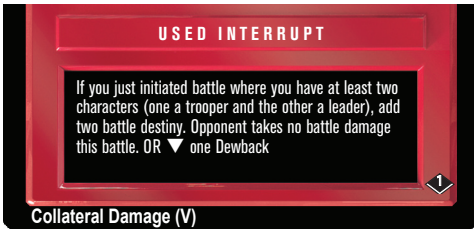


Cold Feet (V)

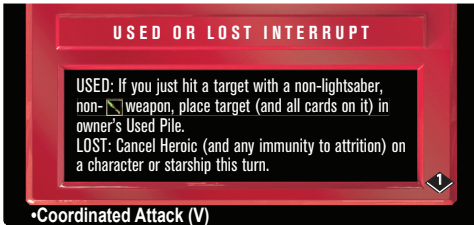


Virtual Cards: Master List

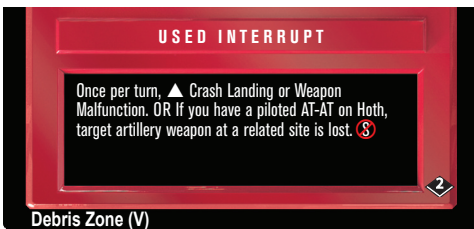
Collateral Damage (V)



•Coordinated Attack (V)



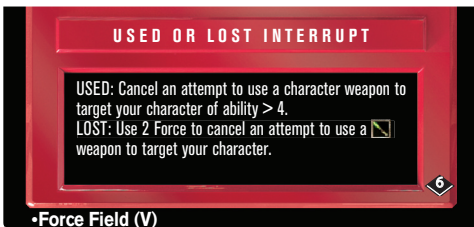
Debris Zone (V)



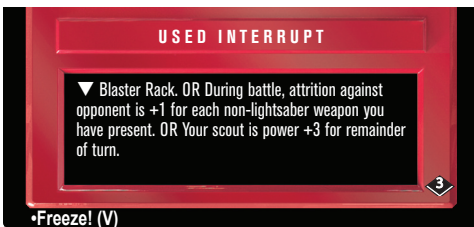
Evacuate? (V)



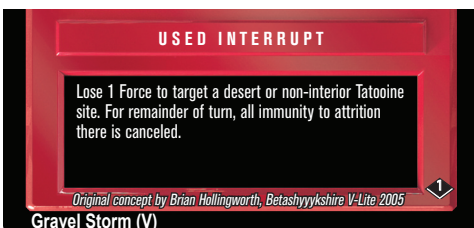
•Force Field (V)



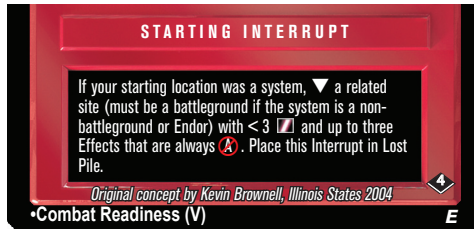
•Freeze! (V)



Gravel Storm (V)



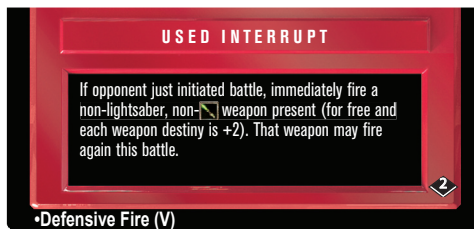
•Combat Readiness (V)



•Dark Collaboration (V)



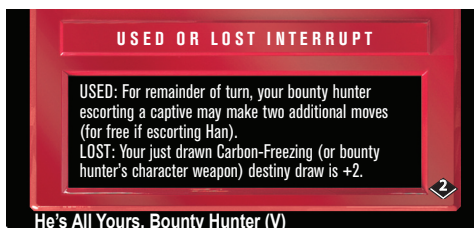
•Defensive Fire (V)



•Everything Is Going As Planned

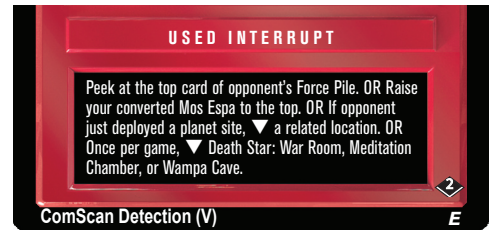


He's All Yours, Bounty Hunter (V)

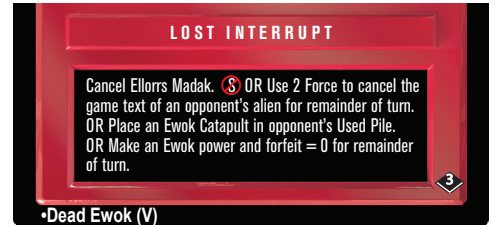


DARK SIDE

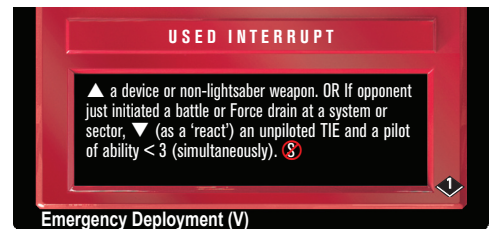
ComScan Detection (V)



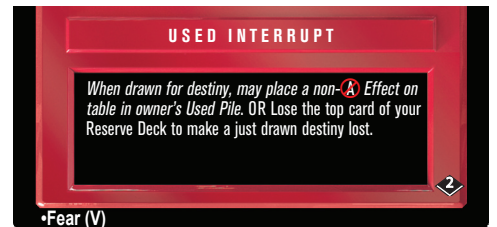
•Dead Ewok (V)



Emergency Deployment (V)



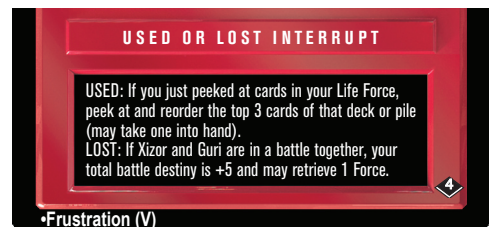
•Fear (V)



•Force Push (V)



•Frustration (V)

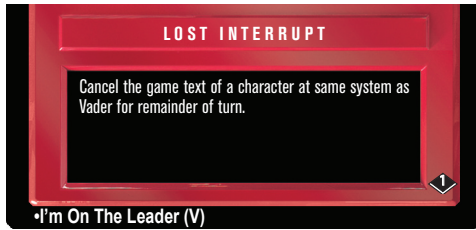


•I Can't Shake Him! (V)



Virtual Cards: Master List

•I'm On The Leader (V)



•Imbalance & •Kintan Strider



•Lana Dobreed & •Sacrifice



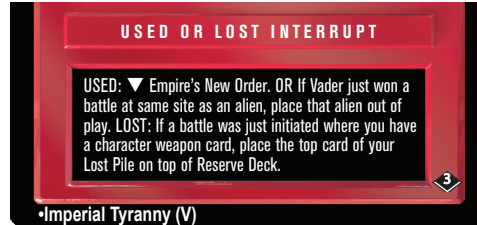
•Lone Pilot (V)



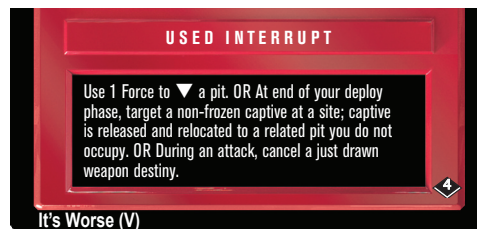
Imperial Code Cylinder (V)



•Imperial Tyranny (V)



It's Worse (V)

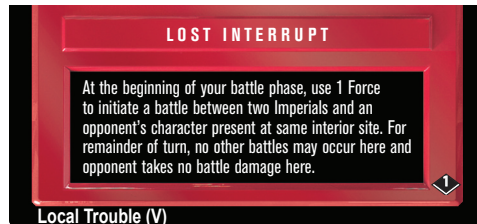


•Let's Pass On That



•Bantha Fodder (V)

Local Trouble (V)



Local Trouble (V)

DARK SIDE

Imperial Reinforcements (V)



Imperial Reinforcements (V)

Informant (V)



Informant (V)

•Join Me! (V)



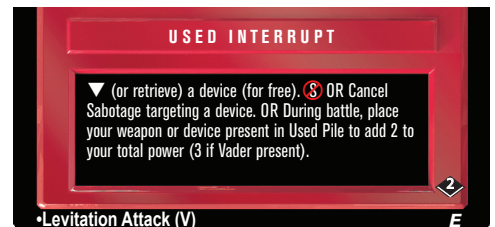
•Join Me! (V)

Lando System? (V)



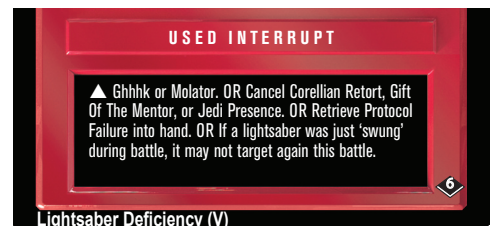
Lando System? (V)

•Levitation Attack (V)



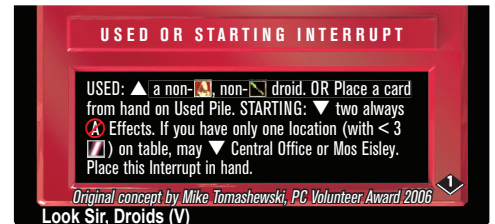
•Levitation Attack (V)

Lightsaber Deficiency (V)



Lightsaber Deficiency (V)

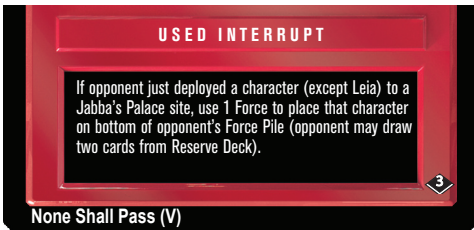
Look Sir, Droids (V)



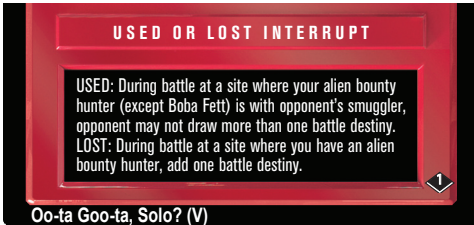
Look Sir, Droids (V)

Virtual Cards: Master List

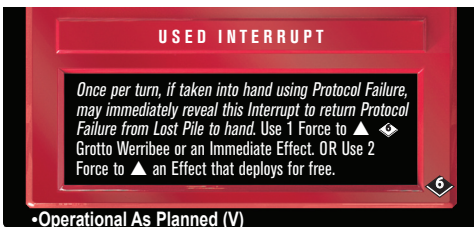
None Shall Pass (V)



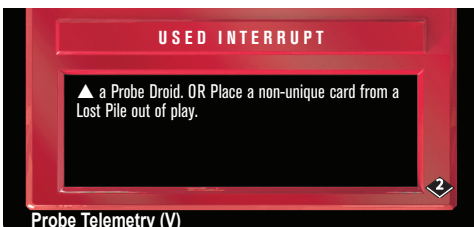
Oo-ta Goo-ta, Solo? (V)



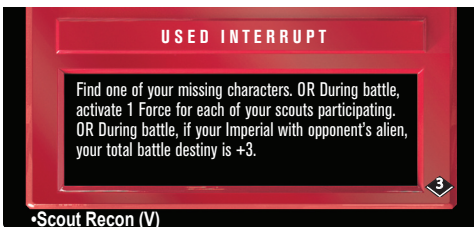
Operational As Planned (V)



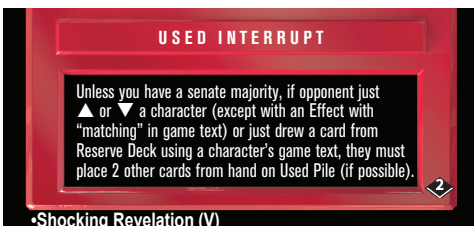
Probe Telemetry (V)



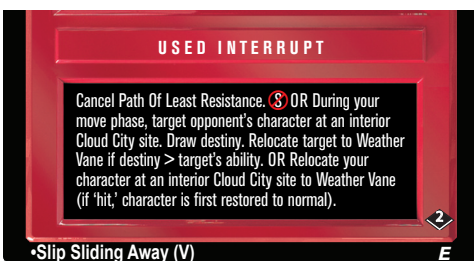
•Scout Recon (V)



•Shocking Revelation (V)



•Slip Sliding Away (V)

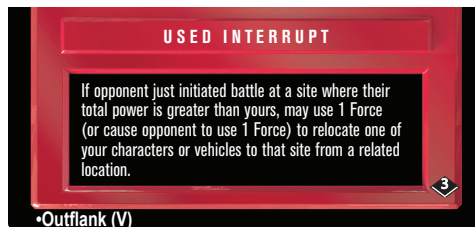


•One Beautiful Thing

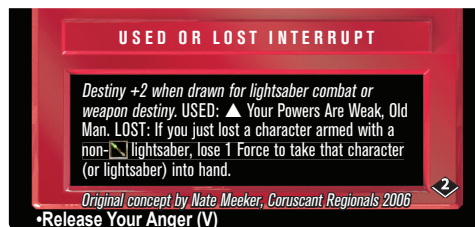


Those Rebels Won't Escape Us (V)

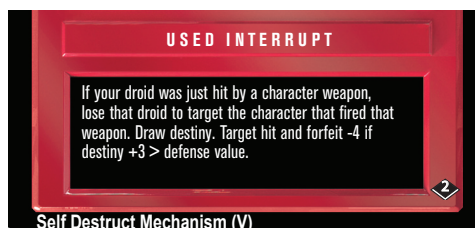
•Outflank (V)



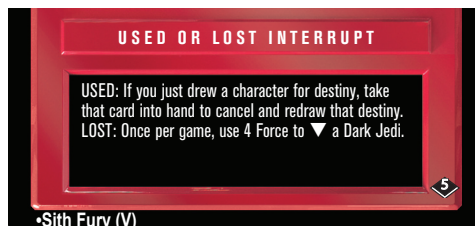
•Release Your Anger (V)



Self-Destruct Mechanism (V)



•Sith Fury (V)



DARK SIDE

•One Bright Spot

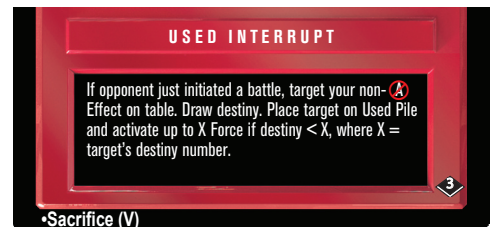


Uncertain Is The Future (V)

•Prepared Defenses (V)



•Sacrifice (V)



•Sith Fury & •End This Destructive Conflict



Virtual Cards: Master List

DARK SIDE

•Sneak Attack (V)

•Sonic Bombardment (V)

Stop Motion (V)

USED OR LOST INTERRUPT

USED: If opponent just initiated a battle, place a card from hand on top of Reserve Deck.
LOST: Add one battle destiny where you have an AT-ST, scout, or lone Imperial of ability < 4.

3

•Sneak Attack (V)

USED INTERRUPT

Once per game ▲ a prison. OR Use 1 Force to ▲ a non-droid assassin (or slaver) of ability < 5. OR During battle involving an assassin, opponent's battle destiny draws are -1. OR Cancel opponent's attempt to modify the power of a starfighter piloted by your alien.

Original concept by Aaron Nelson, PC Volunteer Award 2012

8

•Sonic Bombardment (V)

USED INTERRUPT

▲ Cold Feet, He Hasn't Come Back Yet, or Ice Storm. OR Cancel Dodge. OR Cancel opponent's 'react' away from battle. OR Cancel opponent's attempt to randomly remove one or more cards from your hand (except with Grimtaash).

2

Stop Motion (V)

Stunning Leader (V)

Surface Defense (V)

•Take Evasive Action (V)

USED INTERRUPT

Use 1 Force to ▼ (or retrieve) a Mistryl. OR If your Mistryl present during battle, use 1 Force to reveal the top three cards of opponent's Reserve Deck. Add the destiny number of the highest-destiny male revealed (if any) to your total power. Replace revealed cards.

4

Stunning Leader (V)

USED OR STARTING INTERRUPT

USED: Use 1 Force to ▼ an Effect that deploys for free on table (or your side of table) and is always ⚡.
STARTING: When drawing your starting hand, draw up to 12 cards instead of 8. Place this Interrupt in Reserve Deck.

Original concept by Steven Lewis, PC Volunteer Award 2008

1

Surface Defense (V)

USED OR LOST INTERRUPT

USED: Cancel Fallen Portal, Fly Casual, or T-47 Battle Formation (unless canceling Walker Garrison). ⚡
LOST: If opponent just drew lightsaber combat or weapon destiny, cancel and redraw that destiny.

2

•Take Evasive Action (V)

•Tarkin's Orders (V)

The Empire's Back (V)

Those Rebels Won't Escape Us (V)

USED OR LOST INTERRUPT

USED: If a battle just initiated at a site, target your Imperial of ability = 3 defending. Target's forfeit cannot be reduced, and draws one battle destiny if not able to otherwise. LOST: Use 1 Force to ▼ (or retrieve) Eriadu or an Imperial of ability = 3 (except Veers). ⚡

6

•Tarkin's Orders (V)

LOST INTERRUPT

Use 1 Force to ▼ (or retrieve) Motti, Tagge, Tarkin, or Vader. OR Once during your control phase, for each battleground controlled by Motti, Tagge, Tarkin, or Vader, opponent loses 1 Force.

1

The Empire's Back (V)

USED INTERRUPT

Use 1 Force to ▲ *Stinger* or *Virago*. OR Cancel Darklighter Spin. OR If opponent just initiated a battle at same system or sector as *Stinger* or *Virago*, opponent may not target those starfighters with weapons for remainder of turn.

4

Those Rebels Won't Escape Us (V)

•TIE Sentry Ships (V)

•Trade Federation Tactics (V)

•Twii'lek Advisor (V)

USED OR LOST INTERRUPT

USED: If you just drew a unique (•) Imperial starship for destiny, take that starship into hand to cancel and redraw that destiny. LOST: Use 3 Force to retrieve a unique (•) Imperial starship into hand.

Original concept by Michael Erisman, PC Volunteer Award 2008

6

•TIE Sentry Ships (V)

USED INTERRUPT

Retarget an attempt to make your ⊕ character 'hit' or lost to your other ⊕ character present. OR Retarget opponent's just drawn destiny result about to make your starship 'hit' or lost to your character aboard; starship is protected from all such attempts this turn. OR ▼ Sil Unch.

5

•Trade Federation Tactics (V)

USED OR STARTING INTERRUPT

USED: Use 3 Force to deploy a unique (•) alien (for free) from hand or Used Pile; reshuffle.
STARTING: ▲ and/or ▼ up to three Effects of any kind with 'Jabba' in lore or game text. Place this Interrupt in Reserve Deck.

3

•Twii'lek Advisor (V)

•Unexpected Interruption (V)

Utinni! (V)

•Vader's Anger (V)

USED INTERRUPT

If a battle was just initiated, target an opponent's female non-droid character present with Zixor. Draw destiny. If destiny +2 > target's ability, target excluded from battle and adds her power to Zixor's for remainder of turn.

4

•Unexpected Interruption (V)

USED INTERRUPT

▲ an Utinni Effect. OR ▲ a non-unique and/or a unique (•) Jawa.

1

Utinni! (V)

LOST INTERRUPT

During any move phase, initiate an epic duel between Vader and a Jedi present with him. Both players draw two destiny and add power. Loser (lowest total) is placed in Used Pile (if Epic Duel on table, Lost Pile instead), losing player loses 2 Force (cannot be reduced), and winning player may retrieve 2 Force.

5

•Vader's Anger (V)

••Voyeur (V)

Walker Garrison (V)

USED OR LOST INTERRUPT

USED: If opponent has three non-battleground locations on table, activate 5 Force.
LOST: ▼ a battleground location.

2

••Voyeur (V)

LOST INTERRUPT

If your AT-ATs occupy three related battleground planet sites, your Force drains at same and related battlegrounds this turn are +1 (or +2 if at Hoth). OR If you occupy a site with an AT-AT, cancel a Force drain at a related site.

6

Walker Garrison (V)

•Watch Your Back! (V)

We're All Gonna Be A Lot Thinner! (V)

•Why Didn't You Tell Me? (V)

USED INTERRUPT

▼ a battleground system. OR If opponent just modified your battle destiny draw, cancel and redraw it (it may not be modified). OR If opponent just canceled your battle destiny draw, make that destiny = X instead, where X is the number of battlegrounds you occupy.

1

•Watch Your Back! (V)

USED OR LOST INTERRUPT

USED: Play at the start of your activate phase. When you activate Force this turn, use your opponent's Force icons instead of your own.
LOST: Cancel Into The Garbage Chute, Flyboy.

1

We're All Gonna Be A Lot Thinner! (V)

USED INTERRUPT

During any draw phase, place a card from hand under your Used Pile to take any one card into hand from Force Pile; reshuffle. OR Place IL-19 in owner's Used Pile. OR During the power segment, cancel a just drawn destiny (except battle destiny).

6

•Why Didn't You Tell Me? (V)

Virtual Cards: Master List

DARK SIDE

•We Have A Prisoner & •I Can't Shake Him!

•Weapon Levitation & The Empire's Back

•Wookiee Subjugation

•We Have A Prisoner & •I Can't Shake Him! **5**



USED OR LOST INTERRUPT

USED: During opponent's deploy phase, ▼ an Imperial of ability < 3 (except an admiral) aboard your starship.
 LOST: If opponent just lost or forfeited a character from battle, use 1 Force. Character is captured instead (for remainder of turn, you may not deploy Bounty on that character).

We Have A Prisoner (V)

•Weapon Levitation & The Empire's Back **4**



USED OR LOST INTERRUPT

USED: Cancel Disarmed or Wookiee Strangle. OR Once per battle involving Vader, reveal a device or character weapon from Used Pile and add its printed destiny number to your total power; reshuffle.
 LOST: Use 1 Force to ▼ (or retrieve) Vader. OR If opponent just initiated a battle against Vader defending alone at a site, his forfeit cannot be reduced.

•Weapon Levitation (V)

•Wookiee Subjugation **4**

"Rrraaaaarr!"

USED OR STARTING INTERRUPT

USED: If you just 'enslaved' a character, play a Defensive Shield from under your Starting Effect. STARTING: If Slaving Camp Headquarters on table, ▼ Mercenary Slavers and up to two Effects that deploy on table for free and are always ⚠. Place Interrupt in Reserve Deck.

•Frustration (V)

•Wounded Wookiee (V)

You Overestimate Their Chances (V)

•You Swindled Me! (V)

USED INTERRUPT

If opponent's character was just hit during battle, add one destiny to your total power (two if character was a Wookiee); take cards drawn this way into hand. OR If you just lost X Force to a Force drain, draw up to X cards from Reserve Deck.

•Wounded Wookiee (V)

USED OR STARTING INTERRUPT

USED: Initiate a battle for free.
 STARTING: If Ralltiir Operations on table, ▼ Supply Route, ♠ Insignificant Rebellion, and up to two Effects that are always ⚠, have no deploy cost, and do not deploy on locations. Place Interrupt in Lost Pile.

You Overestimate Their Chances (V)

USED OR LOST INTERRUPT

USED: Reveal the top four cards of your Reserve Deck and separate them into two piles of any size. Opponent places one pile in your hand and the other on top of your Used Pile in any order. OR ▲ Alter. LOST: Place an opponent's just-played Interrupt out of play.

•You Swindled Me! (V)

•Your Powers Are Weak, Old Man (V)

USED OR LOST INTERRUPT

USED: Cancel an attempt to remove a just-lost character from owner's Lost Pile (unless it is being placed out of play or retrieved). LOST: If you just deployed a character to same site as a Jedi, take any one card from your Used Pile into hand; reshuffle.

•Your Powers Are Weak, Old Man (V)

DARK SIDE

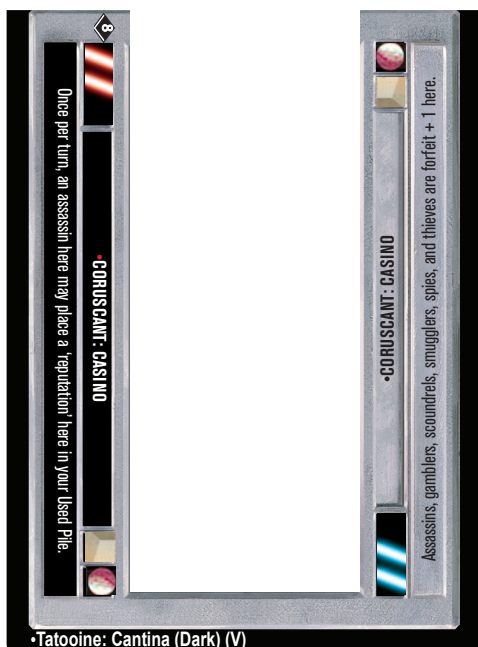
- Carida: ISB Training Academy



- Corulag: ISB Logistics Office



•Coruscant: Casino



•Coruscant: Chancellor's Office



•Coruscant: ISB Central Office



•Coruscant: Private Platform (Docking Bay)



•Coruscant: Palpatine's Quarters



•Coruscant: Sub City Lair (V)



•Death Star: Central Core (V)



•Death Star: Conference Room (V)



•Death Star: War Room (V)



◇Dungeon (Prison)



◇Execution Arena (Pit)



•Geonosis



•Geonosis: Docking Bay



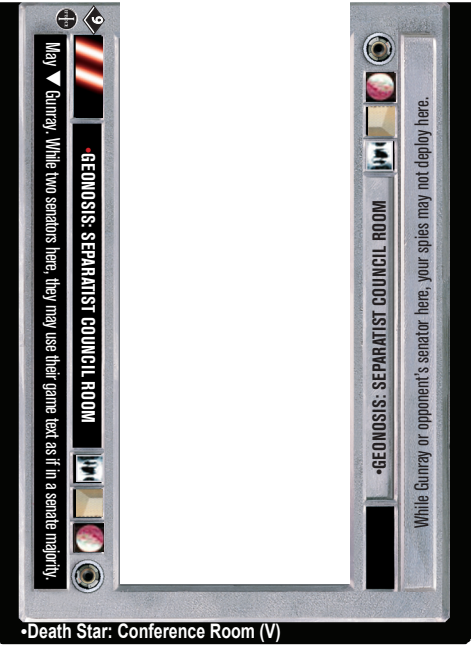
•Geonosis: Petranaki Arena



•Geonosis: Rocky Plains



•Geonosis: Separatist Council Room



•Hoth: Ice Plains (V)



•Hoth: Main Power Generators (1st Marker)



◇ ISB Sector Office



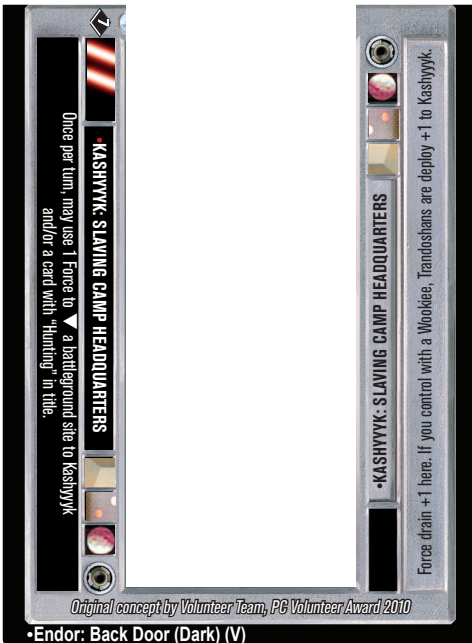
•Kashyyyk: Forest Maze



•Kashyyyk: Skyhook Platform



•Kashyyyk: Slaving Camp Headquarters



•Kashyyyk: Wookiee Slaving Camp



•Kessel: Spice Mines - Administrator's Office



•Kessel: Spice Mines - Docking Bay



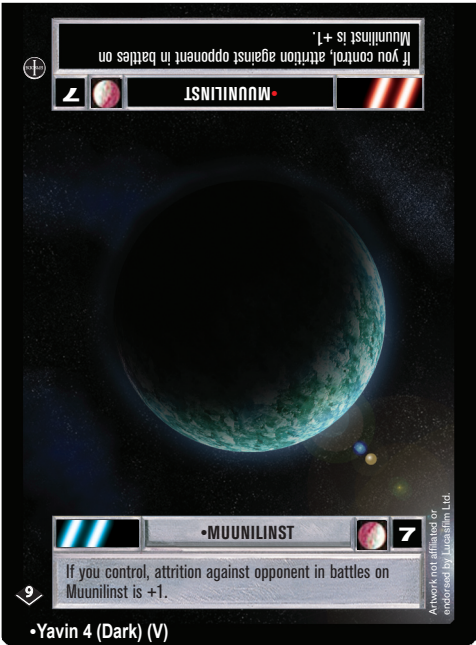
•Kessel: Spice Mines - Extraction Facility



•Kessel: Spice Mines - Prison



•Muunilinst



•Muunilinst: Banking Clan Headquarters



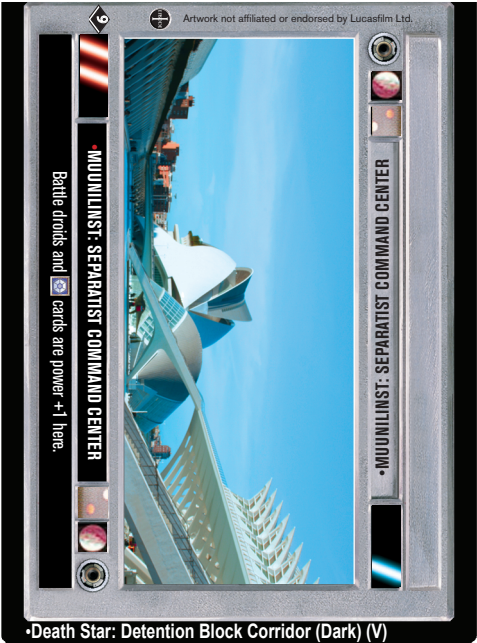
•Muunilinst: City Of Harnaidan



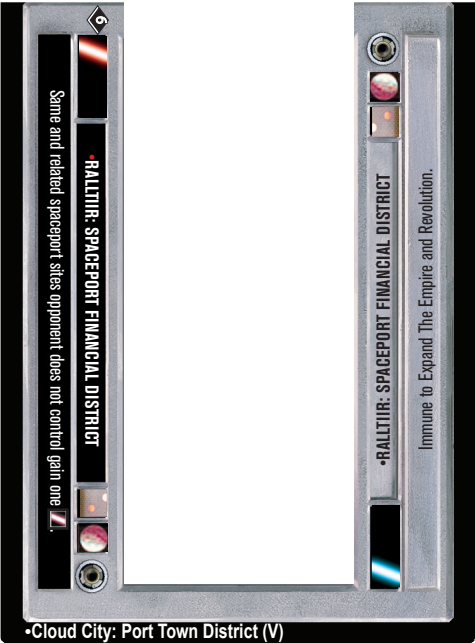
•Muunilinst: Docking Bay



•Muunilinst: Separatist Command Center



•Ralltiir: Spaceport Financial District



•Ralltiir: Supply Route



◇ Remote Depot



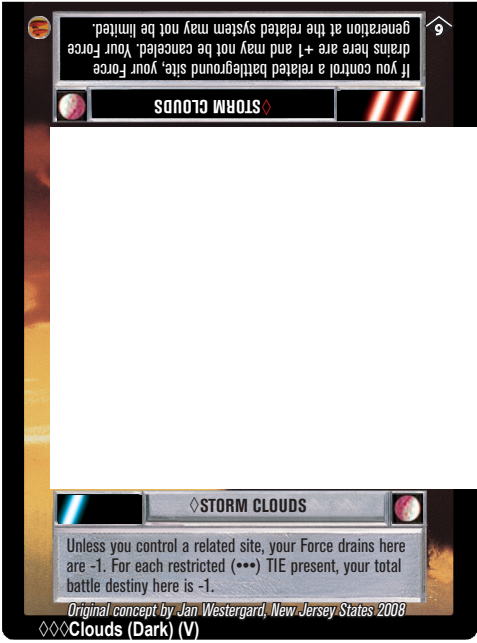
◇Spaceport: Docking Bay (Dark) (V)



***Star Destroyer: Command Station



◇Storm Clouds



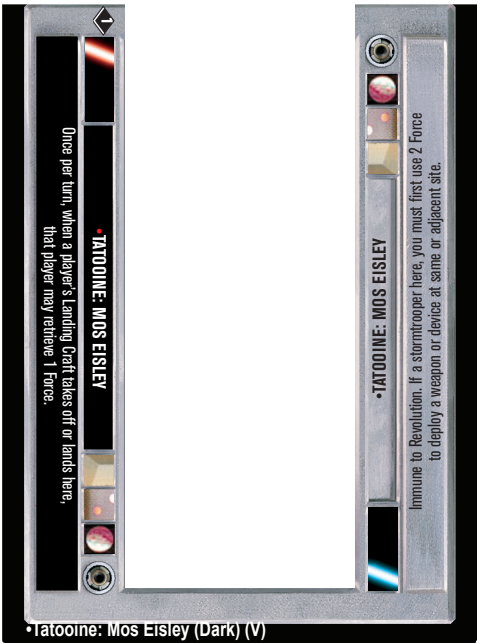
•Tatooine: Imperial Outpost



•Tatooine: Imperial Vanguard Camp



•Tatooine: Mos Eisley (Dark) (V)



•Tatooine: Mos Espa (V)



MISSIONS

•Tatooine: Watto's Junkyard (Dark) (V)



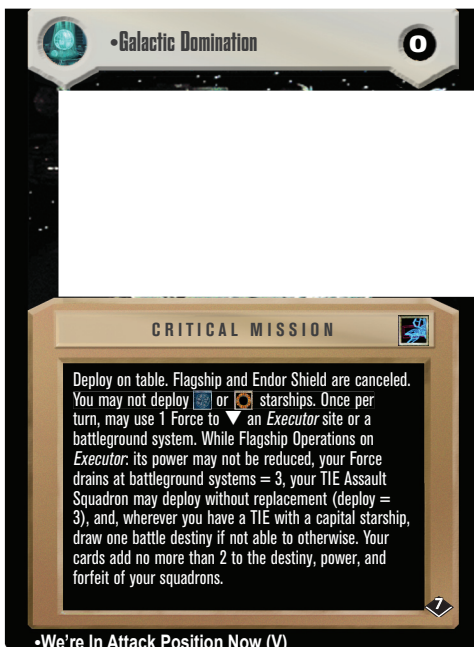
•Arena Execution



•Defense Of Muunilinst



•Galactic Domination



•Imperial Aces



•In The Hands Of The ISB



Virtual Cards: Master List

DARK SIDE

•Rally To Our Cause

•Spice Mine Operations

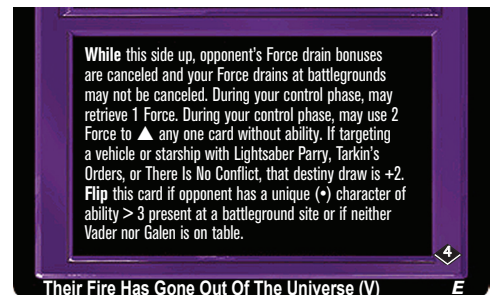
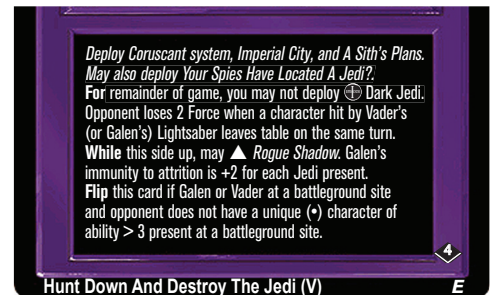


OBJECTIVES

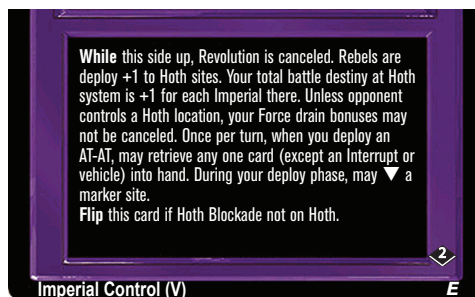
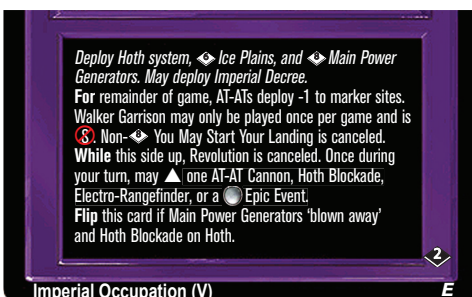
A Stunning Move / A Valuable Hostage



Hunt Down And Destroy The Jedi (V) / Their Fire Has Gone OUT OF The Universe (V)



Imperial Occupation (V) / Imperial Control



Virtual Cards: Master List

DARK SIDE

Contract Killers /
Feared Throughout The Galaxy


Contract Killers




Deploy Coruscant system, Sub City Lair and On The Hunt. For remainder of game, Aurra, Galen, Mara, and your aliens with "plotting to kill Jabba" in lore are assassins. Your cards with ability are deploy +3 except assassins and starships. Characters add 1 to their Death Mark total for each weapon or device they carry. Once per turn, may ▼ a Coruscant battleground.

Flip this card if assassins control two battlegrounds (unless opponent's non-droid character at a battleground site) or a ♦ Death Mark attempt is made.



•Vader's Bounty (V)

Imperial Entanglements /
No One To Stop Us This Time


Imperial Entanglements




Deploy Tatooine (with Devastator there) and a non-Jabba's Palace Tatooine battleground site. For remainder of game, you may not deploy Jabba's Palace sites, non-Imperial characters, non-Imperial starships, or systems.

While this side up, once per turn, may ▼ a Tatooine battleground site. Opponent loses no Force to Tatooine Occupation or your Force drains at Tatooine system.

Flip this card if you control three Tatooine sites and opponent controls less than three Tatooine sites.



Ralltiir Operations (V)

Wookiee Slaving Operation /
Indentured To The Empire


Wookiee Slaving Operation




Deploy Kashyyyk system, Slaving Camp Headquarters, and ♦ Special Delivery. For remainder of game, your Trandoshans are slavers. Scum And Villainy may deploy on Slaving Camp Headquarters and may not be canceled while you occupy that site. While you have < 13 cards in hand, your non-unique slavers are immune to Grimtaash.

Flip this card if your slavers control two Kashyyyk battlegrounds and opponent controls no Kashyyyk locations.



Binders (V)

Feared Throughout The Galaxy


Feared Throughout The Galaxy




While this side up, during your control phase, opponent loses 1 Force. If two assassins (except Galen) are in battle, add one battle destiny. Once per turn, if opponent just lost a character, an assassin there may gain 'reputation'; retrieve any one card (may only be canceled by Aim High) and stack it face down on that assassin. Assassins with 'reputation' may add 1 to Force drains where present.

Flip this card at the end of any turn if opponent's non-droid character at a battleground site (unless ♦ Death Mark is on your side of the table).



•Any Methods Necessary (V)

No One To Stop Us This Time


No One To Stop Us This Time




While this side up, wherever you have a trooper 'riding' a dewback, add one battle destiny. ♦ Local Trouble may be played at exterior Tatooine sites. Once during your control phase, may peek at the top X cards of your Reserve Deck, where X = the number of Tatooine locations you occupy; take one into hand and reshuffle. Opponent's characters require +1 Force to move from Tatooine sites using their landspeed.

Flip this card if opponent controls more Tatooine sites than you.



In The Hands Of The Empire (V)

Indentured To The Empire


Indentured To The Empire




While this side up, whenever you 'enslave' a character, opponent must choose to use 2 Force or lose 1 Force. Once per turn, during battle may add or subtract up to X from your just drawn destiny, where X = the number of Kashyyyk locations you control with a slaver. Once per turn, if you just retrieved Force during battle, may take a slaver, starship, or vehicle retrieved into hand.

Flip this card if opponent controls two Kashyyyk battlegrounds.



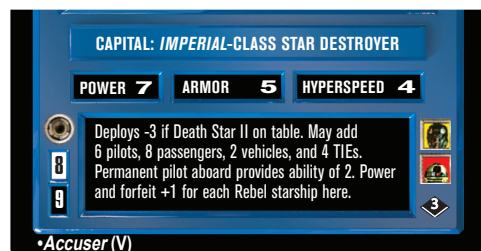
•Death Star II (V)

Separatist Uprising / At War With Itself

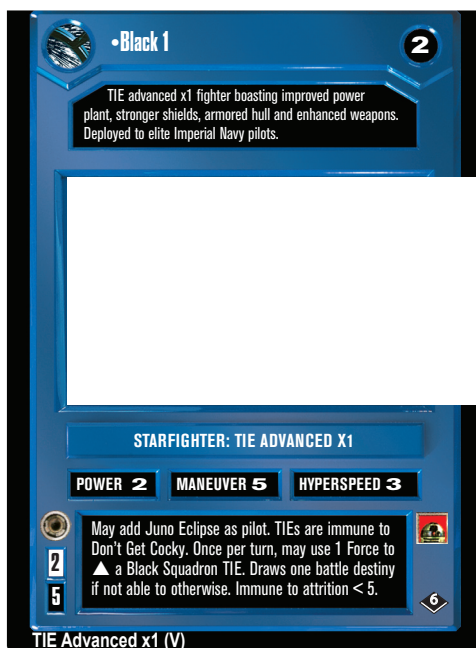


STARSHIPS

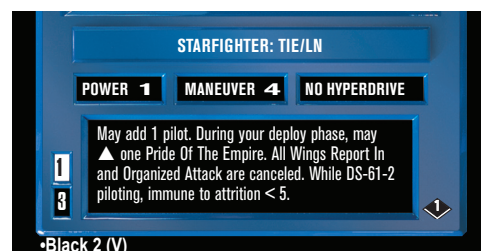
•Accuser (V)



•Black 1



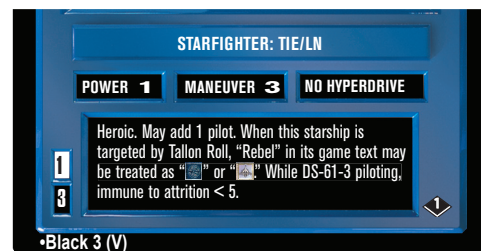
•Black 2 (V)



•Blockade Flagship (V)



•Black 3 (V)



Virtual Cards: Master List

DARK SIDE

•Black 5

•Black 5 3

These heavily modified battleships are used to control and direct the Trade Federation automated army. Easily identified by its array of sensors and antennae.

STARFIGHTER: TIE/LN

POWER 2 MANEUVER 4 NO HYPERDRIVE

May add DS-61-5 as pilot. During battle, if about to be lost before the damage segment, is instead 'hit'. If targeted by Watch Your Back!, it is a Used Interrupt. Immune to Don't Get Cocky and attrition < 4.

2
5

All Power To Weapons (V)

•Blockade Support Ship

•Blockade Support Ship 2

These heavily modified battleships are used to control and direct the Trade Federation automated army. Easily identified by its array of sensors and antennae.

CAPITAL: TRADE FEDERATION BATTLESHIP

POWER 5 ARMOR 5 HYPER SPEED 3

Unless Fondor on table, may deploy -3 as a 'react'. May add 3 pilots and 4 passengers. Permanent pilot provides ability of 2.

5
7

Trade Federation Droid Control Ship (V)

•Colonel Jendon In Onyx 1

•Colonel Jendon In Onyx 1 2

Designed to emulate Rebel starfighter advantages. Production began shortly before the Battle of Endor. Armed with laser cannons, ion cannons and missile launchers.

STARFIGHTER: TIE DEFENDER

POWER 5 MANEUVER 5 HYPER SPEED 3

May deploy as a 'react'. Permanent pilot is •Jendon who provides ability of 2. When deployed, may ▼ a weapon on Onyx 1. Adds one battle destiny if with Onyx 2. Immune to attrition < 4.

4
6

Original concept by Jeremy Gardner, PC Volunteer Award 2009
•Onyx 1 (V)

•Boba Fett In Slave I (V)

STARFIGHTER: FIRESpray-CLASS ATTACK SHIP

POWER 7 MANEUVER 6 HYPER SPEED 4

Permanent pilot is •Boba Fett, who provides ability of 3. Draws one battle destiny if not able to otherwise. Slave I's power may not be reduced by opponent. Immune to Eject! Eject! and attrition < 5.

6
7

•Boba Fett In Slave I (V)

•Bossk In Hound's Tooth (V)

CAPITAL: MODIFIED CORELLIAN FREIGHTER

POWER 6 ARMOR 4 HYPER SPEED 4

Permanent pilot is •Bossk, who provides ability of 2. During battle with opponent's starship (or Falcon), may add one destiny to total power or attrition. Immune to attrition < 4.

4
6

•Bossk In Hound's Tooth (V)

•Conquest (V)

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ARMOR 5 HYPER SPEED 3

May add 6 pilots, 8 passengers, 2 vehicles, and 4 TIEs. Permanent pilot provides ability of 2. During battle, may lose 1 Force to cancel a non-Interrupt.

8
8

•Conquest (V) E

•DS-61-11 In Black 11

•DS-61-11 In Black 11 2

Stationed aboard command ship Executor. Pilot known as 'Wampa' for icy precision in battle. Often serves as escort to Lord Vader's shuttle.

STARFIGHTER: TIE/LN

POWER 4 MANEUVER 3 NO HYPERDRIVE

Permanent pilot is •DS-61-11, who provides ability of 2. Whenever you deploy a TIE simultaneously with a pilot character, your Force retrieval from Sienar Fleet Systems is +1. Immune to attrition < 5.

3
4

•Black 11 (V)

•Devastator (V)

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 9 ARMOR 6 HYPER SPEED 3

May add 6 pilots and 4 TIEs. Permanent pilot provides ability of 1. May follow an opponent's starship that just moved from same system (if within range). Immune to attrition < 4.

8
9

Original concept by Thomas Caspersen, Sandvika V-Lite 2005
•Devastator (V)

•Dooku's Solar Sailer

•Dooku's Solar Sailer 3

STARFIGHTER: PUNWORCCA 116-CLASS SLOOP

POWER 3 MANEUVER 4 HYPER SPEED 6

May add 1 pilot and 2 passengers. Dooku deploys free aboard. While Dooku aboard, immune to attrition and opponent must have at least two piloted starships to initiate battle at same system.

3
5

Background image courtesy Gosse Zeilstra
TIE Scout (V)

•Dominator (V)

CAPITAL: VICTORY-CLASS STAR DESTROYER

POWER 6 ARMOR 5 HYPER SPEED 4

Destiny +2 when drawn for destiny. May add 2 pilots, 4 passengers, and 2 TIEs. Permanent pilot provides ability of 2. May reveal this starship from hand to place on Used Pile.

6
6

Original concept by Dominic Gaudreault, Quebec Provincial 2005
•Dominator (V)

•Elis in *Hintha*

•Elis in *Hintha* 2

STARFIGHTER: HEAVILY MODIFIED FREIGHTER

POWER 4 MANEUVER 5 HYPERSPEED 4

May add 1 pilot and 3 passengers. Permanent pilot is •Elis, who provides ability of 2. Once per game, may ▼ a smuggler aboard. While at opponent's system, adds one [] . Immune to attrition < 5.

Original concept by Chris Schoenthal, California States 2010

Virago (V)

••Fanblade Starfighter

••Fanblade Starfighter 3

STARFIGHTER: G/INIVEX-CLASS STARFIGHTER

POWER 3 MANEUVER 5 HYPERSPEED 3

May add 1 pilot (suspends permanent pilot) and 1 passenger. Permanent pilot provides ability of 2. Forfeit +2 while with a [] card. Unless defending, power +2 and adds one battle destiny.

TIE Vanguard (V)

•Hound's Tooth (V)

CAPITAL: MODIFIED CORELLIAN FREIGHTER

POWER 5 ARMOR 4 HYPERSPEED 4

May add 1 alien pilot, 6 passengers, and 1 vehicle. Deploys (even using Combat Response) and moves like a starfighter. While Bossk piloting, adds one battle destiny and immune to attrition < 4.

•Hound's Tooth (V)

Imperial-Class Star Destroyer (V)

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ARMOR 6 HYPERSPEED 3

Deploys -1 to same location as a unique (+) Star Destroyer. May add 6 pilots and 4 TIEs. Permanent pilot provides ability of 1. Unless alone, draws one battle destiny if unable to otherwise.

Imperial-Class Star Destroyer (V) E

•Jabba's Space Cruiser (V)

CAPITAL: UBRIKKIAN LUXURY SPACE YACHT

POWER 5 ARMOR 5 HYPERSPEED 4

Deploys and moves like a starfighter. May add 1 alien pilot and 6 passengers. Permanent pilot provides ability of 2. Your [] starships may deploy here as a 'react'. If Jabba here, immune to attrition.

•Jabba's Space Cruiser (V) E

•Justifier

•Justifier 1

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ARMOR 6 HYPERSPEED 3

Lost if your Endor or your other capital starship on table. May add 1 admiral as a pilot. Permanent pilots aboard provide total ability of 4. Immune to attrition < 7 (< 10 if your admiral aboard).

Original concept by Justin Desai, Origins Championship 2003

•Avenger (V)

•Katana

•Katana 3

Introduced during the Clone Wars. 600 meters long. Some have cargo spaces converted to TIE hanger bays. Still used to maintain an Imperial presence in the Outer Rim.

CAPITAL: DREADNAUGHT-CLASS HEAVY CRUISER

POWER 5 ARMOR 4 HYPERSPEED 3

May add 3 pilots, 6 passengers, and 4 TIEs. Your other Dreadnaughts here are power +1, forfeit +2, Heroic, and immune to attrition < 4. Permanent pilot provides ability of 3. Immune to attrition < 4.

Original concept by Thomas Caspersen, Sandville V-Lite 2005

Dreadnaught-Class Heavy Cruiser (V)

•Mist Hunter (V)

STARFIGHTER: BYBLOS G-1A TRANSPORT

POWER 2 MANEUVER 3 HYPERSPEED 5

May add 2 alien pilots and 3 passengers. Zuckuss deploys free aboard. While Zuckuss piloting, opponent's weapon, battle, and asteroid destiny draws here are -2. Immune to attrition < 3.

•Mist Hunter (V)

•Obsidian 10 (V)

STARFIGHTER: TIE/LN

POWER 1 MANEUVER 3 NO HYPERDRIVE

Heroic. May add 1 pilot. OS-72-10 deploys -2 aboard. When lost from Endor, a mobile system, or a sector, may place this starship (and cards aboard it) in owner's Used Pile.

•Obsidian 10 (V)

•Onyx 2 (V)

STARFIGHTER: TIE DEFENDER

POWER 3 MANEUVER 4 HYPERSPEED 4

May deploy as a 'react'. Permanent pilot provides ability of 2. When deployed (except as a 'react'), may play a Defensive Shield from under your Starting Effect (as if from hand).

•Onyx 2 (V) E

•Punishing One (V)

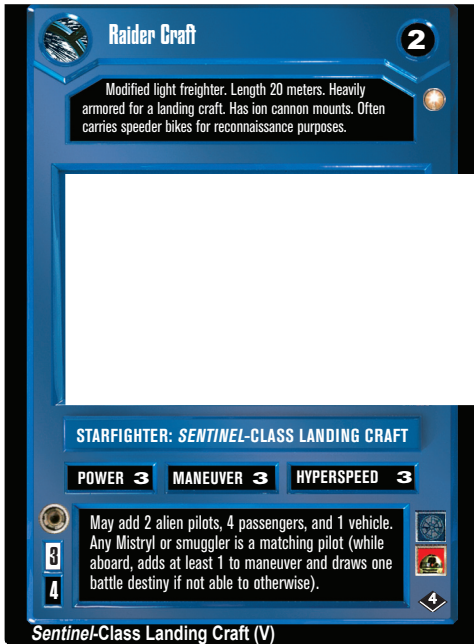
STARFIGHTER: CORELLIAN JM 5000

POWER 2 MANEUVER 5 HYPERSPEED 3

May add 1 alien pilot and 1 passenger. During battle here, if Dengar piloting, attrition against opponent is +3. Immune to attrition < 4.

•Punishing One (V)

Raider Craft



•Slave I (V)

•Rogue Shadow

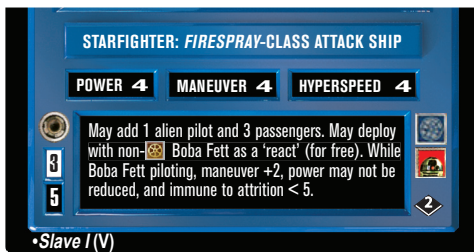


•Stalker (V)

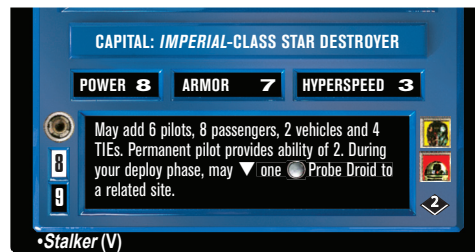
•••Saber Squadron TIE



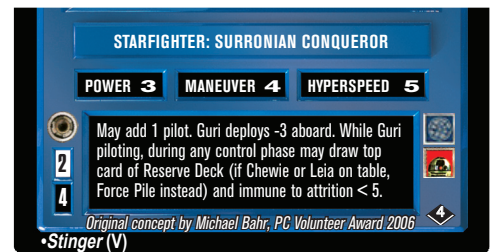
•Stinger (V)



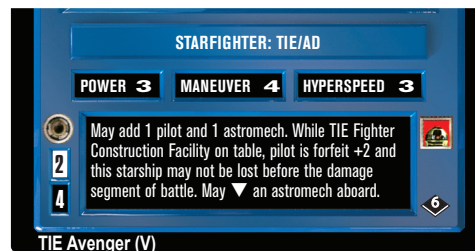
•Slave I, Symbol Of Fear



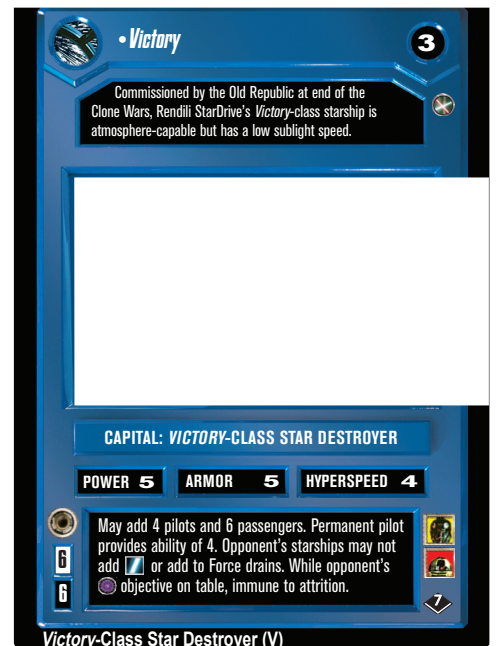
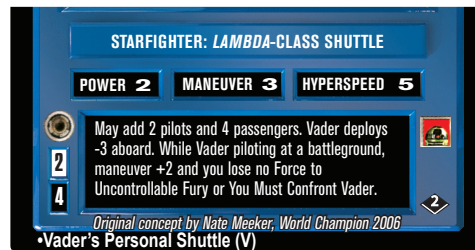
TIE Avenger (V)



•Victory



•Vader's Personal Shuttle (V)



Virtual Cards: Master List VEHICLES

DARK SIDE

Bantha (V)

CREATURE VEHICLE

POWER 1 MANEUVER 2 LANDSPEED 1

May add 2 'riders' (passengers). Ability = ½. May move as a 'react'. Tusken Raiders here are power +1. Scum And Villainy ignores creature vehicles. During your deploy phase, may ▼ one Bantha Herd.

1
3

Bantha (V)

•Blizzard 1 (V)

COMBAT VEHICLE: AT-AT

POWER 7 ARMOR 7 LANDSPEED 1

May add 2 pilots and 8 passengers. During the power segment of a battle here, may lose X cards from hand to cause +X attrition against opponent. Immune to attrition < 4.

5
7

•Blizzard 1 (V)

•Blizzard 2 (V)

COMBAT VEHICLE: AT-AT

POWER 6 ARMOR 8 LANDSPEED 1

May add 1 pilot and 8 passengers. Permanent pilot provides ability of 2. During your control phase, may ▲ one Trample or Walker Barrage. Walker Barrage total is +2. Immune to attrition < 4.

6
6

•Blizzard 2 (V)

•Blizzard Scout 1 (V)

COMBAT VEHICLE: AT-ST

POWER 3 ARMOR 4 LANDSPEED 3

May add 1 pilot or passenger. Permanent pilot provides ability of 2. May move as a 'react'. During battle, if with your piloted AT-AT, may cancel game text of an opponent's character present.

3
5

•Blizzard Scout 1 (V)

•Blizzard 4

•Blizzard 4

Staffed by an experienced crew, Blizzard 4's role in all engagements is to seek out new terrain uncovered by the initial offensive thrust and unload troops to hold it. Enclosed.

2

COMBAT VEHICLE: AT-AT

POWER 6 ARMOR 7 LANDSPEED 1

May add 1 pilot and 6 passengers. Permanent pilot provides ability of 2. When deployed, may ▼ a non-pilot Imperial warrior aboard (for free). Immune to attrition < 4.

6
6

•Blizzard 4 (V)

•Cyclone 1

•Cyclone 1

Enclosed armored transport adapted for hot climates by replacing tertiary weapons systems with additional Siemar z23 heat dissipation units.

1

COMBAT VEHICLE: AT-AT

POWER 5 ARMOR 7 LANDSPEED 1

Power +1 for each Sandtrooper present. Permanent pilots provide total ability of 2. May add 7 passengers. Once per game may ▼ a vehicle site or vehicle weapon aboard. Immune to attrition < 4.

7
7

•••Dune Walker (V)

Cyclone Walker

Cyclone Walker

Enclosed.

1

COMBAT VEHICLE: AT-AT

POWER 5 ARMOR 7 LANDSPEED 1

May add 1 pilot and 8 passengers. Permanent pilot provides ability of 1. While AT-AT Driver piloting, he is forfeit +2 and this vehicle is power +1 and immune to attrition < 5.

5
6

Image courtesy of ObiHahn

Patrol Craft (V)

Dewback (V)

CREATURE VEHICLE

POWER 2 ARMOR 4 LANDSPEED 2

Deploys only on Tatooine. Ability = ¼. May add 1 'rider' (passenger). May be targeted by Trample instead of a piloted AT-AT. During battle, may 'roar' to make a character here defense value -1.

2
3

Dewback (V)

Droid Walker

Droid Walker

Enclosed.

2

COMBAT VEHICLE: WALKER

POWER 4 ARMOR 4 LANDSPEED 2

Deploys -1 to same site as your MTT. AT-AT Cannon may deploy aboard, and targets it hits may not be used to satisfy attrition. Unless alone, draws one battle destiny if not able to otherwise.

3
5

•Bespinn Motors Void Spider THX 1138 (V)

•Jabba's Sail Barge (V)

TRANSPORT VEHICLE

POWER 4 ARMOR 5 LANDSPEED 2

Deploys only on Tatooine. May add 1 driver and 8 passengers. Scum And Villainy may deploy aboard. During your deploy phase, may ▼ one Jabba, Pote, or Passenger Deck aboard. Immune to attrition < 6.

3
5

•Jabba's Sail Barge (V)

Sandcrawler (V)

TRANSPORT VEHICLE

POWER 3 ARMOR 3 LANDSPEED 2

Permanent driver provides no ability. May add 7 passengers. Jawas at same site are power +1 and forfeit +2. During your deploy phase, may ▼ a Jawa here.

3
3

Sandcrawler (V)

IG-227 "Hailfire" Droid Tank

IG-227 "Hailfire" Droid Tank

3

Enclosed.



COMBAT VEHICLE: HAILFIRE-CLASS DROID TANK

POWER 4 ARMOR 5 LANDSPEED 2

Deploys -1 to same location as a  card. Permanent weapon is Missile Battery (may target a character or vehicle for free; draw destiny; add 2 if targeting a vehicle; target hit if total destiny +1 > defense value).

45

Ubrikkian 9000 Z001 (V)

•Marquand In Blizzard 6

•Marquand In Blizzard 6

1

Ruthless and well-equipped for both air and ground assault, Vader's feared Death Squadron came to the icy Rebel Base with total domination in mind. Enclosed.



COMBAT VEHICLE: AT-AT

POWER 6 ARMOR 7 LANDSPEED 1

May add 1 pilot. Permanent pilot is •Marquand, who provides ability of 2. Cards it hits are power and forfeit -2 and may not apply ability towards drawing battle destiny. Immune to attrition < 4.

66

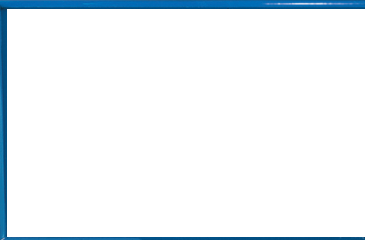
•Prepare For A Surface Attack (V)

•Maul's Sith Speeder

•Maul's Sith Speeder

5

Attain speeds of up to 600 kph. 3 meters long. Extremely difficult to control at high speeds. Dengar rode a similar swoop when injured in a race with Han at Agrilat.



TRANSPORT VEHICLE

POWER 1 MANEUVER 6 LANDSPEED 6

May add Maul as driver. May deploy with Maul as a 'react'. During battle, Maul may disembark (place this vehicle in Used Pile) to cancel the immunity to attrition of a Jedi here. Immune to attrition.

12

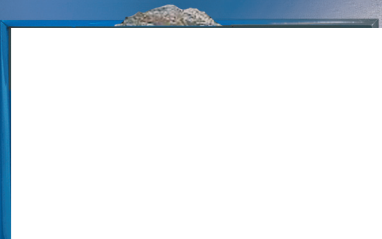
Original concept by Ryan French, Seattle V-Lite 2005
Flare-S Racing Swoop (V)

Rancor Mount

Rancor Mount

2

Indigenous to Dathomir, but found on several dozen worlds throughout the galaxy. Vicious predator. Sometimes kept as pets by eccentrics and crime lords.



CREATURE VEHICLE

POWER 3 ARMOR 5 LANDSPEED 2

May add a witch as 'rider' (passenger). Ability = ½. While ridden by a Dathomir Witch, power +2, cannot be attacked, your Force drains here are +1, and vehicle and 'rider' are immune to attrition < 4.

35

Rancor (V)

•URoRRuR'R'R's Bantha (V)

•URoRRuR'R'R's Bantha (V)

1

CREATURE VEHICLE

POWER 1 MANEUVER 2 LANDSPEED 1

Deploys only on Tatooine. May add 2 'riders' (passengers). Ability = ½. While URoRRuR'R'R aboard, adds one battle destiny. During your deploy phase, may ▼ one URoRRuR'R'R here.

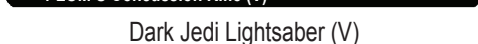
14

Virtual Cards: Master List WEAPONS

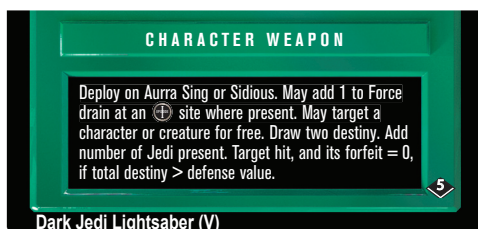
•Assassin's Blaster Rifle



•4-LOM's Concussion Rifle (V)



Dark Jedi Lightsaber (V)



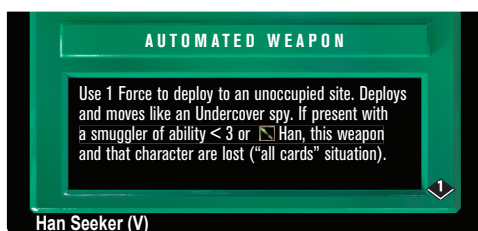
Dark Jedi Lightsaber (V)

•Feltipern Trevagg's Stun Rifle (V)



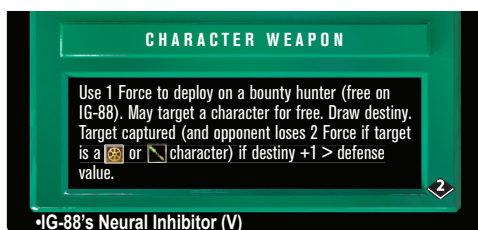
•Feltipern Trevagg's Stun Rifle (V)

Han Seeker (V)



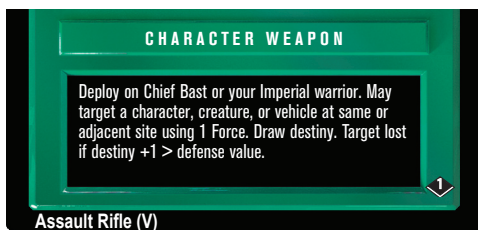
Han Seeker (V)

•IG-88's Neural Inhibitor (V)



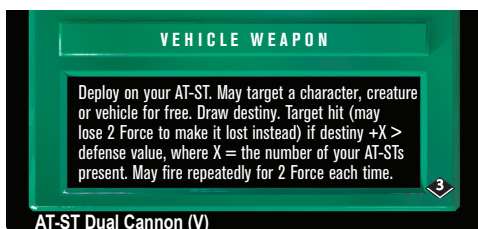
•IG-88's Neural Inhibitor (V)

Assault Rifle (V)



Assault Rifle (V)

AT-ST Dual Cannon (V)



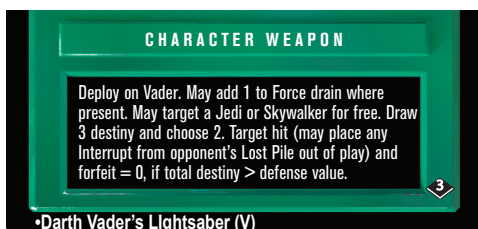
AT-ST Dual Cannon (V)

•Boba Fett's Blaster Rifle (V)



•Boba Fett's Blaster Rifle (V)

•Darth Vader's Lightsaber (V)



•Darth Vader's Lightsaber (V)

•Fett's Blaster Rifle



•Fett's Blaster Rifle

CHARACTER WEAPON

Deploy on [Boba Fett] or [Boba Fett] Boba Fett (may draw one battle destiny if not able to otherwise). Hidden Weapons is canceled. If Special Delivery not on table, may [lose] it. May target a character for free. Draw destiny. Target hit, and forfeit = 0, if destiny +1 > defense value.

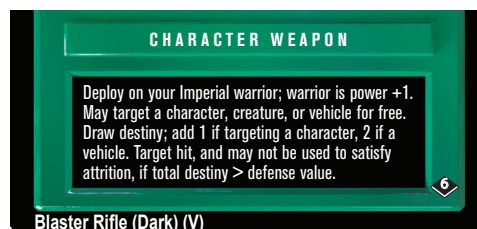
Double Back (V)

AT-AT Cannon (V)



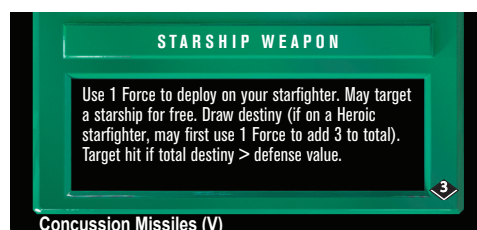
AT-AT Cannon (V)

Blaster Rifle (Dark) (V)



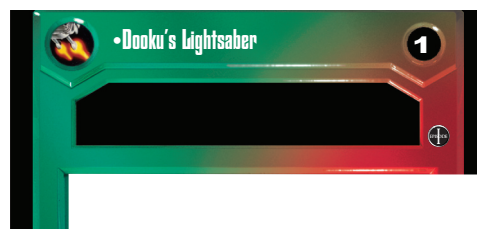
Blaster Rifle (Dark) (V)

Concussion Missiles (V)



Concussion Missiles (V)

•Dooku's Lightsaber



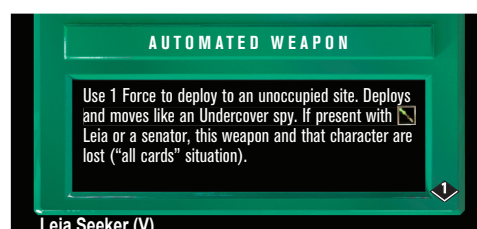
•Dooku's Lightsaber

CHARACTER WEAPON

Deploy on Dooku or a [Dooku] character of ability > 4. Adds 1 to this character's duel and lightsaber combat totals. May add 1 to Force drain where present. May target a character for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

•Weapon Of An Ungrateful Son (V)

Leia Seeker (V)



Leia Seeker (V)

•Galen's Lightsaber



•Galen's Lightsaber, Vader's Gift



•Grievous' Lightsabers



ISB Blaster Pistol



SD-17 Homing Missile



•Sidious' Lightsaber



•Mara Jade's Lightsaber (V)

