



The SWCCG Players Committee Presents
Virtual Cards: Master List

Official text as of April 27, 2013



– Special Thanks to –

Proofing Team: Paul Bansal, Chris Kelly, Reid Smith, Ronald J. Fonck, Matthew Schuitt, Matt Sherrington, Peter Tenneson, Casper Jørgensen, Phil Aasen, Brian Stoiber, Nate Louderback, Greg Zinn, Nate Davis, Matt Goodman, Peter Hansen

Graphic Design Team: Jeremy Gardner, Brian Stoiber, Dennis Hes.

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

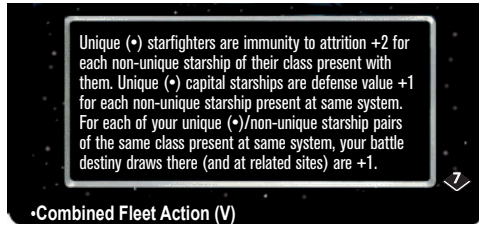
- | | |
|----------------------|------------------|
| Grabber | Clone Army |
| Episode I | Seperatist |
| Independent Starship | Sidious Effect |
| Republic | Setup Card |
| Scomp Link | Trade Federation |
| Selective Creature | Vader Effect |

Virtual Cards: Master List

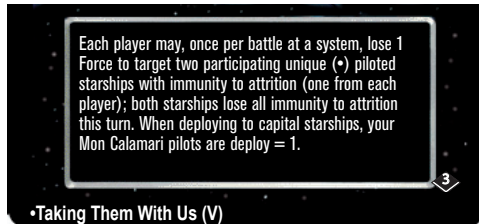
LIGHT SIDE

ADMIRAL'S ORDERS

•Combined Fleet Action (V)



•Taking Them With Us (V)



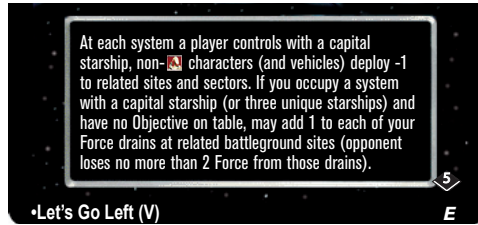
•Aayla Secura



•Artoo (V)

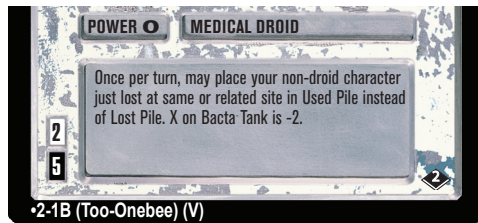


•Let's Go Left (V)



CHARACTERS

•2-1B (Too-Onebee) (V)



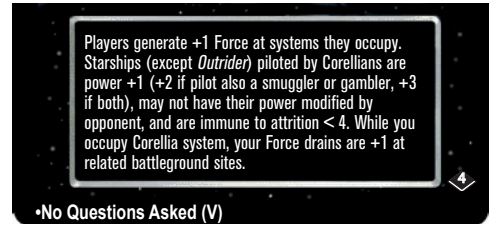
•Anakin Skywalker, Padawan Learner



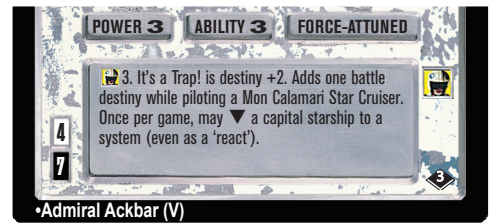
•Artoo, Brave Little Droid (V)



•No Questions Asked (V)



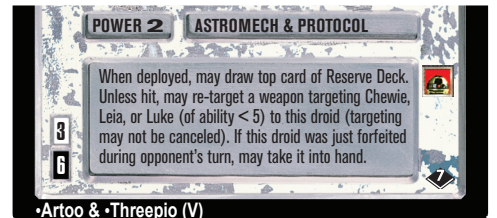
•Admiral Ackbar (V)



•Anakin Solo



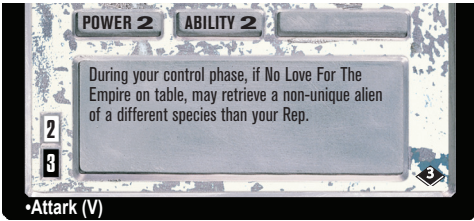
•Artoo & •Threepio (V)



Virtual Cards: Master List

LIGHT SIDE

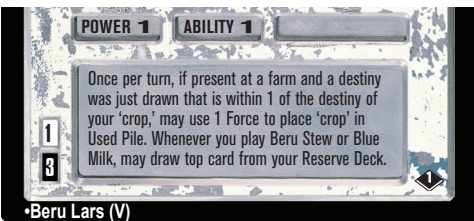
•Attack (V)



•Bail Organa



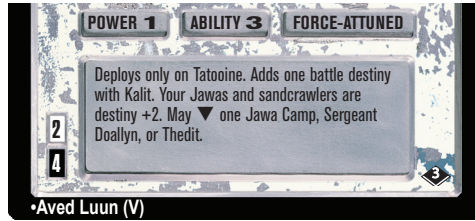
•Beru Lars (V)



•Biggs, Rogue Legend



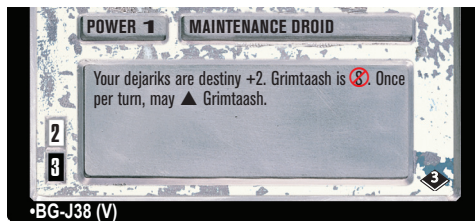
•Aved Luun (V)



•Bail Organa, Father Of Rebellion



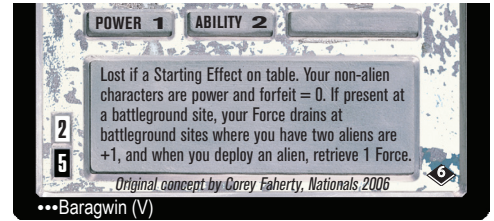
•BG-J38 (V)



•Booster Terrik



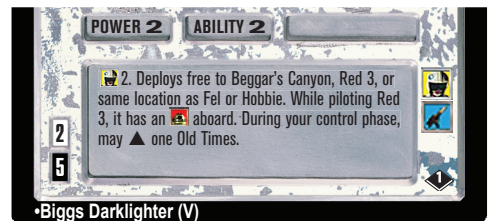
•••Baragwin (V)



•••Beast-Rider (V)



•Biggs Darklighter (V)

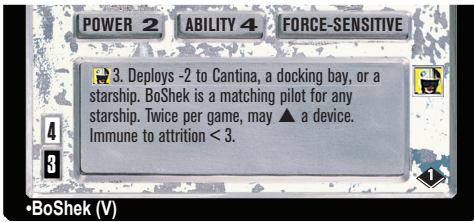


•BoShek, Brash Smuggler



Virtual Cards: Master List

•BoShek (V)

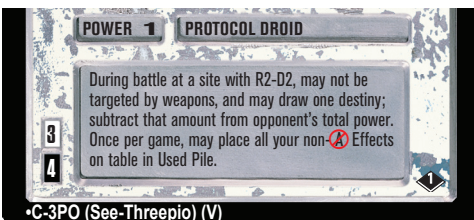


•Captain Antilles



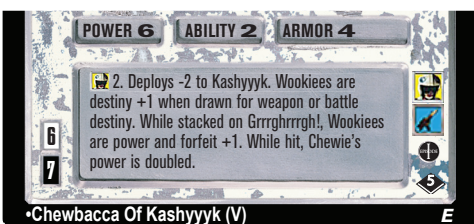
Rebel Squad Leader (V)

•C-3PO (See-Threepio) (V)



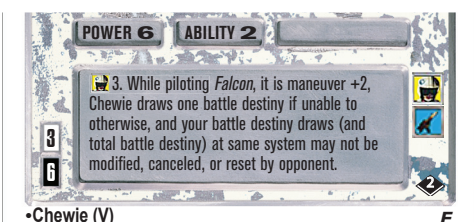
•C-3PO (See-Threepio) (V)

•Chewbacca Of Kashyyyk (V)



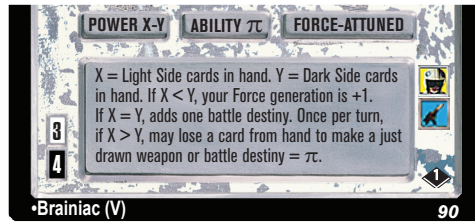
•Chewbacca Of Kashyyyk (V)

•Chewie (V)



•Chewie (V)

•Brainiac (V)



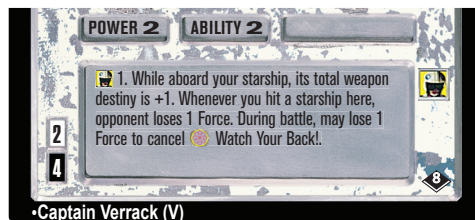
•Brainiac (V)

•Captain Rex, 501st Legion



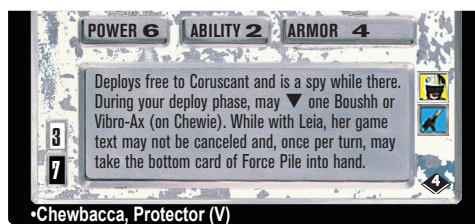
Blaster (V)

•Captain Verrack (V)



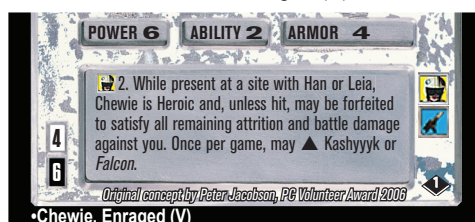
•Captain Verrack (V)

•Chewbacca, Protector (V)



•Chewbacca, Protector (V)

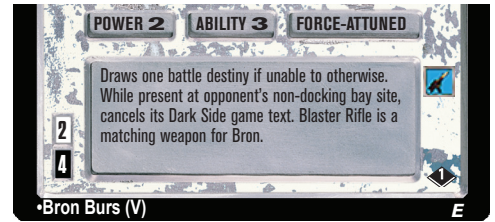
•Chewie, Enraged (V)



•Chewie, Enraged (V)

LIGHT SIDE

•Bron Burs (V)



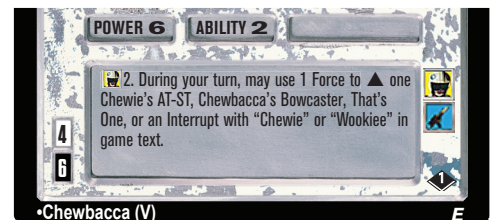
•Bron Burs (V)

•Captain Yutani With Blaster Cannon



Medium Repeating Blaster Cannon (V)

•Chewbacca (V)



•Chewbacca (V)

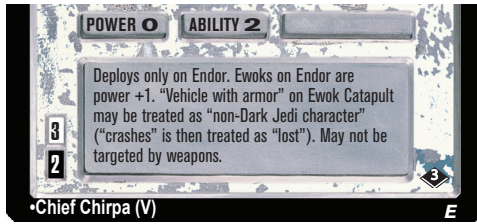
•Chewbacca, Walking Carpet



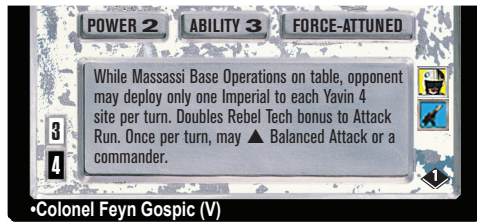
•Captive Fury (V)

Virtual Cards: Master List

•Chief Chirpa (V)



•Colonel Feyn Gospic (V)



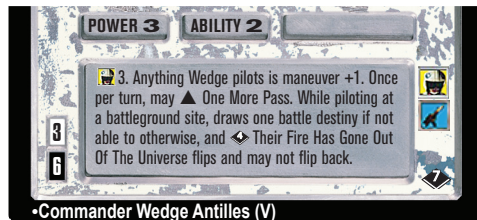
••Clone Sniper



•Commander Evram Lajaie (V)



•Commander Wedge Antilles (V)



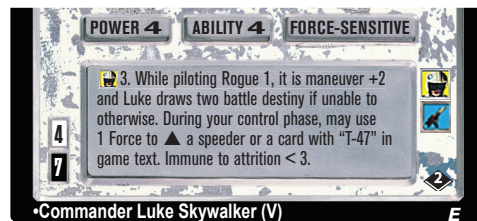
••Clone Infantry Squad



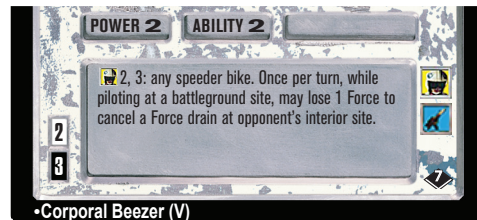
Clone Specialist



•Commander Luke Skywalker (V)



•Corporal Beezer (V)



LIGHT SIDE

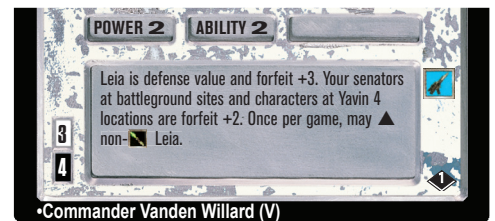
Clone Pilot



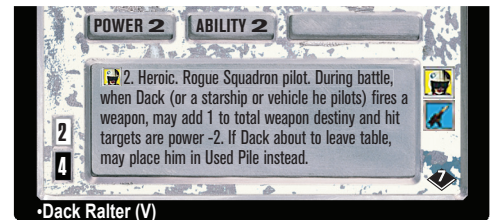
Clone Trooper



•Commander Vanden Willard (V)



•Dack Ralter



Virtual Cards: Master List

•Commander Adar Tallon

•Commander Narra

•Dormé

LIGHT SIDE



•Dash Rendar (V)



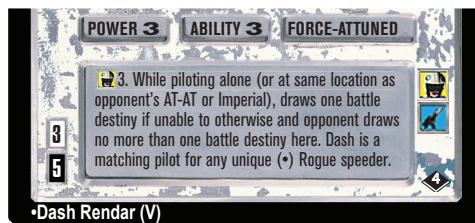
•Ryle Torsyn (V)

•Derek 'Hobbie' Klivian (V)



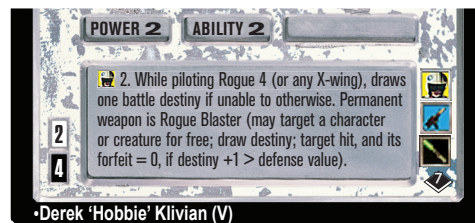
•Saché (V)

•Daughter Of Skywalker (V)



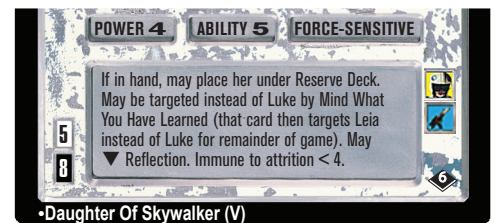
•Dash Rendar (V)

•Debnoli (V)



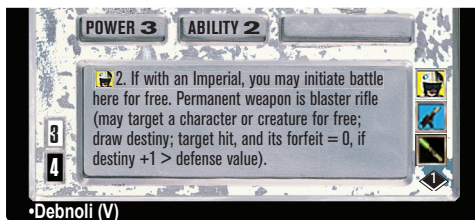
•Derek 'Hobbie' Klivian (V)

••Echo Base Trooper Officer (V)



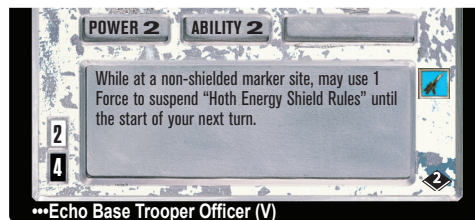
•Daughter Of Skywalker (V)

•Fixer



•Debnoli (V)

•Foul Moudama



••Echo Base Trooper Officer (V)

•General Airen Cracken



••Talz (V)

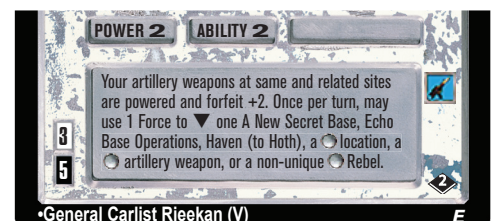


•Colonel Cracken (V)



••Droid Merchant (V)

•General Carlisle Rieekan (V)



•General Carlisle Rieekan (V)

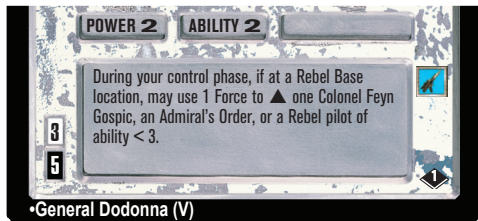
E

Virtual Cards: Master List

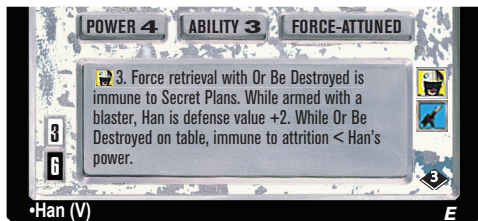
•General Bel Iblis



•General Dodonna (V)



•Han (V)



•Han Solo, Courageous Smuggler



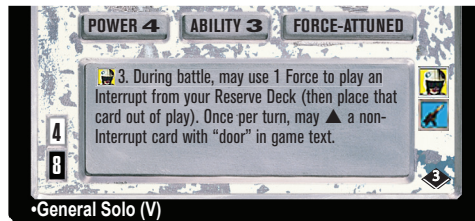
I've Got A Bad Feeling About This (V)

•General Bob Hudsol



Rebel Commander (V)

•General Solo (V)



•Han Solo (V)



•Han Solo, Innocent Scoundrel



Innocent Scoundrel (V)

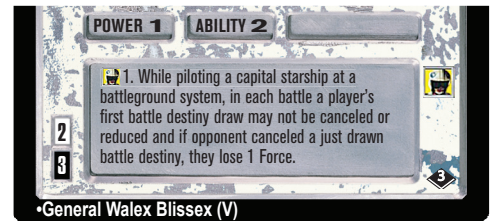
LIGHT SIDE

•General Solomahal



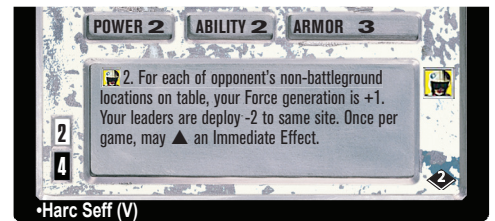
Solomahal (V)

•General Walex Blissex (V)



General Walex Blissex (V)

•Harc Seff (V)



Harc Seff (V)

•IL-19

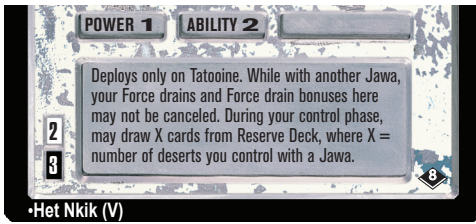


M-HYD 'Binary' Droid (V)

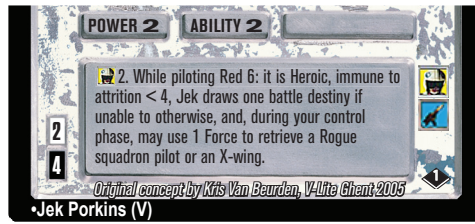
Virtual Cards: Master List

LIGHT SIDE

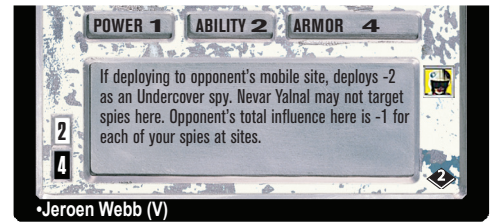
•Het Nkik (V)



•Jek Porkins (V)



•Jeroen Webb (V)



•Jabba's Prize



•Jaina Solo



•••Jedi Advisor (V)



•••Jedi Guardian (V)



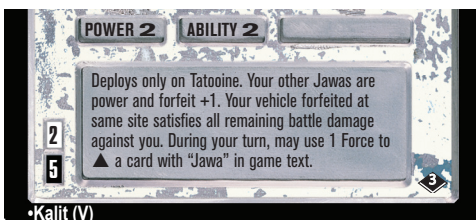
•••Jedi Pilot



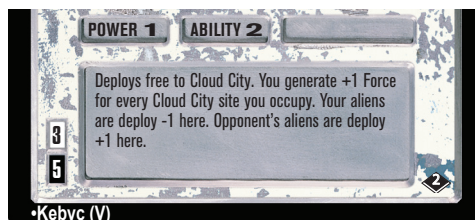
•••Jedi Survivor (V)



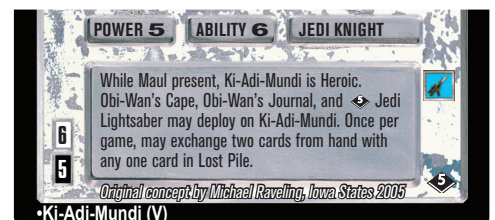
•Kalit (V)



•Kebyc (V)



•Ki-Adi-Mundi (V)

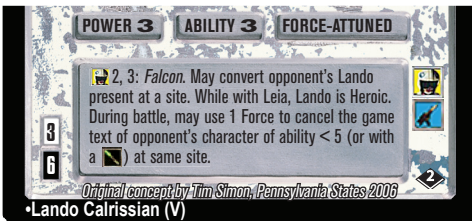


Virtual Cards: Master List

•Kyle Katarn



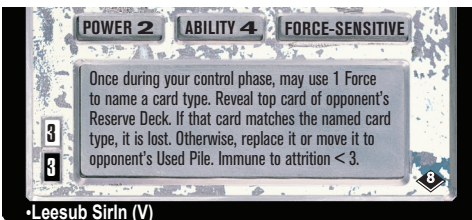
•Lando Calrissian (V)



•Lars' Protocol Droid



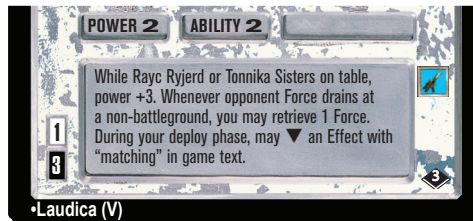
•Leesub Sirlin (V)



•Lando Calrissian, Scoundrel (V)



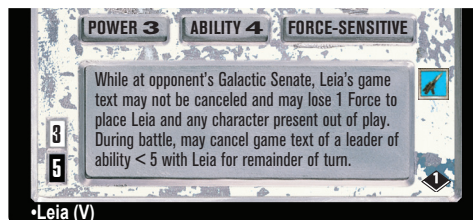
•Laudica (V)



•Leebo



•Leia (V)



LIGHT SIDE

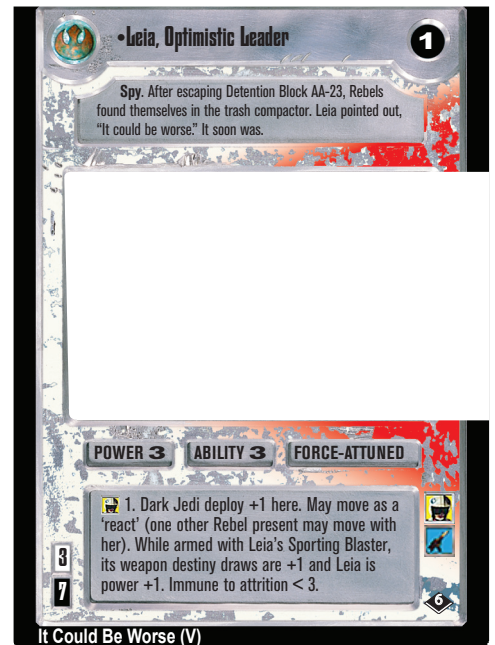
•Lando Calrissian, Unlikely Hero



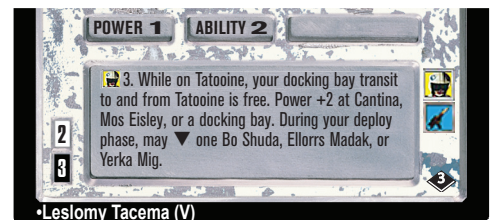
•LE-BO2D9 (Leebo) (V)



•Leia, Optimistic Leader

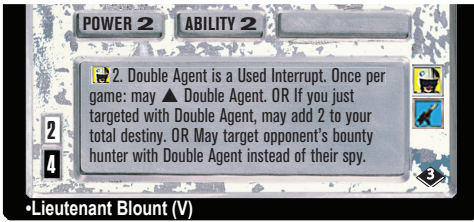


•Leslomy Tacema (V)

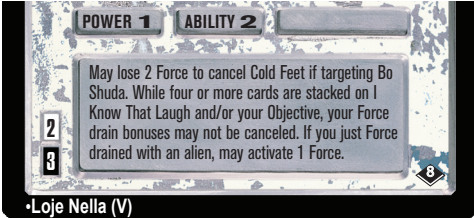


Virtual Cards: Master List

•Lieutenant Blount (V)



•Loje Nella (V)



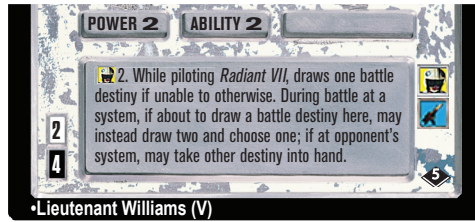
•Luke Skywalker, Rebel Hero



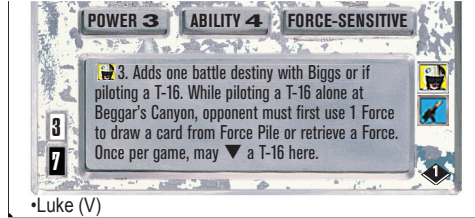
•Mace Windu, Master Of The Order



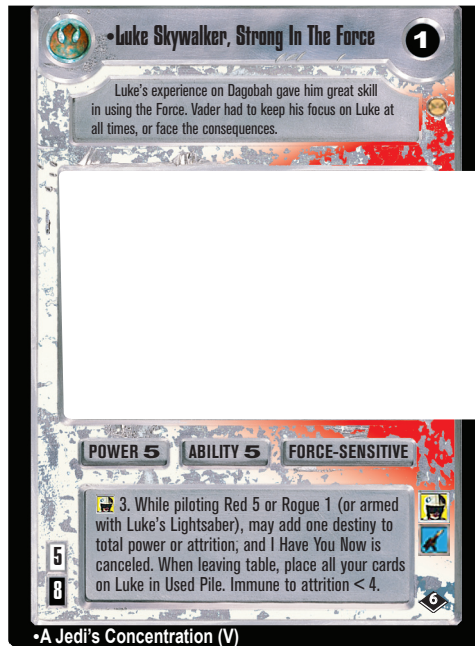
•Lieutenant Williams (V)



•Luke (V)



•Luke Skywalker, Strong In The Force



•Maris Brood, Fallen Jedi

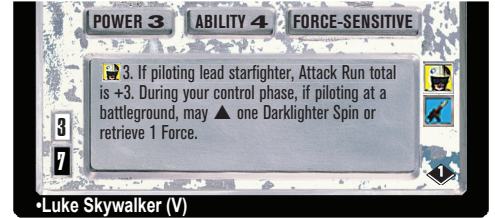


LIGHT SIDE

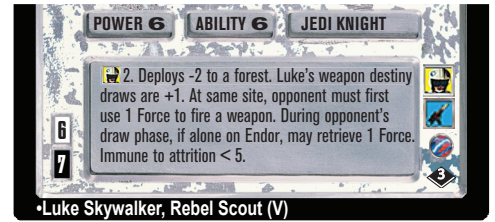
•Lobot (V)



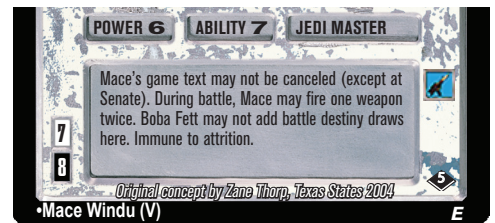
•Luke Skywalker (V)



•Luke Skywalker, Rebel Scout (V)



•Mace Windu (V)



•Maris Brood, Fallen Jedi

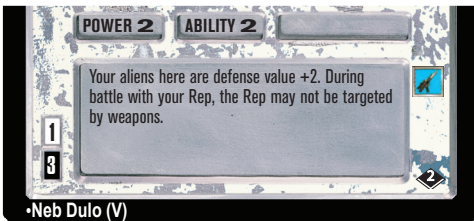


Virtual Cards: Master List

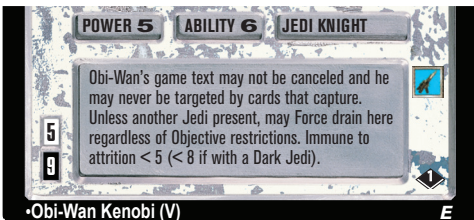
•Master Kenobi



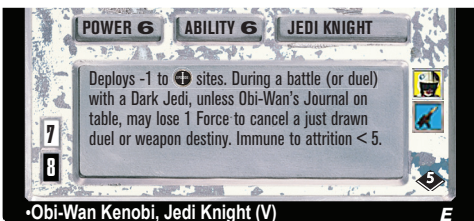
•Neb Dulo (V)



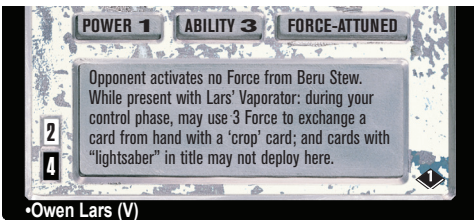
•Obi-Wan Kenobi (V)



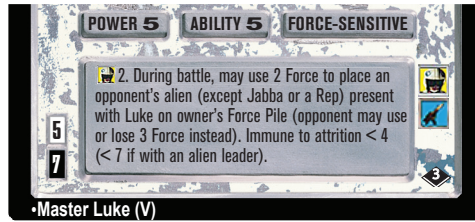
•Obi-Wan Kenobi, Jedi Knight (V)



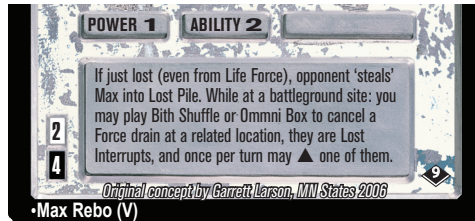
•Owen Lars (V)



•Master Luke (V)



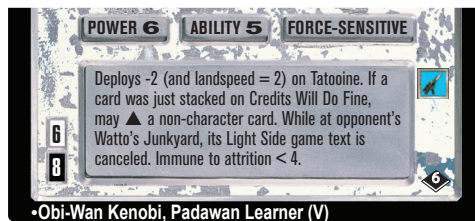
•Max Rebo (V)



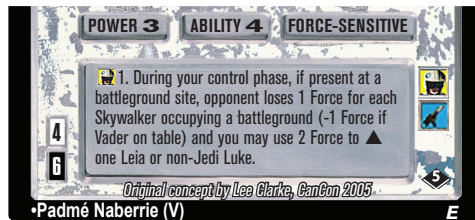
•Nien Numb, Sullustan Smuggler



•Obi-Wan Kenobi, Padawan Learner (V)

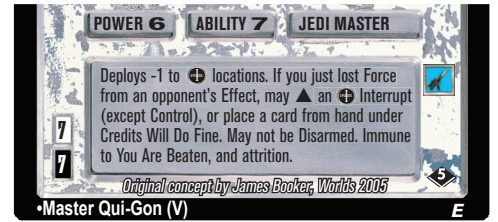


•Padmé Naberrie (V)

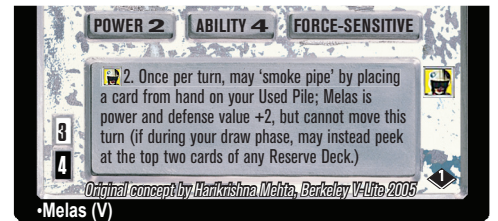


LIGHT SIDE

•Master Qui-Gon (V)



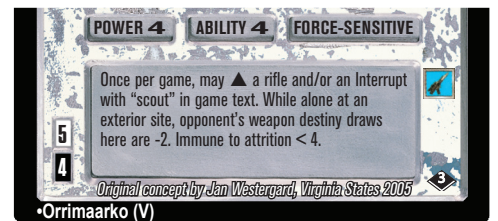
•Melas (V)



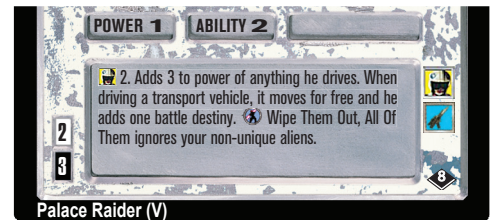
•Obi-Wan, Crazy Wizard



•Orrimaarko (V)



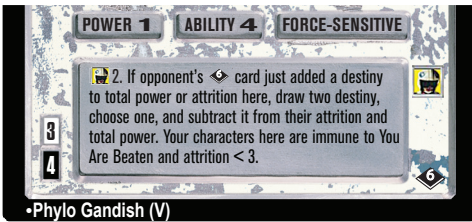
Palace Raider (V)



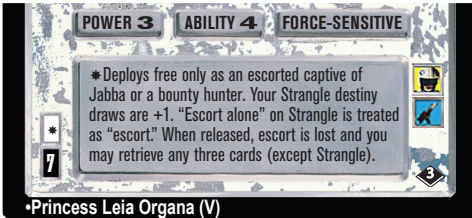
Virtual Cards: Master List

LIGHT SIDE

•Phylo Gandish (V)



•Princess Leia Organa (V)



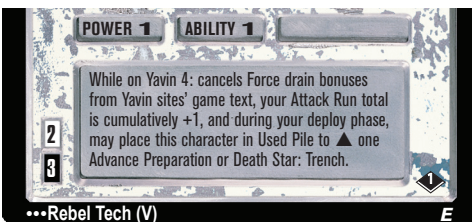
•Princess Leia, Lost Scion



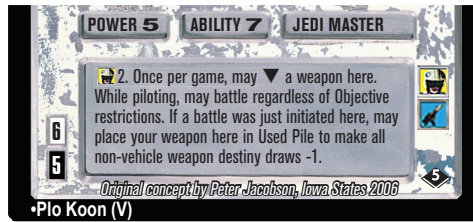
•R5-M2 (Arfive-Emmtoo) (V)



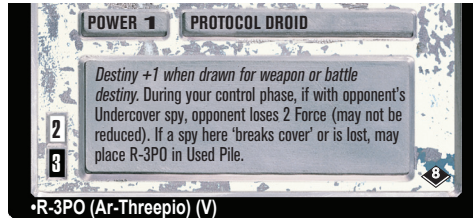
•••Rebel Tech (V)



•Plo Koon (V)



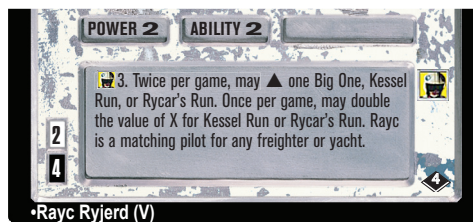
•R-3PO (Ar-Threepio) (V)



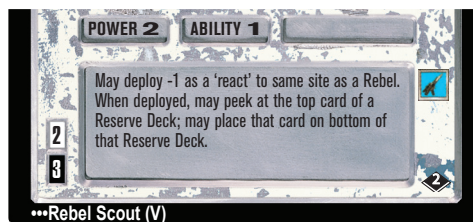
•R2-D2, Subversive Droid



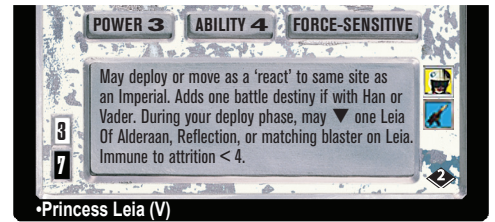
•Rayc Ryjerd (V)



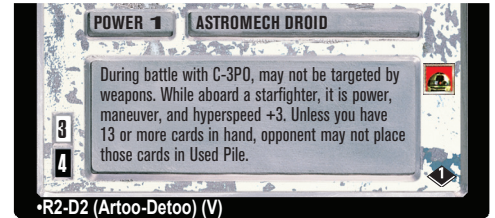
•••Rebel Scout (V)



•Princess Leia (V)



•R2-D2 (Artoo-Detoo) (V)



•Rahm Kota, Blind Jedi

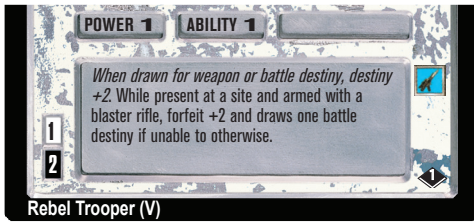


Republic Trooper With Blaster Rifle (V)

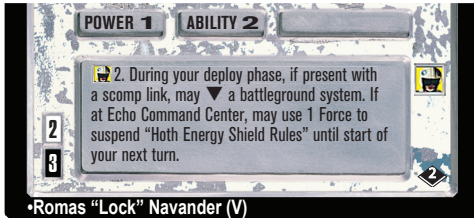


Virtual Cards: Master List

Rebel Trooper (V)



•Romas "Lock" Navander (V)



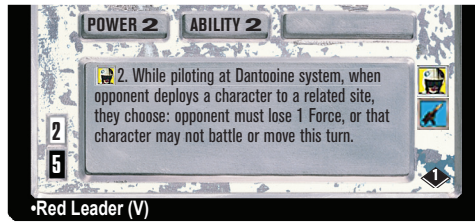
•Senator Jar Jar Binks



•Senator Padmé Amidala



•Red Leader (V)



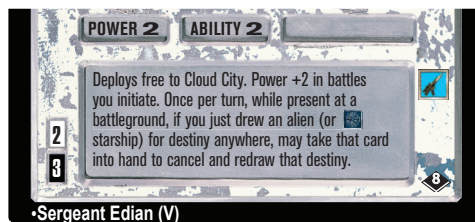
•See-Threepio (V)



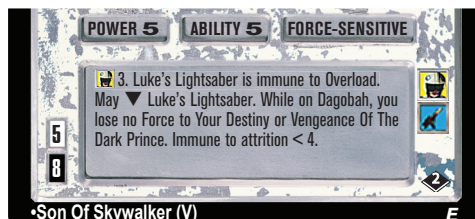
•Senator Leia Organa



•Sergeant Edian (V)

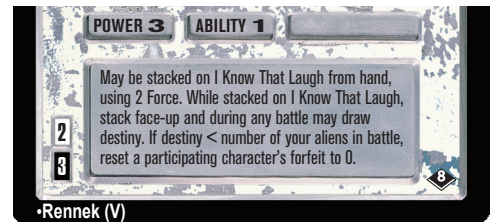


•Son Of Skywalker (V)

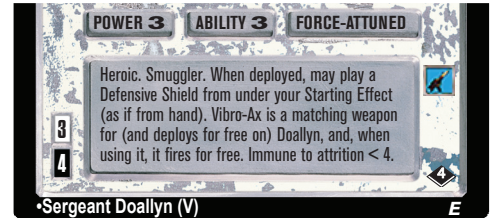


LIGHT SIDE

•Rennek (V)



•Sergeant Doallyn (V)



•Senator Mon Mothma

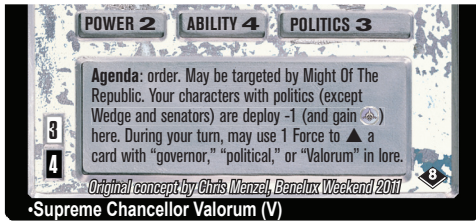


•Supreme Chancellor Palpatine (V)

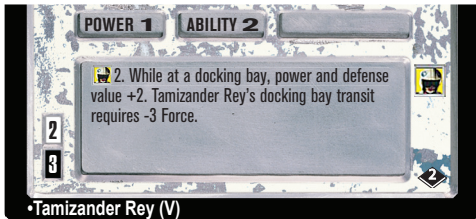


Virtual Cards: Master List

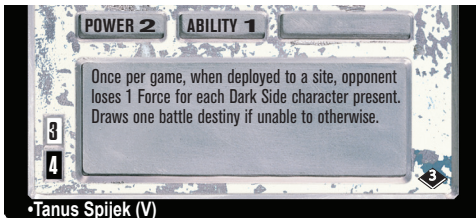
•Supreme Chancellor Valorum



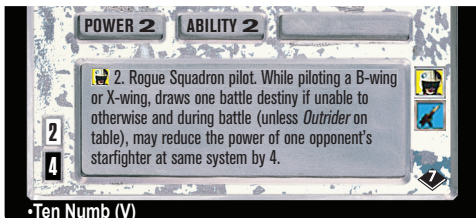
•Tamizander Rey (V)



•Tanus Spijek (V)



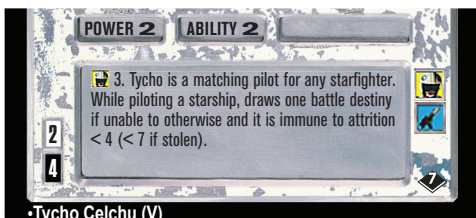
•Ten Numb (V)



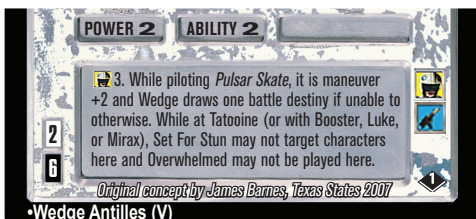
•Toryn Farr (V)



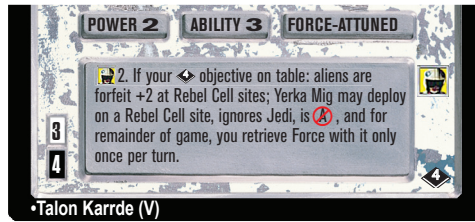
•Tycho Celchu (V)



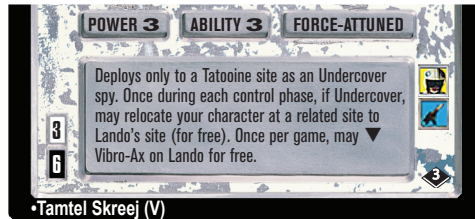
•Wedge Antilles (V)



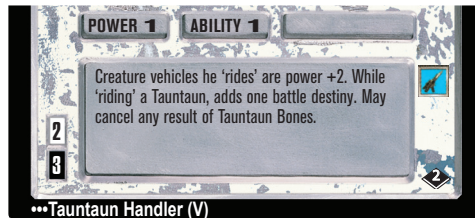
•Talon Karrde (V)



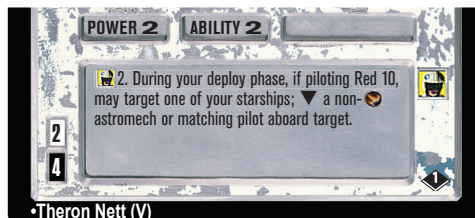
•Tamtel Skreej (V)



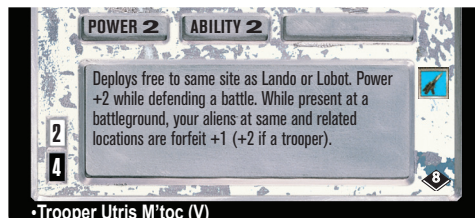
•Tauntaun Handler (V)



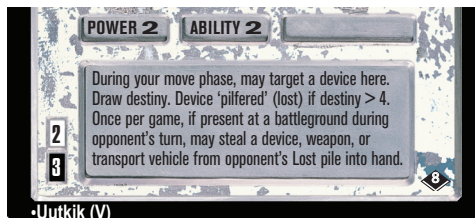
•Theron Nett (V)



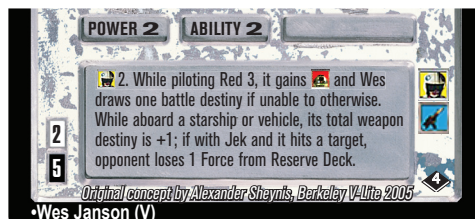
•Trooper Utris M'Toc (V)



•Uutkik (V)



•Wes Janson (V)

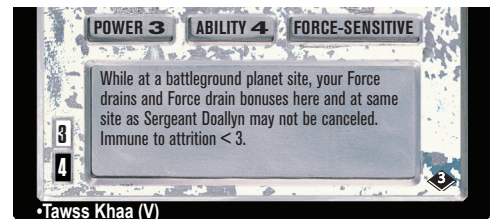


LIGHT SIDE

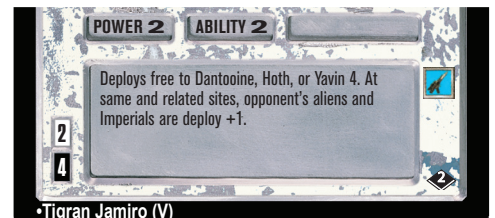
•Tarful, Wookiee Insurgent



•Tawss Khaa (V)



•Tigran Jamiro (V)



Veteran Rogue



Virtual Cards: Master List

•Vilmarh 'Villie' Grahk



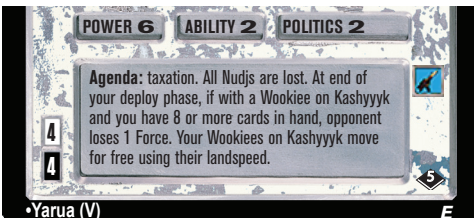
Devaronian (V)

•Wes Janson, Rogue Veteran



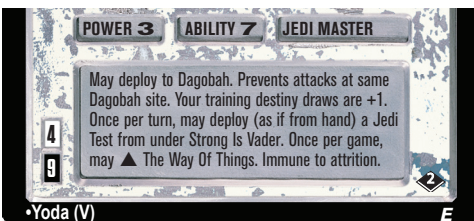
•Wes Janson (V)

•Yarua (V)



•Yarua (V)

•Yoda (V)



•Yoda (V)

•Voolvif Monn



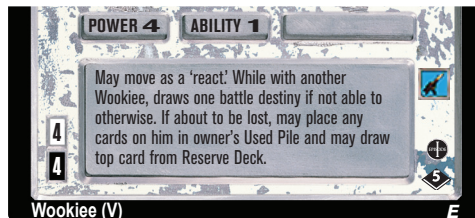
•Shistavanen Wolfman (V)

•Yoda, Great Warrior



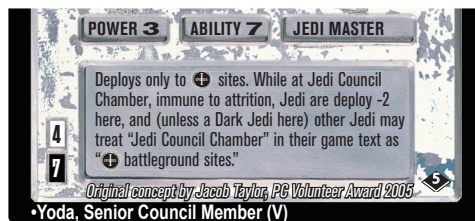
•Yoda's Hope (V)

Wookiee (V)



Wookiee (V)

•Yoda, Senior Council Member (V)



•Yoda, Senior Council Member (V)

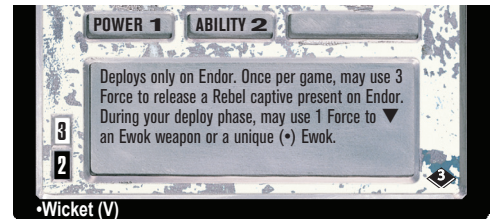
LIGHT SIDE

•Wedge Antilles, Legendary Rogue



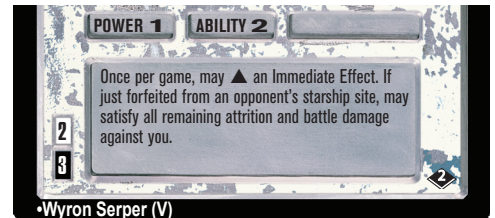
•Wedge Antilles (V)

•Wicket (V)



•Wicket (V)

•Wyron Serper (V)



•Wyron Serper (V)

Gundark



•Arlel Schous (V)

Virtual Cards: Master List

DEFENSIVE SHIELDS

LIGHT SIDE

•Affect Mind (V)



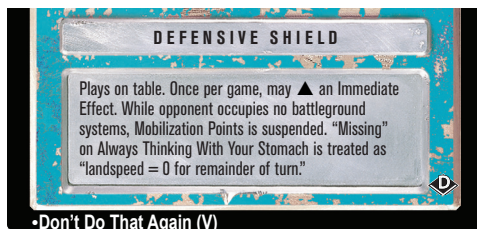
•Chasm (V)



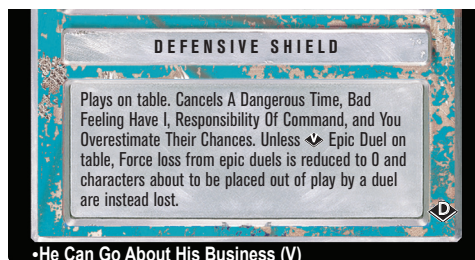
•Don't Do That Again (V)



•Don't Do That Again (V)



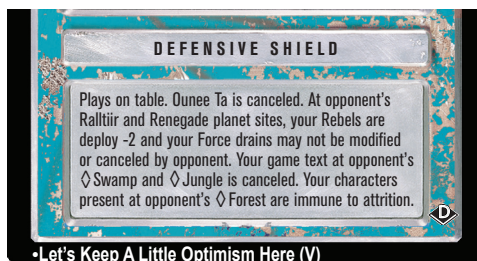
•He Can Go About His Business (V)



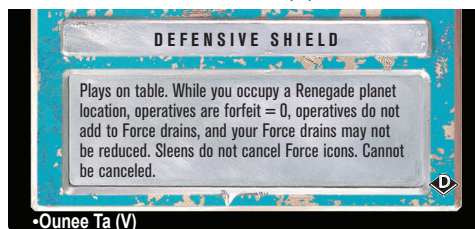
•Let's Keep A Little Optimism Here (V)



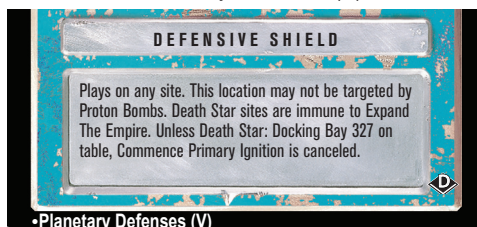
•Let's Keep A Little Optimism Here (V)



•Ounee Ta (V)



•Planetary Defenses (V)



•Ounee Ta (V)



•Simple Tricks And Nonsense



•The Professor (V)



•There Is Another



•Traffic Control (V)



•Weapons Display (V)



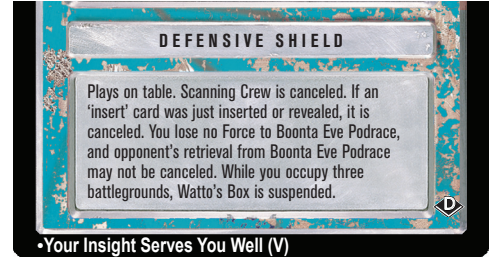
•Yavin Sentry (V)



•Your Insight Serves You Well (V)

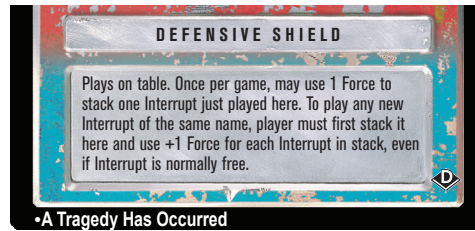


•Your Insight Serves You Well (V)

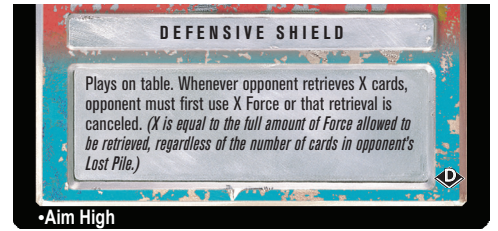


These V Slips are for the original Reflections III Defensive Shields. They are placed on the Effect version of the named card.

•A Tragedy Has Occurred



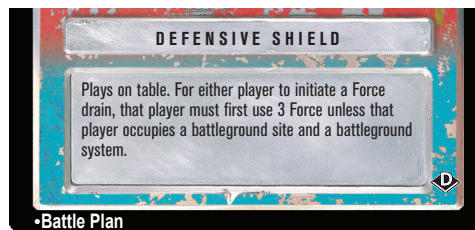
•Aim High



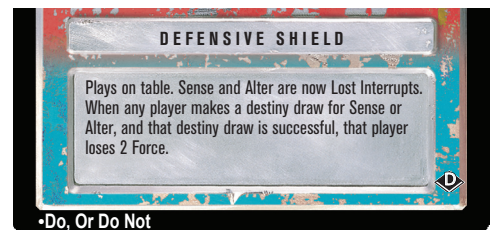
•Another Pathetic Lifeform



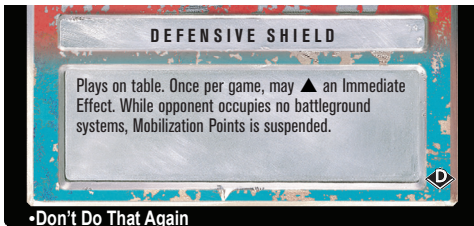
•Battle Plan



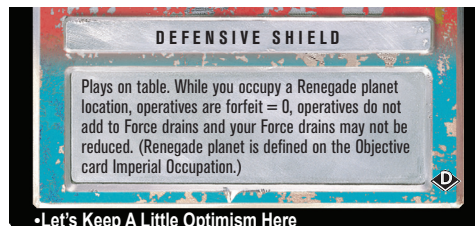
•Do, Or Do Not



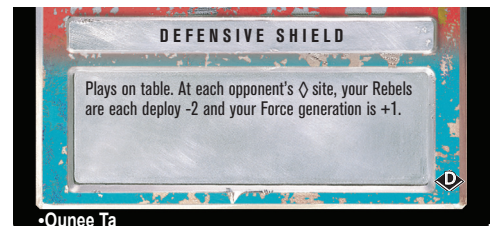
•Don't Do That Again



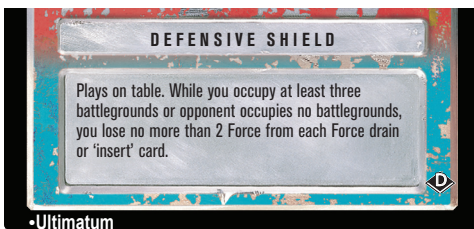
•Let's Keep A Little Optimism Here



•Ounee Ta



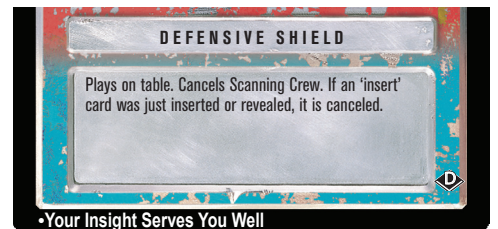
•Ultimatum



•Wise Advice



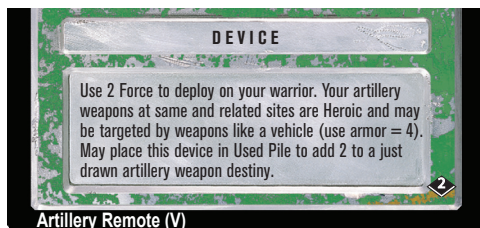
•Your Insight Serves You Well



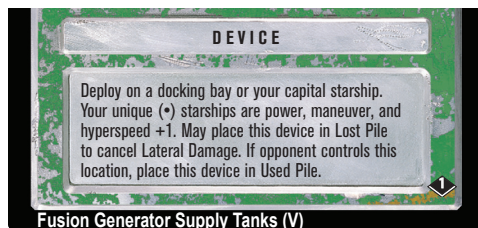
Virtual Cards: Master List DEVICES

LIGHT SIDE

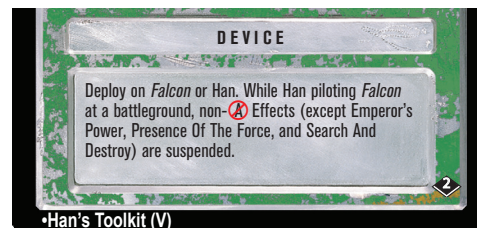
Artillery Remote (V)



Fusion Generator Supply Tanks (V)



•Han's Toolkit (V)



•Lars' Hydroponics Station



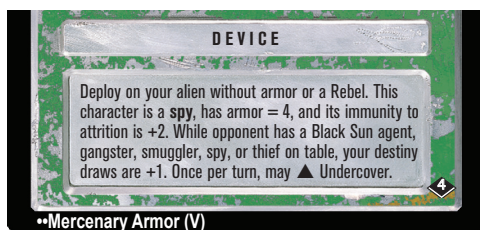
•Lars' Vaporator



•Luke's Bionic Hand



••Mercenary Armor (V)



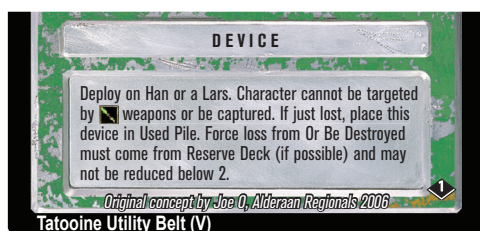
•Motivator



•Planetary Shield



Tatooine Utility Belt (V)



Virtual Cards: Master List EFFECTS

LIGHT SIDE

•A Grand Army Of The Republic



•A Good Blaster At Your Side



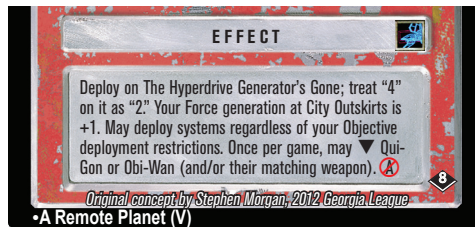
•A Jedi's Cunning (V)



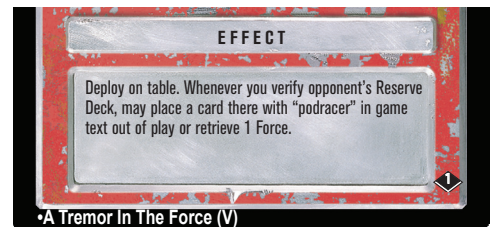
•A Jedi's Plans (V)



•A Remote Planet (V)



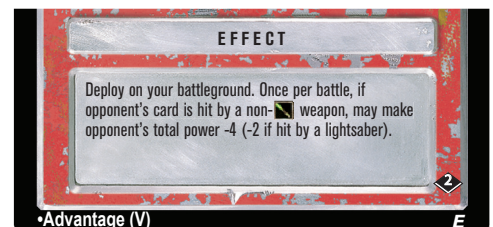
•A Tremor In The Force (V)



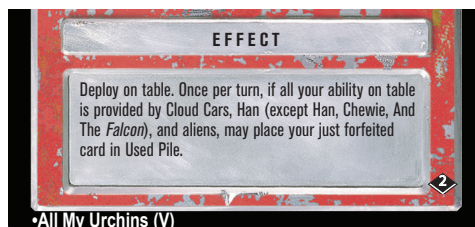
Access Denied (V)



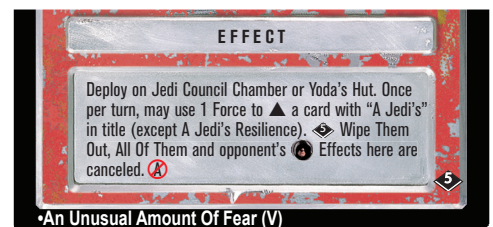
•Advantage (V)



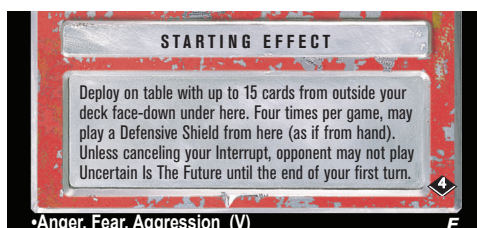
•All My Urchins (V)



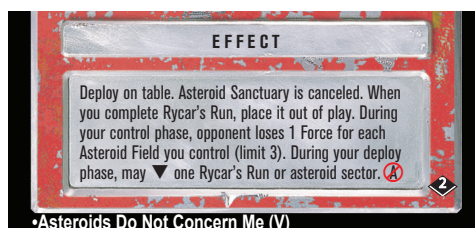
•An Unusual Amount Of Fear (V)



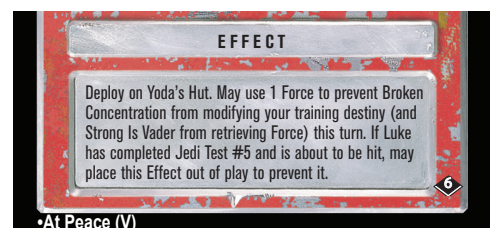
•Anger, Fear, Aggression (V)



•Asteroids Do Not Concern Me (V)



•At Peace (V)

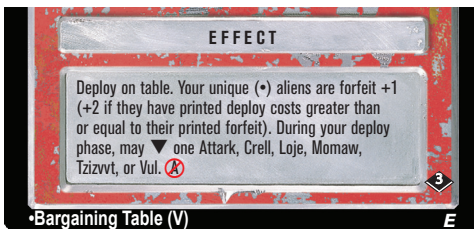


Virtual Cards: Master List

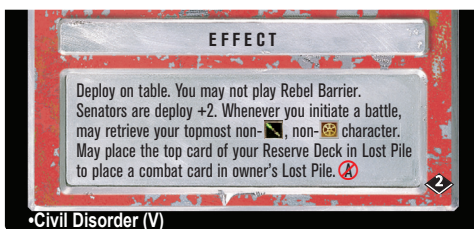
•All My Urchins & •Cloud City Celebration



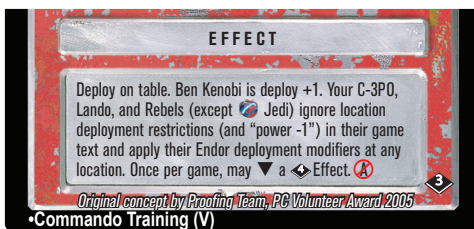
•Bargaining Table (V)



•Civil Disorder (V)



•Commando Training (V)



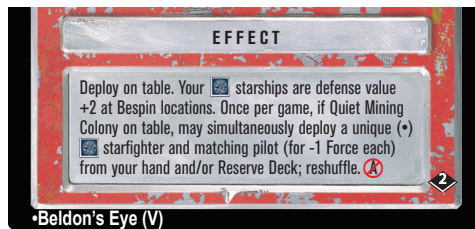
•Corellian Engineering Corporation (V)



•Bacta Infirmary



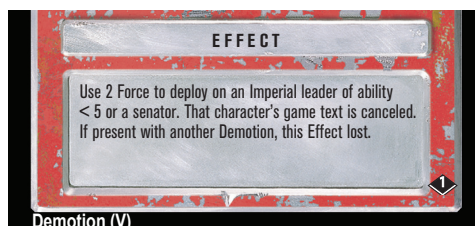
•Beldon's Eye (V)



•Cloning Cylinders



Demotion (V)

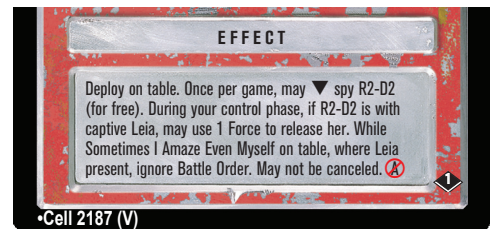


LIGHT SIDE

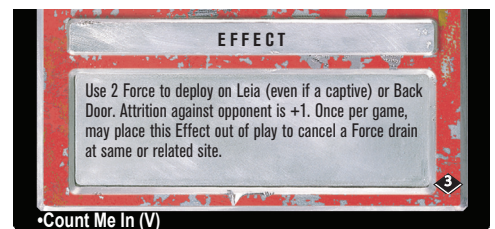
•Begun, The Clone War Has



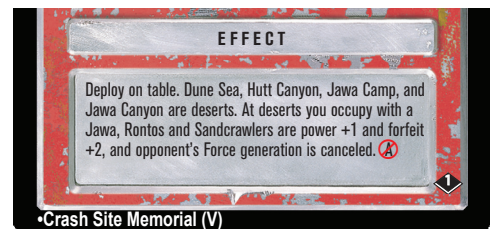
•Cell 2187 (V)



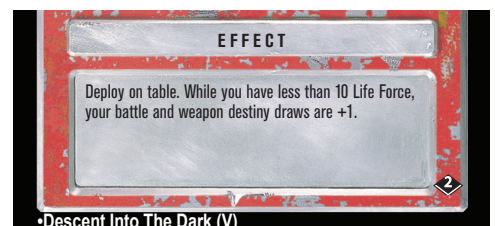
•Count Me In (V)



•Crash Site Memorial (V)



•Descent Into The Dark (V)



Virtual Cards: Master List

•Commando Training & •K'lor'slug



•Commando Training (V)

Disarming Creature (V)

•Dantooine Engineering Corps



•Staging Areas (V)

•Dismantle On Sight (V)

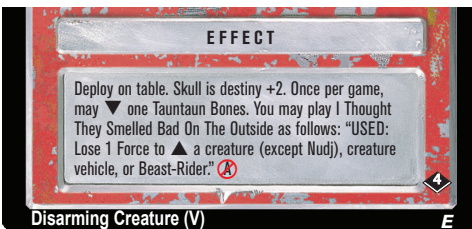
•Declaration Of Rebellion



Original concept by Aaron Nelson & Chris Schenkel, MPC Team Event 2010

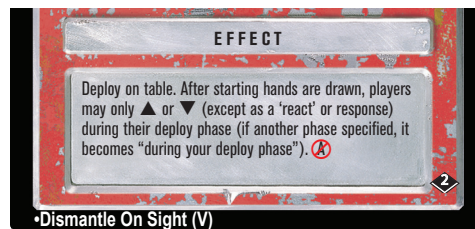
•Critical Error Revealed (V)

•Down With The Emperor! (V)



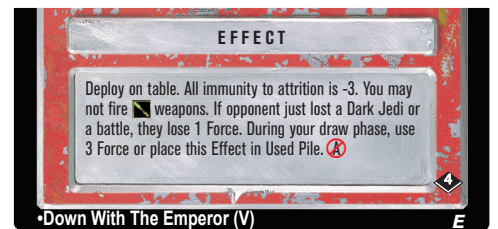
Disarming Creature (V)

Eject! Eject! (V)



•Dismantle On Sight (V)

Ellorrs Madak (V)



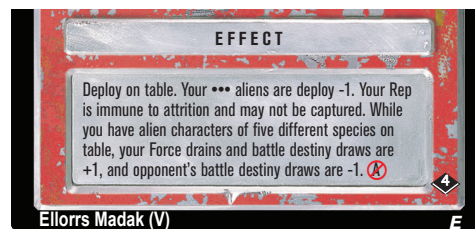
•Down With The Emperor (V)

•Emperor's Sinister Plans



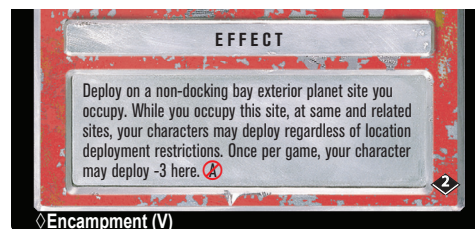
Eject! Eject! (V)

•Entrenchment (V)



Ellorrs Madak (V)

◊Encampment (V)



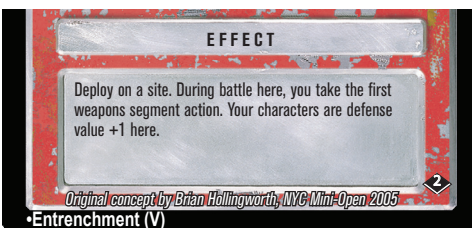
◊Encampment (V)

Evacuation Control (V)

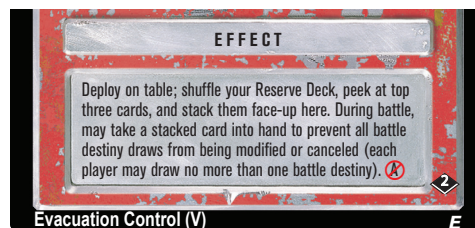


•Critical Error Revealed (V)

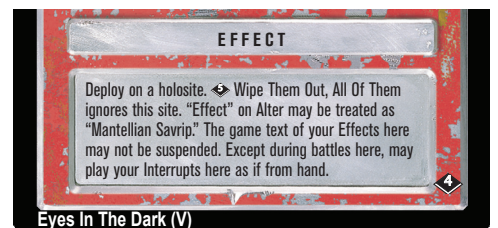
Eyes In The Dark (V)



•Entrenchment (V)



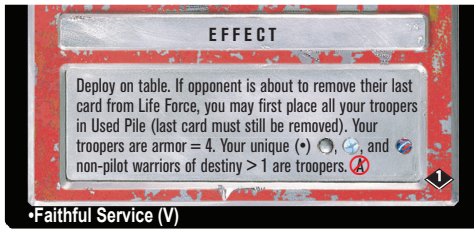
Evacuation Control (V)



Eyes In The Dark (V)

Virtual Cards: Master List

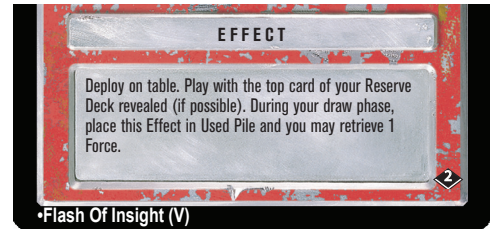
•Faithful Service (V)



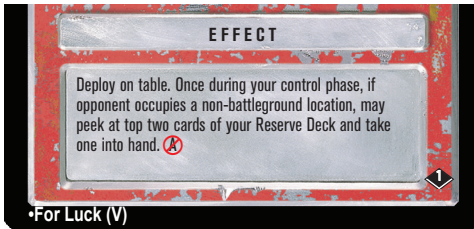
•Field Dressing



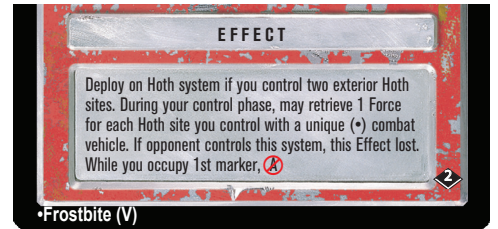
•Flash Of Insight (V)



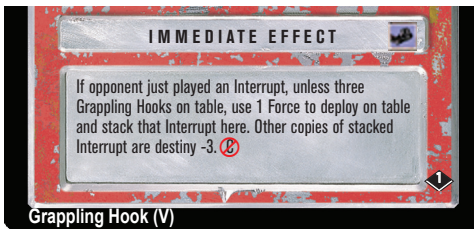
•For Luck (V)



•Frostbite (V)



Grappling Hook (V)



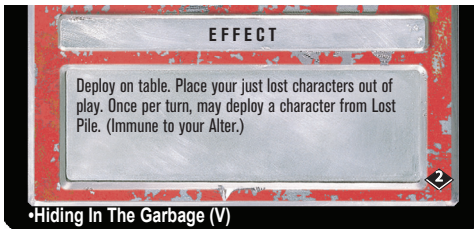
•Grrrghrrrgh!



•Hidden Fortress



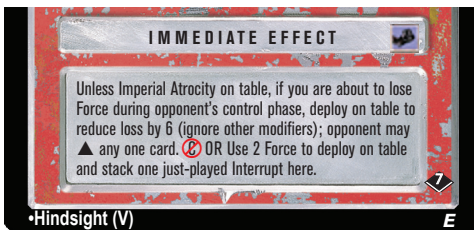
•Hiding In The Garbage (V)



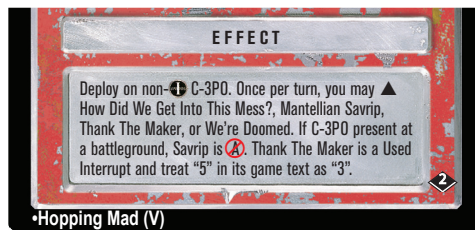
•Let The Wookiee Win (V)

•Rebel Planners (V)

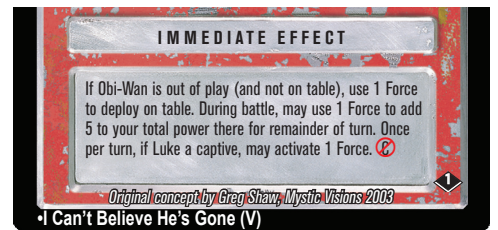
•Hindsight (V)



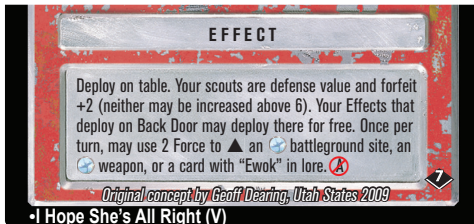
•Hopping Mad (V)



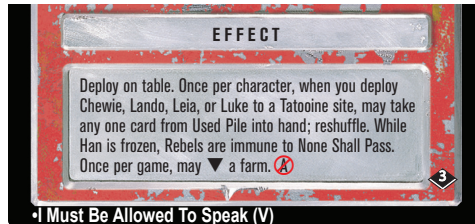
•I Can't Believe He's Gone (V)



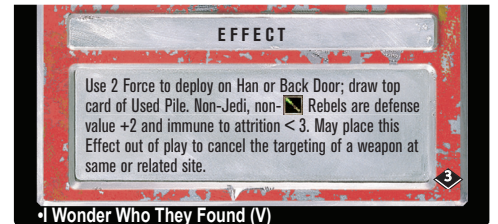
•I Hope She's All Right (V)



•I Must Be Allowed To Speak (V)

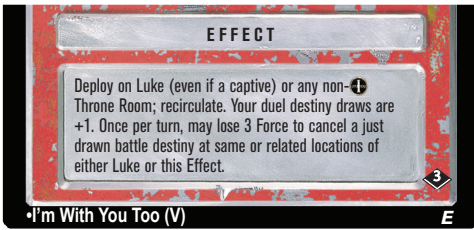


•I Wonder Who They Found (V)

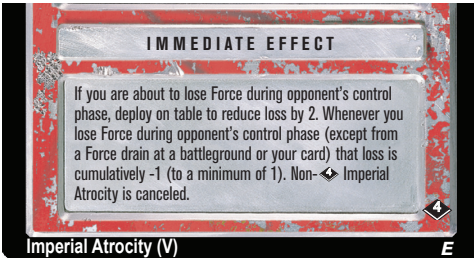


Virtual Cards: Master List

•I'm With You Too (V)



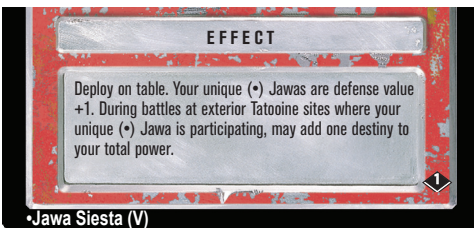
Imperial Atrocity (V)



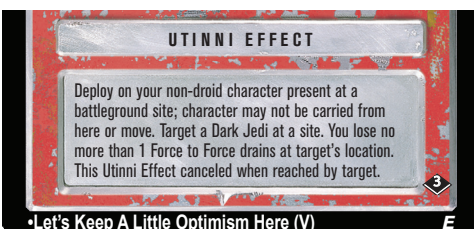
•Incom Corporation & •Koensayr Manufacturing



•Jawa Siesta (V)



•Let's Keep A Little Optimism Here (V)

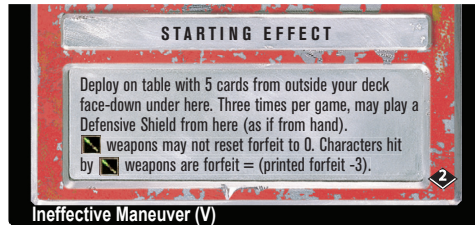


•I Know That Laugh



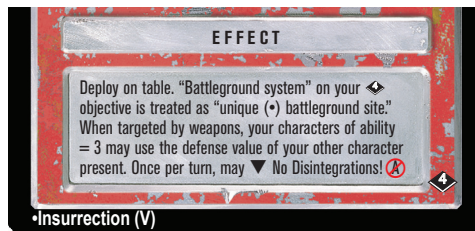
•Ounee Ta (V)

Ineffective Maneuver (V)



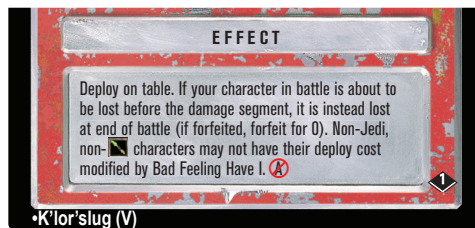
Ineffective Maneuver (V)

•Insurrection (V)



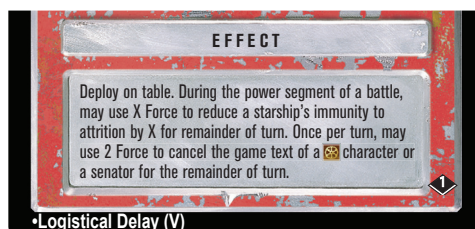
•Insurrection (V)

•K'lor'slug (V)



•K'lor'slug (V)

•Logistical Delay (V)



•Logistical Delay (V)

LIGHT SIDE

•Imperial Navigation Charts



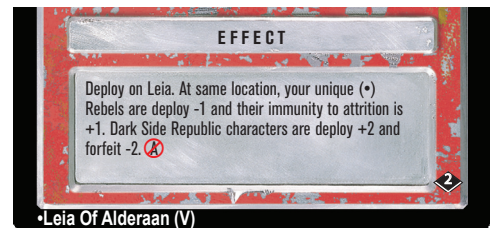
Revolution (V)

•Jabba, This Is Your Last Chance!



•The Signal (V)

•Leia Of Alderaan (V)



•Leia Of Alderaan (V)

Maneuvering Flaps (V)



Maneuvering Flaps (V)

Virtual Cards: Master List

•Learn About The Force, Luke

•Luke, Trust Me

LIGHT SIDE

•Luke's Ultimatum

•Learn About The Force, Luke 5

Luke relied on Obi-Wan's knowledge and advice to learn the ways of the Force. Obi-Wan continued to counsel Luke long after the old Jedi's apparent 'death'.

EFFECT

Deploy on table. Your non-☹ Interrupts with "alone" in game text are Used Interrupts, but if played during battle you draw no more than two battle destiny. Wherever you have a card with "skill" in its game text, your Force drains and battle destiny draws are +1. ⚡

•Gift Of The Mentor (V)

•Luke, Trust Me 3

Luke's piloting skills and Force abilities made his X-wing a difficult target for Darth Vader as they raced down the Death Star trench.

EFFECT

If you have no Epic Events on table (and did not play an Epic Event at the start of the game), deploy on table. Once per game, may ▲ a ⚡ card. May place this Effect in Used Pile to ▲ an Immediate Effect. May place this Effect in Lost Pile to cancel a Force drain. ⚡

The Force Is Strong With This One (V) E

•Luke's Ultimatum 4

"Jabba! This is your last chance. Free us or die!"

EFFECT

Deploy on table. Once per turn, during battle at a Jabba's Palace site, may say "Free us or die!" to make your destiny draws +1 and your Interrupts immune to Sense for remainder of battle. May place this Effect out of play to cause a player to activate 2 Force. ⚡

•Ultimatum (V) E

•Maneuvering Flaps & •Nick Of Time

•Massassi Base Sentry

•Mon Calamari Dockyards

•Maneuvering Flaps & •Nick Of Time 1



EFFECT

Deploy on table. Your vehicles with a pilot character or gunner aboard are not hit when 'thrown'. During your deploy phase, may reveal an unpiloted combat vehicle from hand to ▲ its matching pilot character (or vice versa) and deploy both simultaneously. Whenever you play Desperate Tactics, Lucky Shot, On Target, Rapid Fire, or Steady Aim, may draw top card from Reserve Deck. May not be suspended. ⚡

Maneuvering Flaps (V)

•Massassi Base Sentry 4

Rebel sentries are stationed on raised sensor platforms. On watch for Imperial scouts and other hazards, they supplement data gathered by Yavin Base's main sensors.

EFFECT

Deploy on Yavin 4; it is 'liberated'. During battles at sites related to other 'liberated' systems, may add 2 to power of each Rebel warrior (to a maximum of 4). Once per turn, if you control this system, may retrieve 1 Force when you Force drain at another 'liberated' system. ⚡

•Yavin Sentry (V) E

•Mon Calamari Dockyards 3

Admiral Ackbar's hit-and-fade tactics force the Imperial Navy to spread throughout the galaxy in a futile attempt to engage the Rebels.



EFFECT

Deploy on table. Star Cruisers (except *Home One*) may deploy -2 (to a maximum of -3), ignore deployment restrictions in their game text, draw one battle destiny if not able to otherwise, and are immune to attrition < 4. Capital Support is canceled. ⚡

•Strikeforce (V)

•Nick Of Time (V)

Nightfall (V)

•No Disintegrations! (V)

EFFECT

Deploy on table. Dack Ralter and Wes Janson have ⚡2. During your control phase, may ▲ one Attack Pattern Delta, Desperate Tactics, Lucky Shot, One More Pass, Rapid Fire, or a vehicle weapon. May lose 2 Force to cancel Trample or Walker Barrage. ⚡

•Nick Of Time (V)

EFFECT

Deploy on table. Once per game, may target a system. At related sites, 'nighttime conditions' are in effect and spies are deploy -2. ⚡

Nightfall (V)

EFFECT

Deploy on table. During opponent's turn, may place a just forfeited Rebel of ability > 2 out of play; opponent loses 3 Force. ⚡

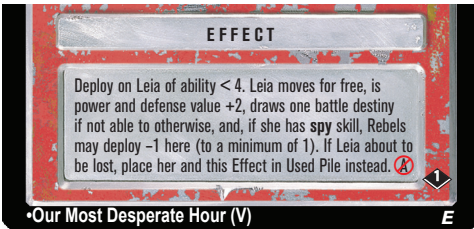
•No Disintegrations! (V)

Virtual Cards: Master List

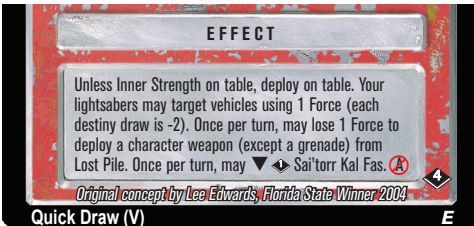
•Much To Learn, You Still Have



•Our Most Desperate Hour (V)



Quick Draw (V)



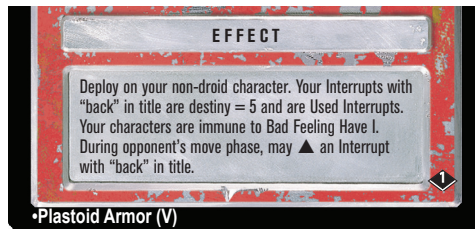
•Rebel Infantry



•Oh, He's Not Dead, Not Yet



•Plastoid Armor (V)

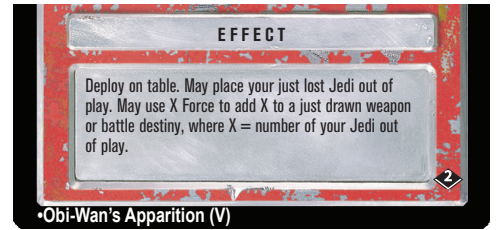


•Rebel Gunrunner

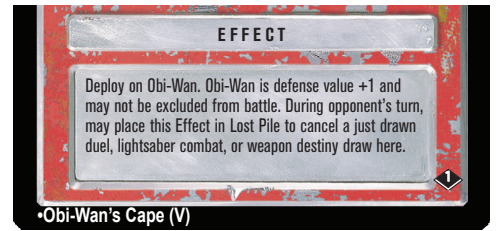


LIGHT SIDE

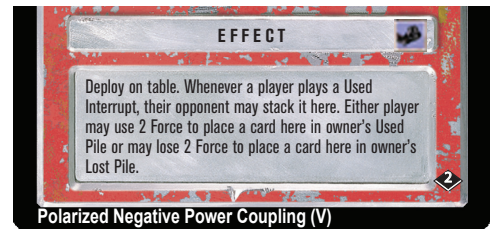
•Obi-Wan's Apparition (V)



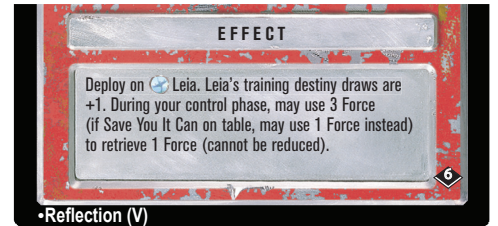
•Obi-Wan's Cape (V)



Polarized Negative Power Coupling (V)



•Reflection (V)



•Rebel Sacrifice



Virtual Cards: Master List

•Redeemed Apprentice

•Republic Logistics

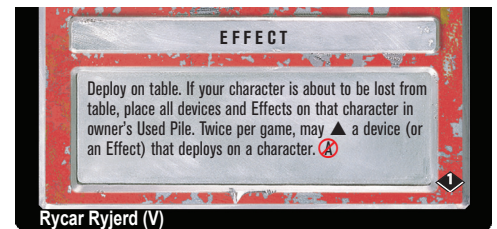
LIGHT SIDE
Return Of The Jedi



•Rogue Insertion

•Rogue Squadron Tactics

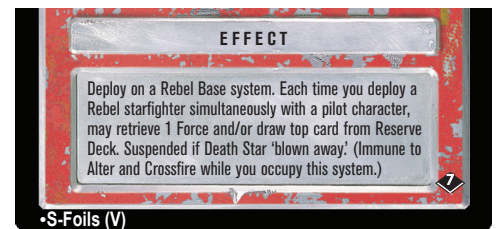
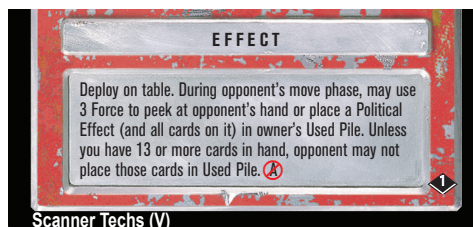
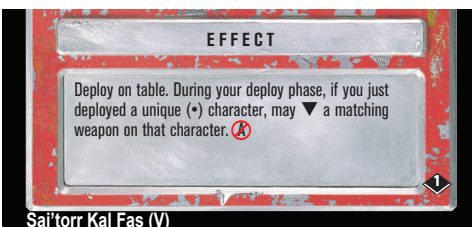
Rycar Ryjerd (V)



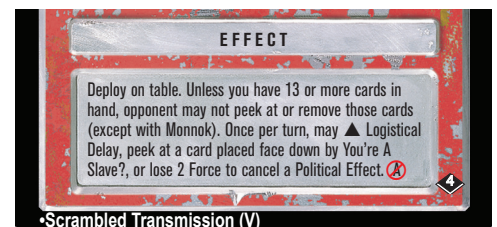
Sai'torr Kal Fas (V)

Scanner Techs (V)

•S-Foils (V)



•Scrambled Transmission (V)



Virtual Cards: Master List

LIGHT SIDE

•Scoundrel's Bravado

•Scoundrel's Charm

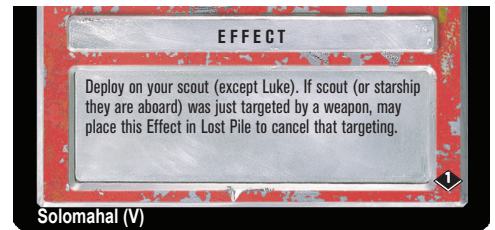
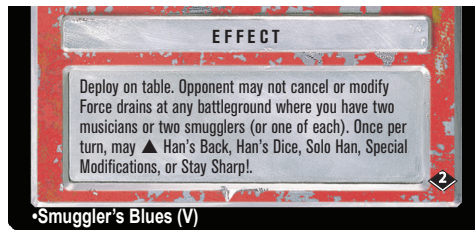
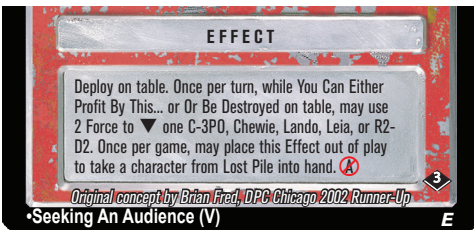
•Scoundrel's Ingenuity



•Seeking An Audience (V)

•Smuggler's Blues (V)

Solomahal (V)



•Scoundrel's Luck

•Security Breach

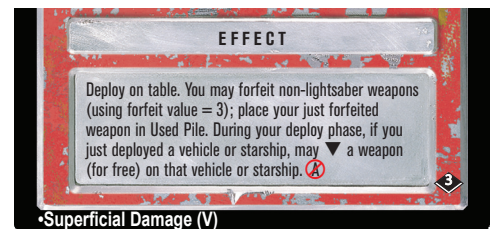
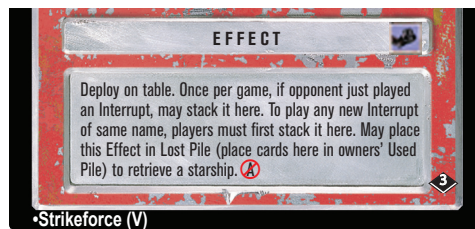
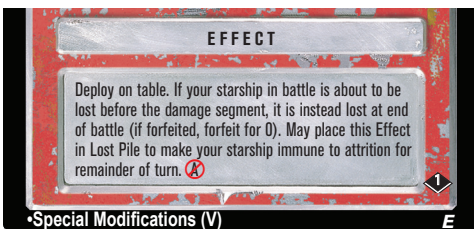
•So This Is How Liberty Dies



•Special Modifications (V)

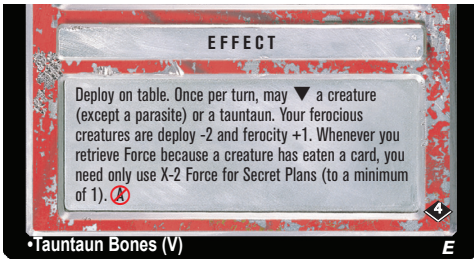
•Strikeforce (V)

•Superficial Damage (V)

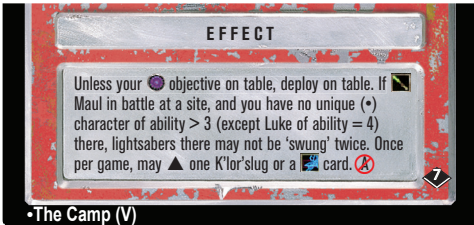


Virtual Cards: Master List

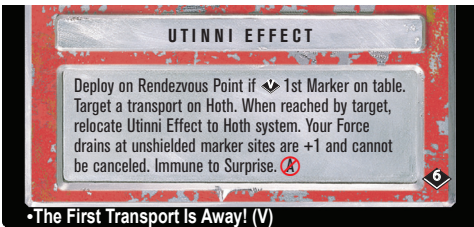
•Tauntaun Bones (V)



•The Camp (V)



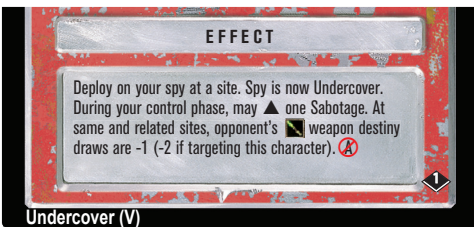
•The First Transport Is Away! (V)



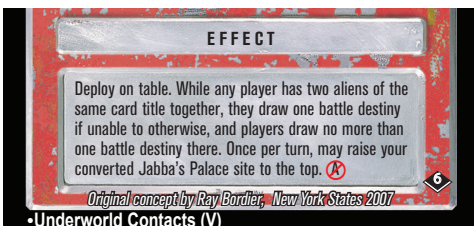
•Thrown Back (V)



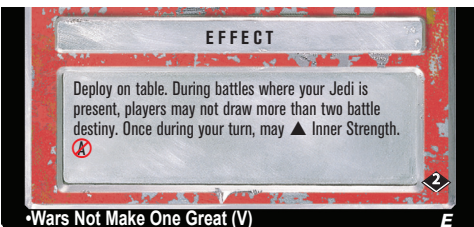
Undercover (V)



•Underworld Contacts (V)



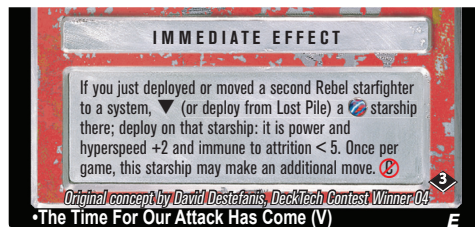
•Wars Not Make One Great (V)



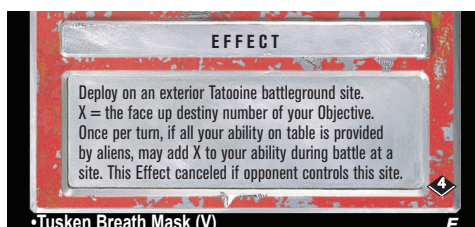
•Temporary Foothold



•The Time For Our Attack Has Come (V)



•Tusken Breath Mask (V)



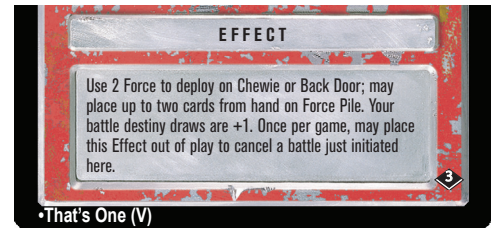
•Uncharted Settlements



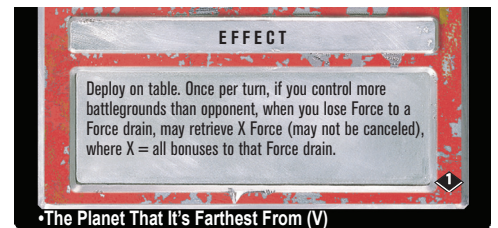
•Path Of Least Resistance & •Revealed (V)

LIGHT SIDE

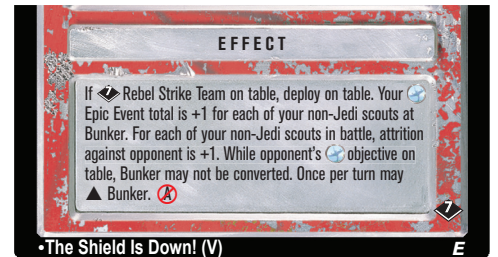
•That's One (V)



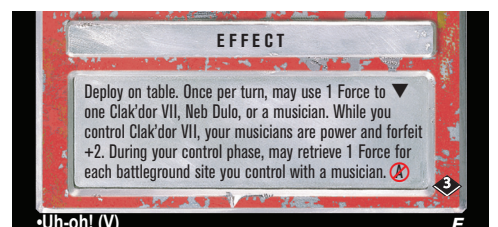
•The Planet That It's Farthest From (V)



•The Shield Is Down! (V)



•Uh-oh! (V)



•Underworld Contacts & •Uncharted Settlements



Virtual Cards: Master List

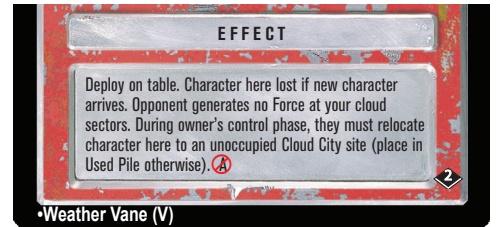
•What About That Blue One?



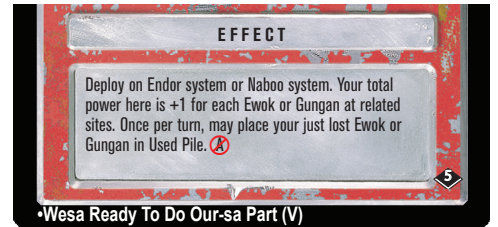
•We'll Take The Long Way



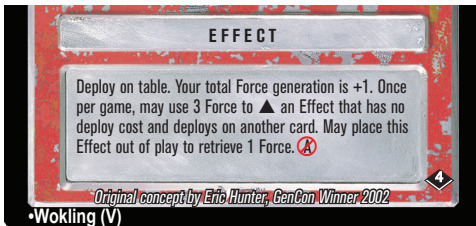
•Weather Vane (V)



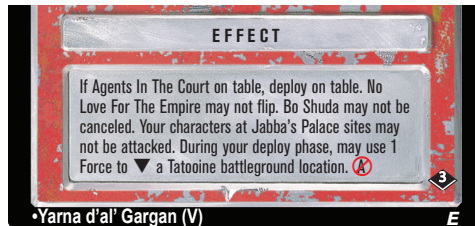
•Wesa Ready To Do Our-sa Part (V)



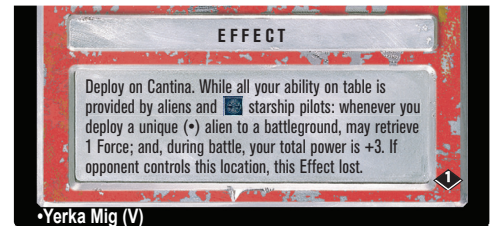
•Wokling (V)



•Yarna d'al' Gargan (V)



•Yerka Mig (V)



EPIC EVENTS

•Communing



It Is The Future You See (V)



•Strong Is Vader



Virtual Cards: Master List

INTERRUPTS

LIGHT SIDE

•A Jedi's Patience (V)

USED OR LOST INTERRUPT

USED: If a captive on table, activate 2 Force.
 LOST: Once per game, if a Dark Jedi present with a Skywalker (except Shmi), even as a non-frozen captive, they duel. Both players draw 2 destiny; add ability. Higher total wins. For remainder of turn, winner is immune to attrition and the loser may not move.

Original concept by Tom Ellis, Chicago V-Lite 2006

•A Jedi's Patience (V) E

Advance Preparation (V)

USED OR STARTING INTERRUPT

USED: Cancel Uncertain Is The Future.
 STARTING: If Massassi Base Operations on table, ▼ Death Star Schematics, Massassi War Room, and up to two Effects that deploy for free and are ⚡. Place this Interrupt in hand.

Advance Preparation (V) E

Alter (Premiere or Coruscant) (V)

USED OR LOST INTERRUPT

USED: Cancel Sense. LOST: Target an Effect, Political Effect, or Utinni Effect, and one of your characters on table. Draw destiny. If destiny < character's ability, target Effect is canceled (you lose no Force to There Is No Try). (Immune to opponent's Objective.)

Alter (V) E

•Ambush (V)

LOST INTERRUPT

Use 1 Force to ▼ up to two clones. OR If your clones occupy three related battlegrounds during your control phase, use 2 Force (free if at Coruscant) to retrieve any one card into hand. OR If your clone in battle, add one battle destiny.

•Ambush (V) E

•Antilles Maneuver & •Rebel Reinforcements

•Antilles Maneuver & •Rebel Reinforcements 5



USED OR LOST INTERRUPT

USED: Cancel Lateral Damage. ⚡ OR During opponent's deploy phase, ▼ a Rebel of ability < 3 (except an admiral) aboard your starship.
 LOST: Once per game, if opponent has more cards with ability on table than you, draw destiny and retrieve up to that number of Rebels and/or Rebel starships (may take one retrieved card into hand).

•Antilles Maneuver (V) E

•Armed And Dangerous & •Krayt Dragon Howl

•Armed And Dangerous & •Krayt Dragon Howl 4



USED OR LOST INTERRUPT

USED: Cancel Disarmed or Stunning Leader. OR If a battle was just initiated, ▼ (or deploy from hand) a character weapon on your participating character.
 LOST: Use 1 Force to ▼ (or retrieve) non-⚡ Obi-Wan. OR If opponent just initiated a battle against non-⚡ Obi-Wan alone at a site, his forfeit cannot be reduced.

Armed And Dangerous (V) E

•Antilles Maneuver (V)

USED INTERRUPT

For remainder of turn, opponent must first use 1 Force to fire a weapon and opponent's starship weapon destiny draws are -1. OR During opponent's deploy phase, ▼ a Rebel of ability < 3 (except an admiral) aboard your starship.

•Antilles Maneuver (V) E

•Ascension Guns (V)

USED OR LOST INTERRUPT

USED: If opponent occupies your site, peek at the top two cards of Reserve Deck and take one into hand.
 LOST: During any move phase, lose 2 Force to relocate up to 3 of your characters from an interior Theed Palace site to any related Throne Room (or vice versa).

Original concept by Pat Johnson, Corellia Regionals 2005

•Ascension Guns (V) E

Attack Pattern Delta (V)

LOST INTERRUPT

During a battle at a site, if you are about to draw a card for battle destiny, you may instead use the maneuver number of your participating combat vehicle.

Attack Pattern Delta (V) E

•Away Put Your Weapon (V)

USED OR LOST INTERRUPT

USED: An opponent's just drawn ⚡ weapon destiny is -3. ⚡
 LOST: Once per game, retrieve up to five weapons (may take one retrieved card into hand).

•Away Put Your Weapon (V) E

•Balanced Attack (V)

USED INTERRUPT

If your corvette, cruiser, and frigate are in battle together, cancel an opponent's non-⚡ Interrupt. OR ▼ a frigate (deploys -2) to same system as your corvette and cruiser. OR ▼ a cruiser (deploys -3) to same system as your corvette and frigate.

•Balanced Attack (V) E

•Beru Stew (V)

USED OR LOST INTERRUPT

USED: Activate 1 Force (2 if a Lars on table). OR During battle at a farm, add the destiny number of your device on this farm to your total power. LOST: During battle at a farm, after battle destiny is drawn, place a 'crop' out of play to make attrition against you = 0.

•Beru Stew (V) E

Cantina Brawl (V)

LOST INTERRUPT

If a battle was just initiated at an interior site where both players have a participating character armed with a weapon, your weapon destiny draws there are +1 (+3 if at Cantina) for remainder of turn.

Cantina Brawl (V) E

•Careful Planning (V)

STARTING INTERRUPT

If your starting location was a system, ▼ a related site (must be a battleground if the system is a non-battleground or Endor) with < 3 ⚡ and up to three Effects that are always ⚡. Place this Interrupt in Lost Pile.

Original concept by Kevin Brownell, Illinois States 2004

•Careful Planning (V) E

•Changing The Odds (V)

USED INTERRUPT

If a player is about to draw destiny for an Epic Event, Interrupt, Objective, or weapon, that player must first activate 1 Force and shuffle their Reserve Deck. OR If both players just drew one battle destiny, cancel and redraw both destiny draws.

Original concept by Evan Fitzgerald, PG Volunteer Award 2005

•Changing The Odds (V) E

•Clinging To The Edge (V)

USED OR LOST INTERRUPT

USED: During opponent's deploy phase, if both players occupy the same battleground, activate 2 Force.
 LOST: During any deploy phase, deploy a lightsaber from Lost Pile on your character at an interior Naboo battleground.

Original concept by Casey Anis, Yavin 4 Regionals 2010

•Clinging To The Edge (V) E

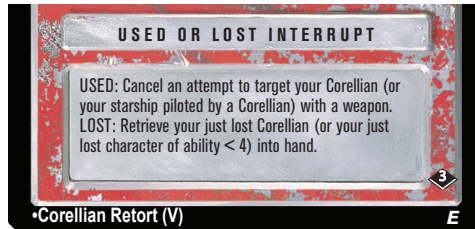
Virtual Cards: Master List

LIGHT SIDE

Computer Interface (V)



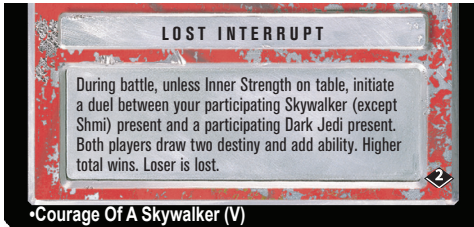
•Corellian Retort (V)



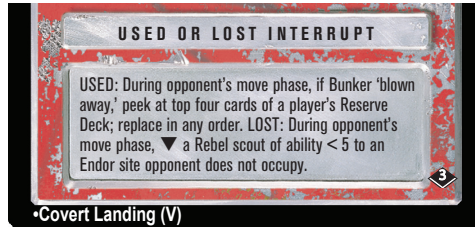
•Corellian Slip (V)



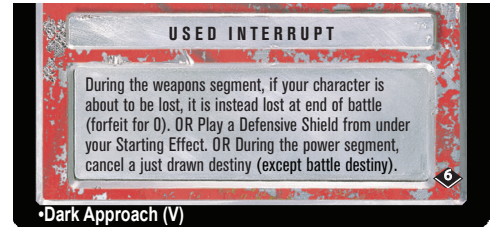
•Courage Of A Skywalker (V)



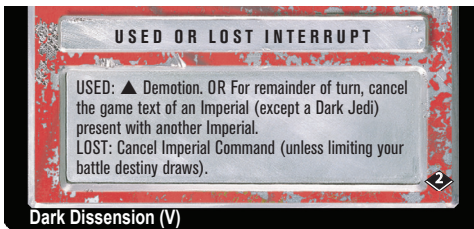
•Covert Landing (V)



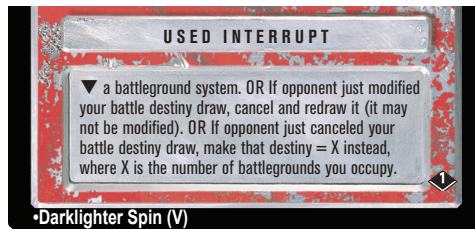
•Dark Approach (V)



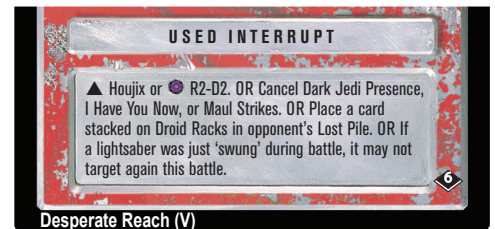
Dark Dissension (V)



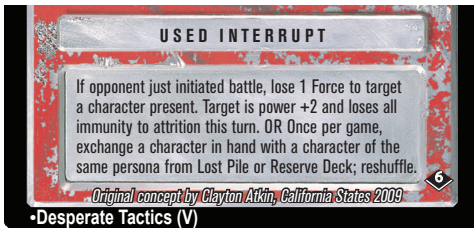
•Darklighter Spin (V)



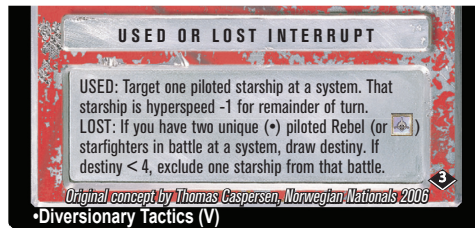
Desperate Reach (V)



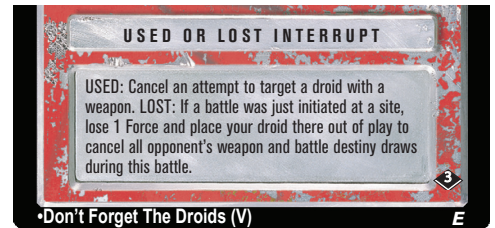
•Desperate Tactics (V)



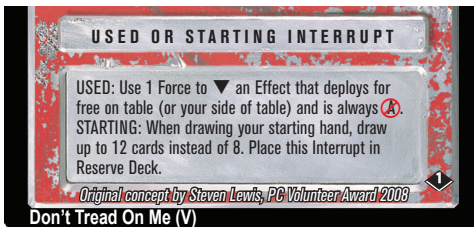
•Diversionary Tactics (V)



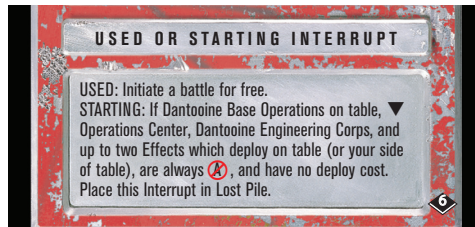
•Don't Forget The Droids (V)



Don't Tread On Me (V)



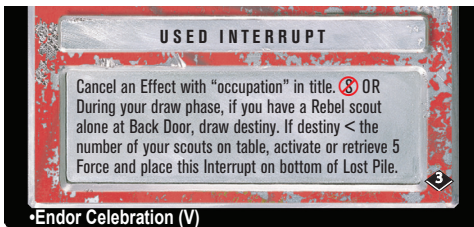
Don't Underestimate Our Chances (V)



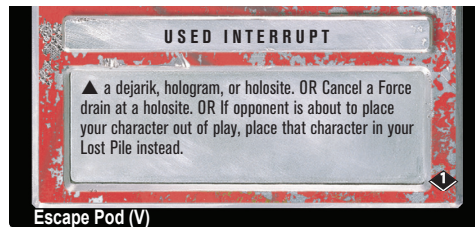
•Either Way, You Win (V)



•Endor Celebration (V)



Escape Pod (V)

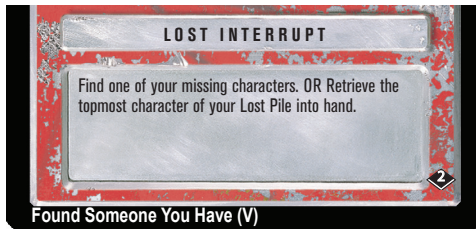


Firefight (V)

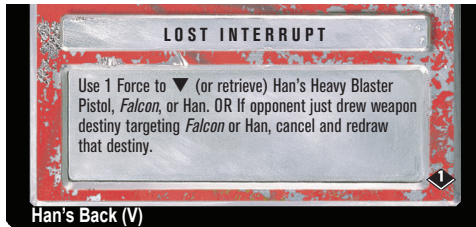


Virtual Cards: Master List

Found Someone You Have (V)



Han's Back (V)



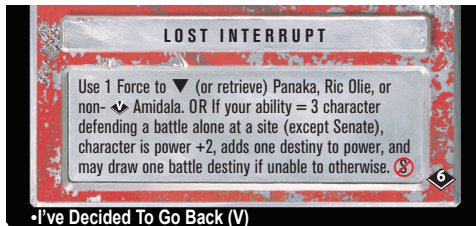
•Harvest (V)



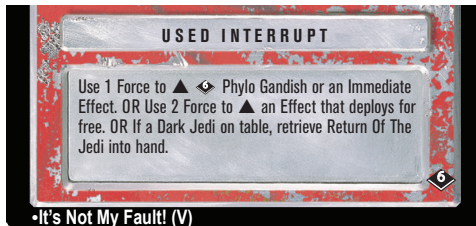
•Heading For The Medical Frigate (V)



•I've Decided To Go Back (V)



•It's Not My Fault! (V)



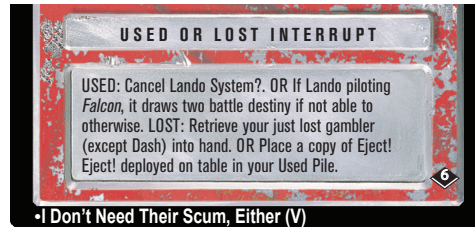
Keep Your Eyes Open (V)



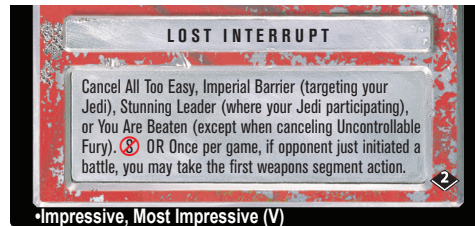
Found Someone You Have & •Higher Ground



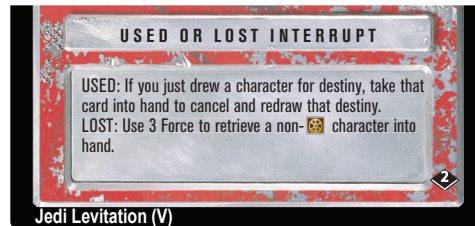
•I Don't Need Their Scum, Either (V)



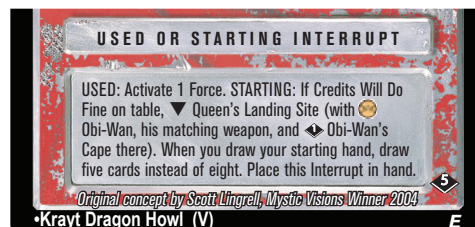
•Impressive, Most Impressive (V)



Jedi Levitation (V)



•Krayt Dragon Howl (V)

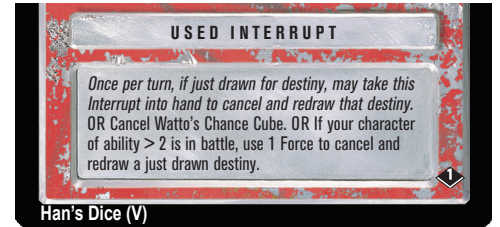


LIGHT SIDE

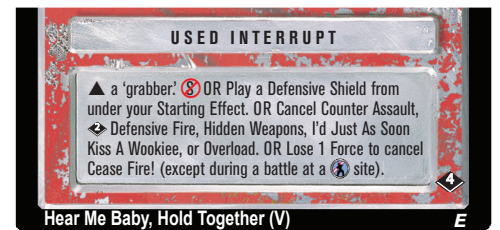
•Gambler's Luck (V)



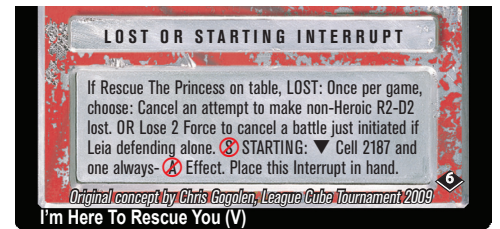
Han's Dice (V)



Hear Me Baby, Hold Together (V)



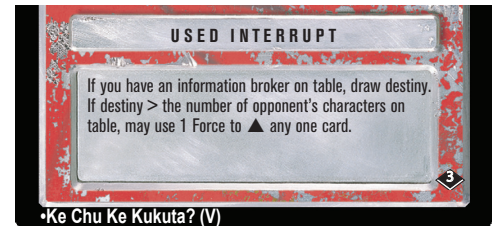
I'm Here To Rescue You (V)



Into The Garbage Chute, Flyboy (V)



Ke Chu Ke Kukuta? (V)



•Let the Wookiee Win (V)



Virtual Cards: Master List

LIGHT SIDE

Leia's Back (V)

LOST INTERRUPT

Use 1 Force to ▼ (or retrieve) Leia's Blaster Rifle, Leia's Sporting Blaster, or Leia. OR If you just initiated a Force drain where Leia is present, use 2 Force to make that Force drain +2.

Leia's Back (V)

•Lucky Shot (V)

USED INTERRUPT

If opponent's Effect of any kind was just lost or canceled due to its own game text, place it out of play. OR Until end of turn, Do They Have A Code Clearance? may not modify forfeit. OR Cancel Close Call. OR Cancel Outflank (you may activate 1 Force).

•Lucky Shot (V)

•Mandalorian Mishap (V)

USED INTERRUPT

Suspend all Effects with "gangster" in game text for remainder of turn. OR Target a bounty hunter and/or gangster at a site. For remainder of turn, targets may not fire weapons and their game text is canceled.

•Mandalorian Mishap (V)

•NOOOOOOOOOOOOO! (V)

USED INTERRUPT

Cancel Broken Concentration, The Circle Is Now Complete, or a duel initiated during battle. (Immune to Young Fool.) OR During any draw phase, place a card from hand under your Used Pile to take any one card into hand from Force Pile; reshuffle.

•NOOOOOOOOOOOOO! (V)

Out Of Nowhere (V)

LOST INTERRUPT

Use 2 Force to target a system or planet site. For remainder of turn, you may deploy there even without presence or Force icons. OR If you just deployed a non-Jedi character to a location opponent occupies, take any one card from Used Pile into hand; reshuffle.

Out Of Nowhere (V)

•Precise Hit (V)

USED OR LOST INTERRUPT

USED: If you just hit a target with a non-lightsaber non- weapon, place target (and all cards on it) in owner's Used Pile.
LOST: Cancel Heroic (and any immunity to attrition) on a character or starship this turn.

•Precise Hit (V)

•Rapid Deployment (V)

LOST INTERRUPT

Target a site. At same and related sites, Rebel scouts deploying from hand are deploy -2 (and they may not battle or move) for remainder of turn. OR ▼ a Rebel scout (deploy +2) to a site.

•Rapid Deployment (V)

Levitation (V)

USED OR LOST INTERRUPT

USED: Take a droid or device from your Force Pile into hand; reshuffle.
LOST: Once per game, if your apprentice is on Dagobah, cancel a Force drain at a non-Dagobah location.

Levitation (V)

Luke's Back (V)

LOST INTERRUPT

Use 1 Force to ▼ (or retrieve) Luke's Blaster Pistol, Luke's Lightsaber, or non-Jedi Luke. OR Unless Inner Strength on table, use 1 Force to cancel a just drawn weapon destiny targeting Luke (or a just drawn duel or lightsaber combat destiny if Luke is participating).

Luke's Back (V)

Nice Of You Guys To Drop By (V)

USED INTERRUPT

▲ Lost In The Wilderness or a Rogue speeder. OR If you occupy a site, find one of your missing characters there. OR Cancel Stunning Leader. OR Cancel opponent's attempt to randomly remove one or more cards from your hand (except with Monnok).

Nice Of You Guys To Drop By (V)

•Our Only Hope (V)

USED OR LOST INTERRUPT

If your objective on table, USED: ▼ Luke. OR During your move phase, relocate Luke to a site opponent occupies. LOST: If your Rebel of ability > 2 just won a battle or duel, ▲ any one card (if Rebel is Luke, may also retrieve any one card).

•Our Only Hope (V)

Panic (V)

USED INTERRUPT

▲ a device or non-lightsaber weapon. OR If opponent just initiated a battle or Force drain at a system or sector, ▼ (as a 'react') an unpiloted Rebel starfighter and a pilot of ability < 3 (simultaneously).

Panic (V)

•Protector (V)

USED OR STARTING INTERRUPT

USED: Raise your converted Kashyyk system to the top. STARTING: If Kashyyk was your starting location, ▼ Forest Depths, Grrrrghrrgh!, and up to two Effects that are always. Place this Interrupt in hand.

•Protector (V)

•Rebel Leadership (V)

USED INTERRUPT

▲ an admiral or a non-Jedi general. OR Once per game, ▼ a war room. OR If your admiral or non- general is in battle, may add one battle destiny or prevent opponent from drawing more than one battle destiny (their battle destiny draws may not be canceled).

•Rebel Leadership (V)

•Odin Nesloor & •First Aid

•Odin Nesloor & •First Aid

USED INTERRUPT

If your character's forfeit was just reduced to 0, use 1 Force (free if reduced by a weapon) to restore it to normal. OR Cancel an attempt to 'operate' on a character (who is also protected from any further attempts until start of opponent's next turn). OR During your move phase, target any or all of your characters at one site to 'transport' (relocate) to an exterior or battleground site. Draw destiny. Use that much Force to 'transport,' or place this Interrupt in Lost Pile.

•Odin Nesloor (V)

•Out Of Somewhere (V)

LOST INTERRUPT

Use 1 Force to ▼ (or retrieve) Lando. OR If a battle just initiated, and your Lando defending alone at a site, his forfeit cannot be reduced, he adds one destiny to power (+1 for each character and vehicle present), and draws one battle destiny if not able to otherwise.

•Out Of Somewhere (V)

Perimeter Scan (V)

USED INTERRUPT

If two related unique (•) sites are on table, ▼ the related system. OR Peek at a face down card on table. OR If a character or starship's power was just reduced, reset that card's power to its printed power for remainder of turn.

Perimeter Scan (V)

•Put That Down (V)

USED INTERRUPT

If your character or starship is about to be captured or lost during the weapons segment of a battle, it is hit instead and may not be captured or lost until the damage segment. OR If opponent just played an Interrupt during battle, activate 2 Force.

•Put That Down (V)

Rebel Reinforcements (V)

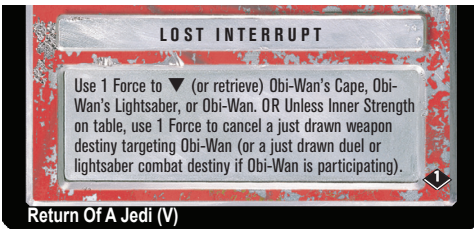
LOST INTERRUPT

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

Rebel Reinforcements (V)

Virtual Cards: Master List

Return Of A Jedi (V)



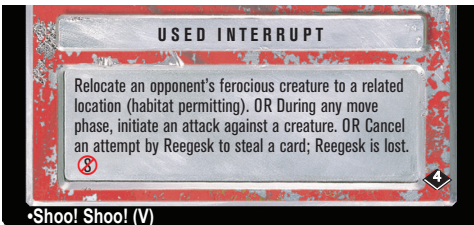
Return Of A Jedi (V)

•Sabotage (V)



•Sabotage (V)

•Shoo! Shoo! (V)



•Shoo! Shoo! (V)

Starship Levitation (V)



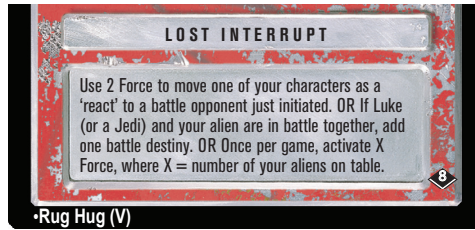
Starship Levitation (V)

•The Dark Side Is Growing



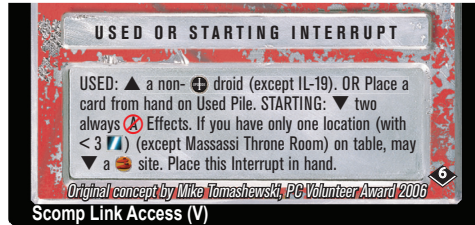
•What Was It? (V)

•Rug Hug (V)



•Rug Hug (V)

Scomp Link Access (V)



Scomp Link Access (V)

•Skull (V)



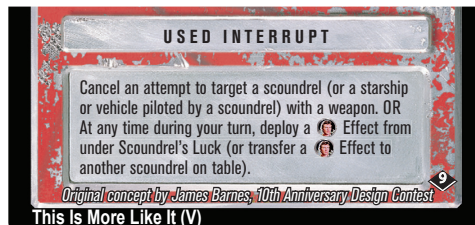
•Skull (V)

•Surreptitious Glance (V)



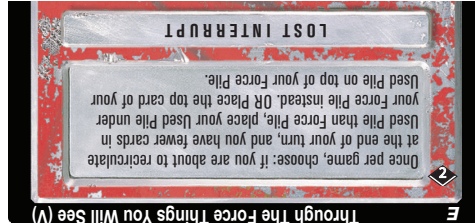
•Surreptitious Glance (V)

This Is More Like It (V)



This Is More Like It (V)

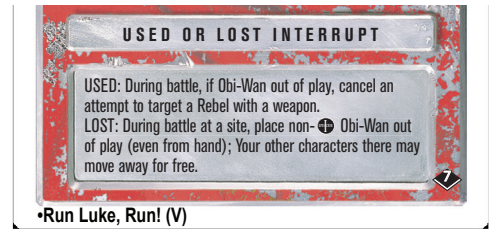
Through The Force Things You Will See (V)



Through The Force Things You Will See (V)

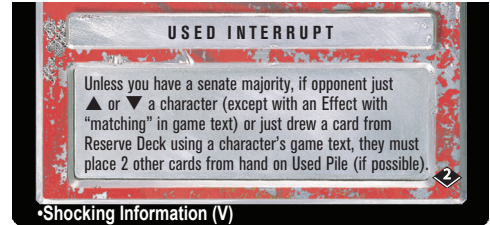
LIGHT SIDE

•Run Luke, Run! (V)



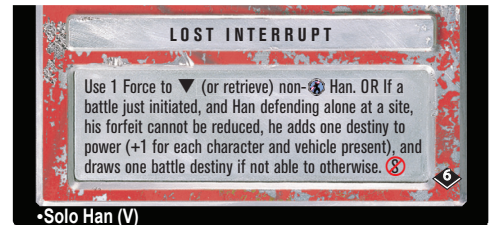
•Run Luke, Run! (V)

•Shocking Information (V)



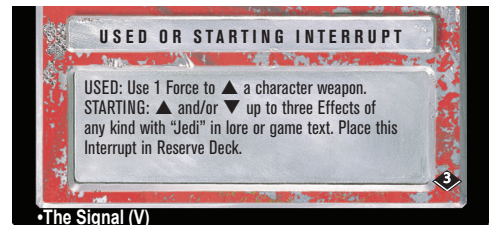
•Shocking Information (V)

•Solo Han (V)



•Solo Han (V)

•The Signal (V)



•The Signal (V)

•Under Jabba's Protection



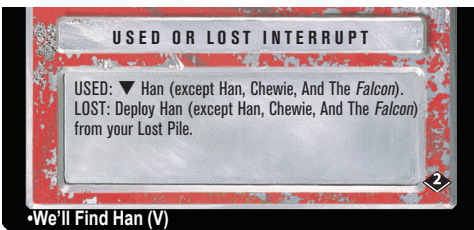
•Artoo, I Have A Bad Feeling About This (V)

Virtual Cards: Master List

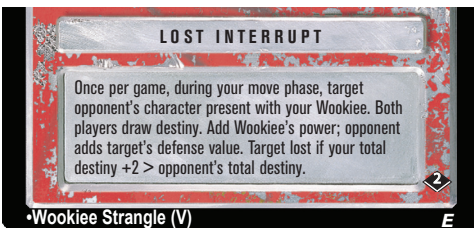
•Use The Force



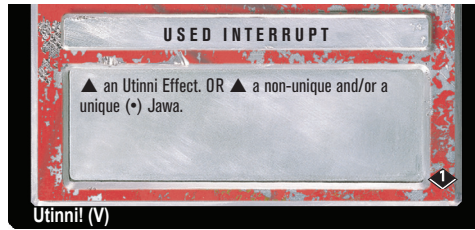
•We'll Find Han (V)



•Wookiee Strangle (V)



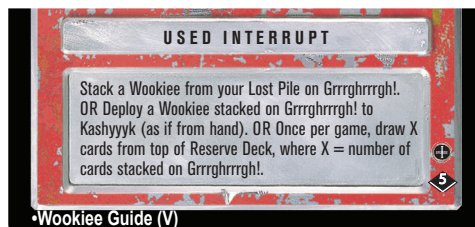
Utinni! (V)



•Walker Sighting (V)



•Wookiee Guide

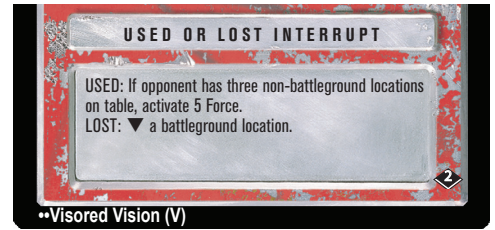


•Yub Yub, Commander

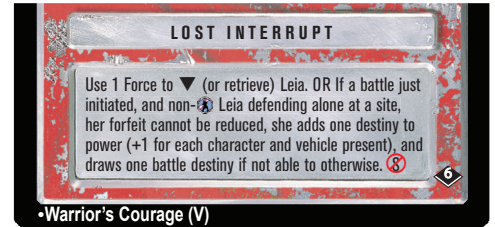


LIGHT SIDE

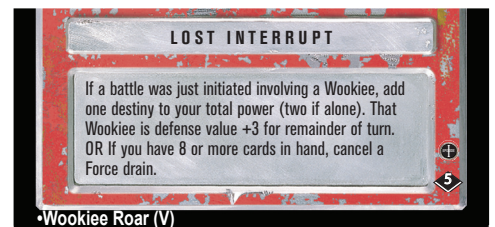
•Visored Vision (V)



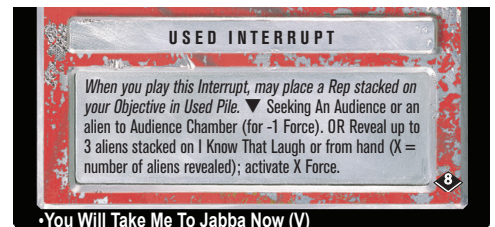
•Warrior's Courage (V)



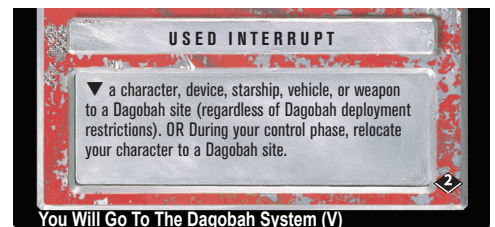
•Wookiee Roar



•You Will Take Me To Jabba Now (V)



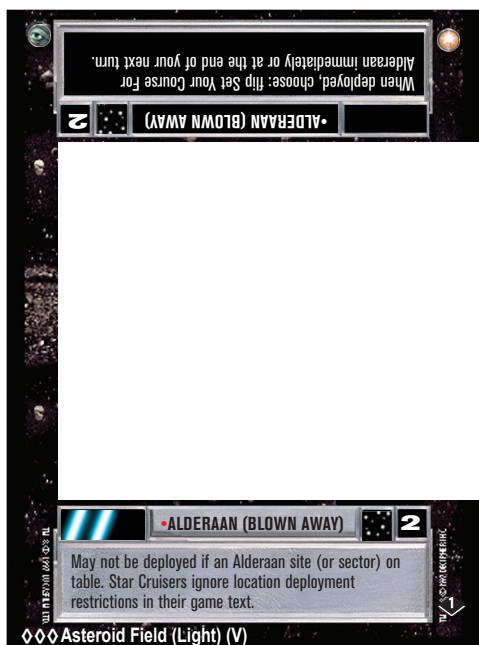
You Will Go To The Dagobah System (V)



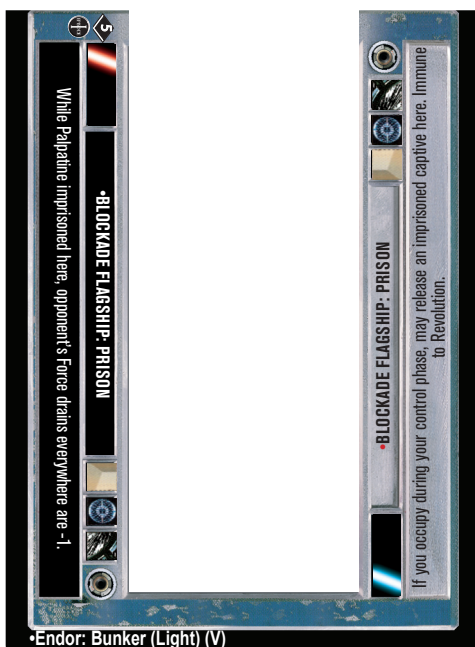
Virtual Cards: Master List LOCATIONS

LIGHT SIDE

•Alderaan (Blown Away)



•Blockade Flagship: Prison



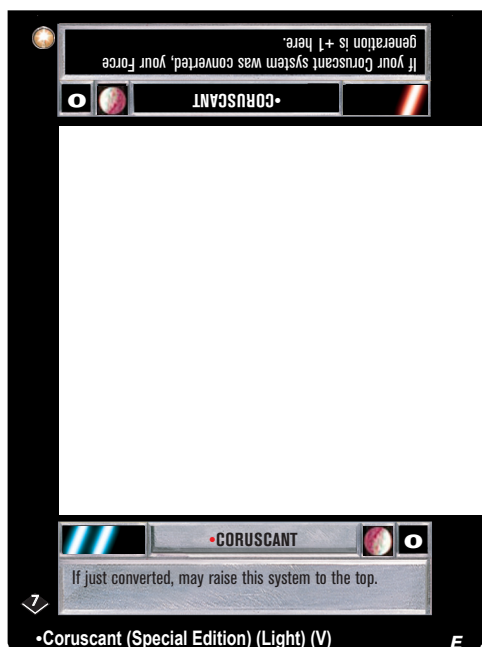
•Coruscant: Jedi Archives



•Corellia (V)



•Coruscant (Special Edition) (V)



•Coruscant: Jedi Council Chamber (V)



•Coruscant: Lower Levels



•Coruscant: Main Power Plant



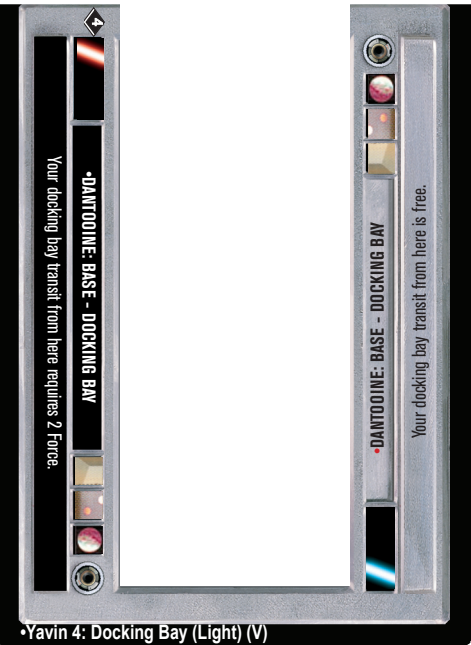
•Coruscant: Night Club



•Coruscant: Senate Landing Platform



•Dantooine: Base - Docking Bay



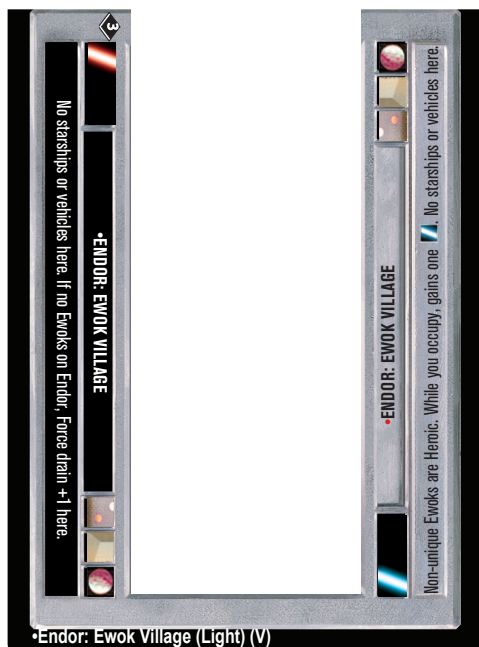
•Dantooine: Base - Operations Center



•Dressel



•Endor: Ewok Village (V)



•Geonosis: Docking Bay



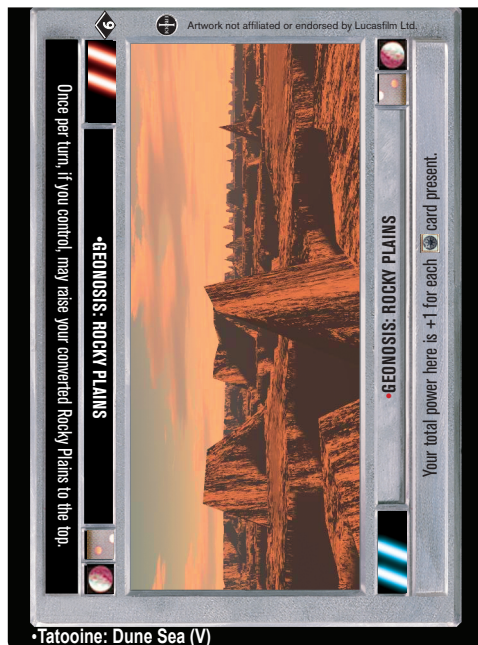
•Geonosis: Forward Command Center



•Geonosis: Petranaki Arena



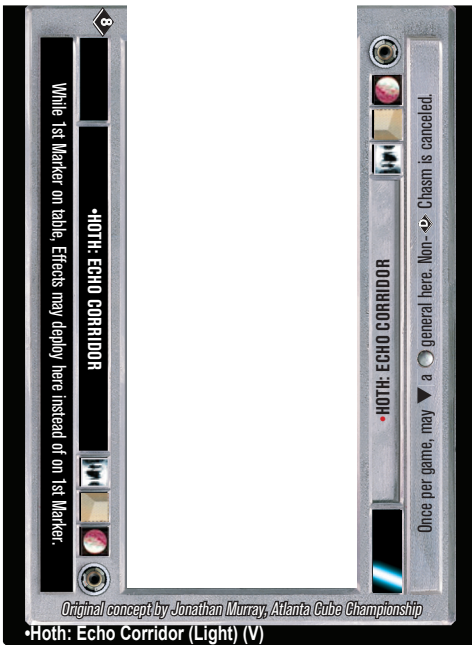
•Geonosis: Rocky Plains



•Hoth: Echo Command Center (War Room) (Light) (V)



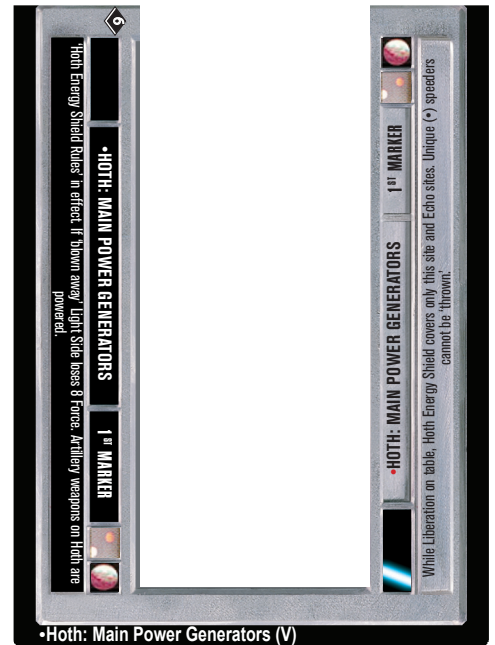
•Hoth: Echo Corridor (V)



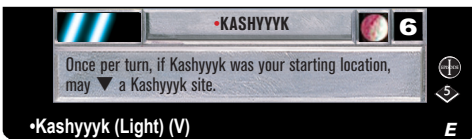
•Hoth: Echo Med Lab (V)



•Hoth: Main Power Generators (V)



•Kashyyyk (Light) (V)



•Kashyyyk: Forest Depths



•Kashyyyk: Sacred Forest



•Kashyyyk: Wookiee Haven (Forest)



•Dagobah: Jungle (V)

••Endor: Great Forest (Light) (V)

•Endor: Ewok Village (Light) (V)

•Muunilinst



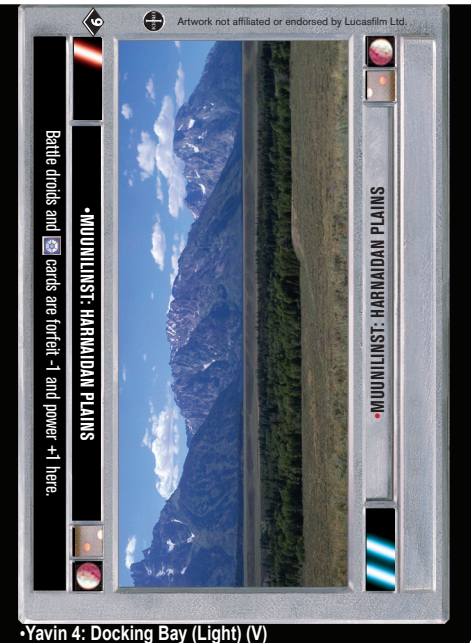
•Muunilinst: City Of Harnaidan



•Muunilinst: Docking Bay



•Muunilinst: Harnaidan Plains



•Muunilinst: Republic Landing Site



•Nar Shaddaa



•Nar Shaddaa: Scoundrel's Rest



•Nar Shaddaa: Undercity



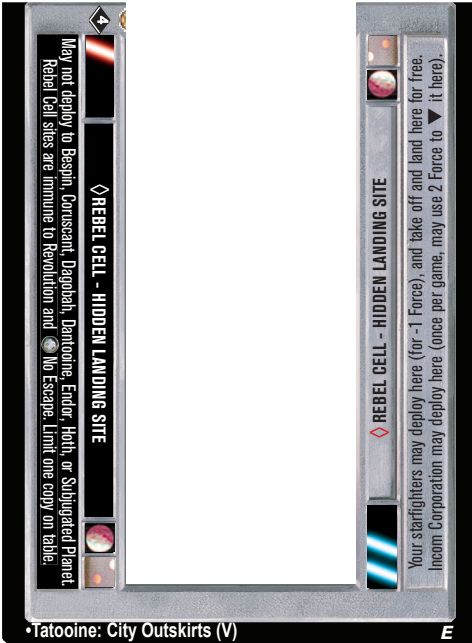
•Nar Shaddaa: Undercity Street



◇Outpost



◇Rebel Cell - Hidden Landing Site



◇Rebel Cell - Monitoring Station



◇ Rebel Cell - Perimeter



◇ Rebel Cell - Refugee Quarter



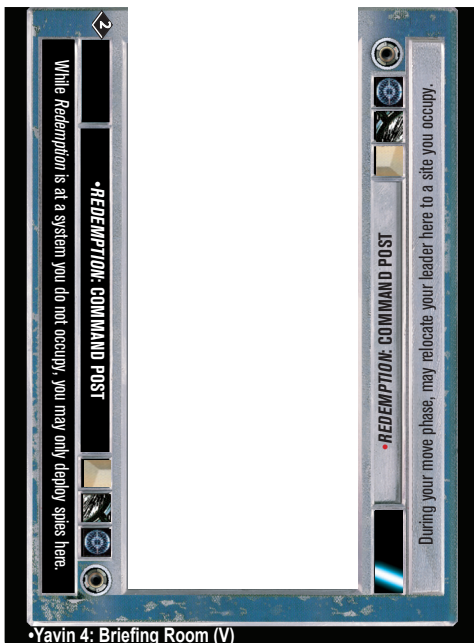
◇ Rebel Cell - Situation Room



•Roche (V)



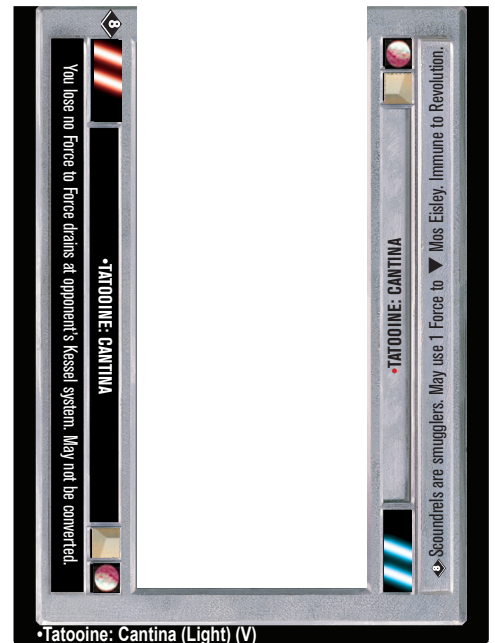
•Redemption: Command Post



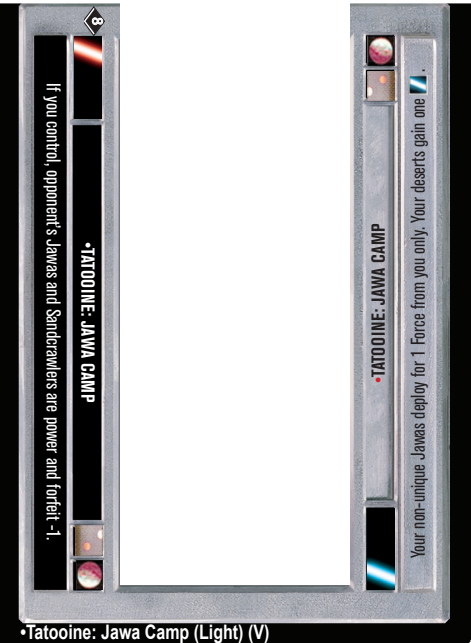
◇ Spaceport Scoundrels Guild



•Tatooine: Cantina (Light) (V)



•Tatooine: Jawa Camp (Light) (V)



•Tatooine: Lars' Moisture Farm (V)



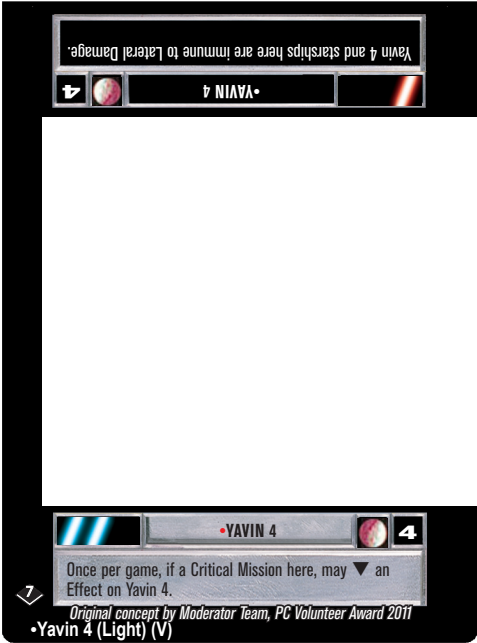
•Tatooine: Obi-Wan's Hut (V)



•Tatooine: Queen's Landing Site



•Yavin 4 (V)



•Yavin IV: Jedi Academy



MISSIONS

•Yavin 4: Massassi War Room (V)

•Assault On Muunilinst

•Hunt Down The Dark Acolyte



•Kessel Run (V)

•Rebel Aces

•Rescue On Geonosis



•Restore Freedom To The Galaxy



•Taking Them With Us (V)

OBJECTIVES

Center Of Tyranny / A Liberated World

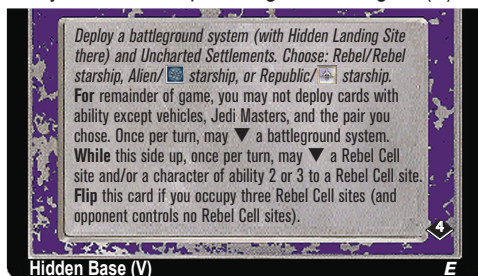


Dantooine Base Operations (V)



More Dangerous Than You Realize (V)

Hidden Base (V) /
Systems Will Slip Through Your Fingers (V)



Hidden Base (V)

Infiltration / Unlikely Allies

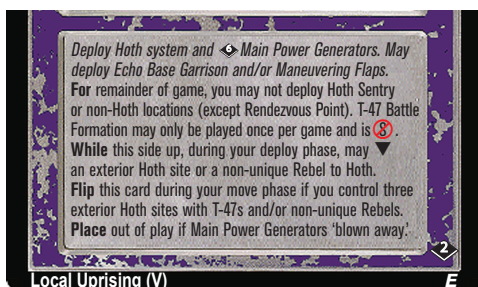


Undercover (V)

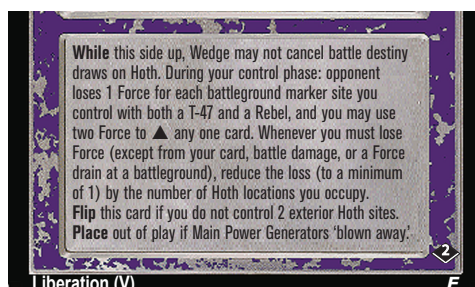


Sometimes I Amaze Even Myself (V)

Local Uprising / Liberation (V)



Local Uprising (V)



Liberation (V)

Mind What You Have Learned (V) / Save You It Can (V)

Deploy Dagobah system (may not be converted) and Strong Is Vader.
For remainder of game, only Luke may be an apprentice. Yoda and Luke deploy -3 to Dagobah. While this side up, may ▼ At Peace, Luke, Luke's Backpack, Yoda, and/or Yoda's Hope to Dagobah. Your cards on Dagobah may not contribute to Force retrieval (except with Strong Is Vader). Each player's Sense and Alter destiny draws are +4. Flip this card when Luke completes Jedi Test #5.

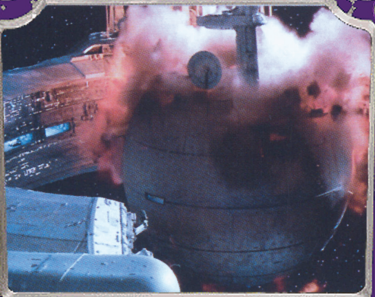
Mind What You Have Learned (V)

Immediately place destiny card from Jedi Test #5 on that Jedi Test.
While this side up, during your move phase, may use 3 Force to take Luke into hand from a location you control (cards on Luke go to owner's Used Pile). Luke may ignore location deployment restrictions listed in his game text. Opponent may not play Sense or Alter. Place out of play if Luke is placed out of play or crosses over.

Save You It Can (V)

Republic At War / Aggressive Negotiations

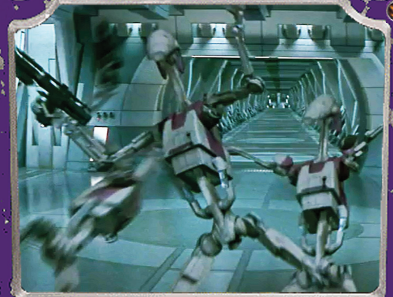
Republic At War 0



Deploy Forward Command Center and Begun, The Clone War Has.
For remainder of game, Rebels and Rebel starships are lost. You may forfeit non-lightsaber weapons (using forfeit value = 3); place your just forfeited weapon in Used Pile. Your Destiny is suspended. You lose no Force to Vengeance Of The Dark Prince. While this side up, once per turn, may ▼ an battleground. Flip this card if a complete Mission on table.

•We Didn't Hit It (V)

Aggressive Negotiations 7



Immediately, may place X cards from hand on bottom of Force Pile to draw up to X+1 cards from Reserve Deck once per game. While this side up, opponent's battle destiny draws are -1. During your control phase, may use 2 Force to ▲ a character, starship or vehicle. Your total power in battles is +Y, and whenever you win a battle, retrieve up to Y Force, where Y = the number of complete Missions on table. Flip this card if no complete Missions on table.

•Thrown Back (V)

Rebel Strike Team (V) / Garrison Destroyed (V)

Deploy Endor system, Back Door, and The Shield Is Down!
For remainder of game, your characters and rifles are lost. Your Force generation is +1 at your Endor sites. May use 1 Force to ▲ an Epic Event. While this side up, your Force drains on Endor are -1. Your Bunker gains one. If you occupy Bunker at the end of a battle you just won there, may use your Epic Event to attempt to "blow away" Bunker. Flip this card if Bunker "blown away."

Rebel Strike Team (V)

While this side up, Endor Shield is canceled. May raise your converted Endor to the top. If Establish Secret Base on table, Force generation at Endor locations may not be canceled. At Endor sites you occupy with a scout, your Force drains may not be modified by opponent. Whenever you initiate a battle with a scout, may retrieve 2 Force. Once per game, may ▼ (or deploy from hand) a Rebel starship for half its printed deploy cost (round down).

Garrison Destroyed (V)

Watch Your Step (V) / This Place Can Be A Little Rough (V)

Deploy Corellia system (with an unpiloted freighter and a Corellian pilot there) and Spaceport City to Corellia.
For remainder of game, Corellia sites are immune to No Escape. For either player to deploy a card with ability (except a Corellian) to Corellia, that player must first place a card from hand on bottom of their Used Pile. While this side up, you may not Force drain at Corellia system. Once per turn, may use 1 Force to ▼ a site. Flip this card if you occupy Corellia system and control two Corellia battleground sites with Corellians.

Watch Your Step (V)

While this side up, non-blaster character weapon destiny draws are -2 at Corellia sites. Your Force generation at Corellia spaceport sites is +1. Your combat vehicles may deploy or move only to same Corellia site as opponent's vehicle. "Audience Chamber" on Palejo Reshad is treated as "Corellia." During your deploy phase, may ▼ one BoShek or a Corellian of ability < 3. At the end of each turn, may use 1 Force to draw the bottom card of your Reserve Deck. Flip this card if you do not occupy two battlegrounds.

This Place Can Be A Little Rough (V)

We Have A Plan (V) / They Will Be Lost And Confused (V)

Deploy Coruscant system (may not be converted) and Blockade Flagship: Prison with Palpatine imprisoned there. May deploy Security Control.
For remainder of game, your Force generation is +1 at Coruscant battlegrounds. Unless you have 13 or more cards in hand, clones are immune to Monnok. While this side up, at Blockade Flagship sites, imprisoned captives may not be transferred. Once per turn, may ▼ a battleground site to Coruscant. Flip this card if Palpatine on Coruscant.

We Have A Plan (V)

Immediately ▲ any one card. While this side up, whenever a card of ability > 2 is lost, its owner loses 1 Force. While you control two battlegrounds with clones, opponent must have two cards with ability (or two droids) to initiate a Force drain. Once per turn, may deploy a clone from Lost Pile. Clones are immune to attrition < 4. Flip this card (and if possible, relocate Palpatine to a prison and imprison him there) if Palpatine is about to be captured, lost, missing, or removed from table.

They Will Be Lost And Confused (V)

We'll Handle This (V) / Duel Of The Fates (V)

Deploy Jedi Council Chamber.
For remainder of game, you may not deploy Affect Mind, Senate, characters or starships, Rebel starships, or Rebels of ability > 2. You lose no Force to Vengeance Of The Dark Prince or Your Destiny. Jedi Survivor's is canceled. Speak With The Jedi Council is a Used Interrupt. While this side up, Yoda is deploy -3 to Jedi Council Chamber. Your Force drains are -1. Flip this card if Yoda and two other Jedi are at Jedi Council Chamber.

We'll Handle This (V)

While this side up, Jedi are immune to attrition < 5 and ignore location deployment restrictions listed in their game text. Your lightsaber Force drain bonuses may not be canceled. You may not Force drain at Jedi Council Chamber. Whenever you initiate a battle with a Jedi, may retrieve 2 Force. Jedi Test #2 may deploy on any Jedi (as if completed), but applies only at that site. Flip this card (and place all Jedi Tests in Used Pile) if less than two Jedi at Jedi Council Chamber (unless Yoda there).

Duel Of The Fates (V)

Virtual Cards: Master List STARSHIPS

LIGHT SIDE

Acclamator-Class Assault Ship

Acclamator-Class Assault Ship 2



CAPITAL: ACCLAMATOR-CLASS ASSAULT SHIP

POWER 6 **ARMOR 5** **HYPER SPEED 4**

May add 4 pilots, 4 passengers, and 4 vehicles. Adds 1 to attrition against opponent for each piloted starship here. Permanent pilot provides ability of 2. Concussions Missiles may deploy aboard.

5 6

SoroSuub V-35 Landspeeder (V)

•Alderaan Consular Ship

•Alderaan Consular Ship 2



CAPITAL: CORELLIAN CORVETTE

POWER 5 **ARMOR 5** **HYPER SPEED 3**

May add 3 pilots and 4 passengers. Permanent pilot provides ability of 2. Opponent must use +2 Force to initiate battle here. Once per game, may ▼ a senator aboard.

4 8

•Masanya (V)

•Azure Angel

•Azure Angel 2



STARFIGHTER: MODIFIED DELTA-7 INTERCEPTOR

POWER 3 **MANEUVER 4** **HYPER SPEED 6**

May add 1 pilot and 1 astromech. Once per game, may ▼ an astromech aboard (for free). While Anakin piloting, your Interrupts targeting this starship may not be canceled and immune to attrition < 5.

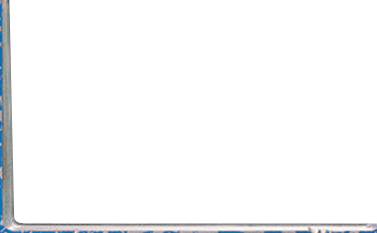
3 6

A-wing Cannon (V)

•Booster In Pulsar Skate

•Booster In Pulsar Skate 2

Owned by legendary Terrik family of smugglers. Used to chase down the pirates who killed Wedge's parents. On Corellian Security's most wanted list. 37.5 meters long.



STARFIGHTER: BAUDO-CLASS STAR YACHT

POWER 4 **MANEUVER 4** **HYPER SPEED 5**

May add 1 pilot and 6 passengers. Permanent pilot is •Booster, who provides ability of 3. Once per game, may ▼ Mirax here. Immune to Lateral Damage and attrition < 5.

4 4

Original concept by Thomas Caspersen, Norwegian Open 07

•Pulsar Skate (V)

•Bravo Fighter (V)

STARFIGHTER: N-1 STARFIGHTER

POWER 3 **MANEUVER 5** **HYPER SPEED 3**

Permanent pilot provides ability of 4. May add 1 astromech. During battle, may target a starship with no character piloting. Draw destiny. If destiny > defense value, target hit. Immune to attrition < 3.

3 4

Original concept by Brian Texwilliger, Syracuse V-Lite 2005

•Bravo Fighter (V)

•Errant Venture

•Errant Venture 2



CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 6 **ARMOR 6** **HYPER SPEED 3**

May add 6 pilots. Permanent pilot provides ability of 3. Unless your objective on table, once per game may ▼ a non-♣ scoundrel aboard and while Corran or a Terrik piloting, immune to attrition < 7.

6 8

Image courtesy of Nicholas Sagan

•We Can Still Out Maneuver Them (V)

•Bright Hope (V)

CAPITAL: TRANSPORT

POWER 2 **ARMOR 4** **HYPER SPEED 5**

May add 2 pilots and 6 passengers. Permanent pilot provides ability of 2. During battle, if with a Rebel capital starship, may use 1 Force to cancel a just drawn battle destiny.

3 5

•Bright Hope (V)

•Gold 1 (V)

STARFIGHTER: Y-WING

POWER 2 **MANEUVER 3** **HYPER SPEED 4**

May add 2 pilots or passengers. If Dutch piloting, power +2, immune to attrition < 4, and, once during any control phase, may take the top or bottom card of your Force Pile into hand.

1 3

•Gold 1 (V)

•Gold Leader In Gold 1 (V)

STARFIGHTER: Y-WING

POWER 4 **MANEUVER 3** **HYPER SPEED 4**

May add 1 pilot or passenger. Permanent pilot is •Dutch, who provides ability of 2. Opponent may not "react" to here and must first use 1 Force to draw a card for battle destiny here.

3 4

•Gold Leader In Gold 1 (V)

•Green Squadron 1 (V)

STARFIGHTER: A-WING

POWER 3 **MANEUVER 5** **HYPER SPEED 4**

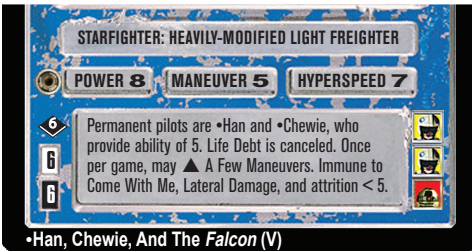
May add Green Leader as a pilot. Once per turn, may ▲ Diversionary Tactics. If with Executor at end of battle, may draw destiny; Executor and this starfighter lost if destiny > 5.

2 4

•Green Squadron 1 (V)

Virtual Cards: Master List

•Han, Chewie, And The Falcon (V)

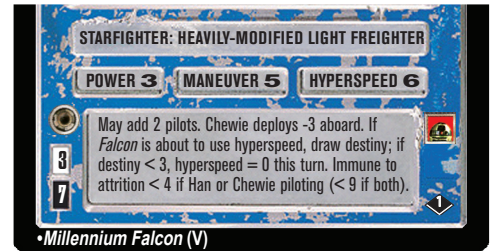


•Infinity

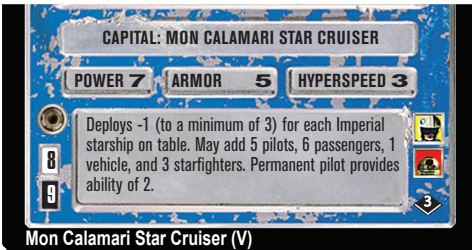


LIGHT SIDE

•Millennium Falcon (V)



Mon Calamari Star Cruiser (V)



•Red 1 (V)



•Jedi Starfighter



•Lady Luck



•Obi-Wan In Radiant VII



•Red 3 (V)



•Red 5 (V)



•Red 8 (V)



Virtual Cards: Master List

•Overseer

Republic Corvette

LIGHT SIDE
Republic Starfighter



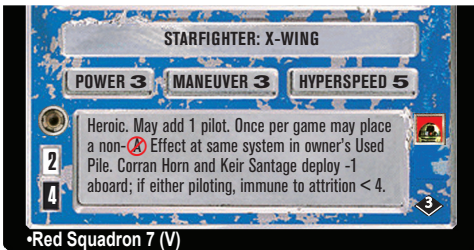
•Red Squadron 7 (V)



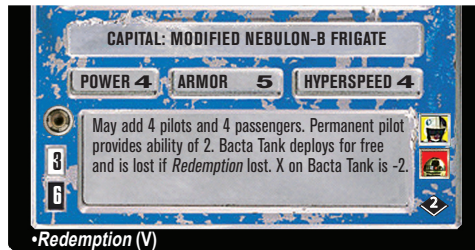
•Redemption (V)



•Tantive IV (V)



Rogue Squadron X-wing



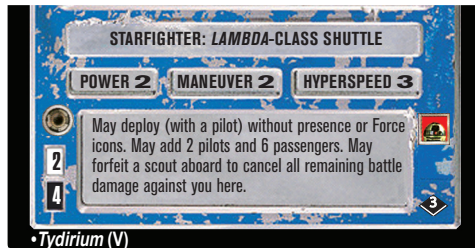
•Tydirium (V)



•Wedge In Red Squadron 1



YT-1300 Transport (V)



Virtual Cards: Master List VEHICLES

LIGHT SIDE

AT-RT



Low-Altitude Assault Transport



•Chewie's AT-ST (V)



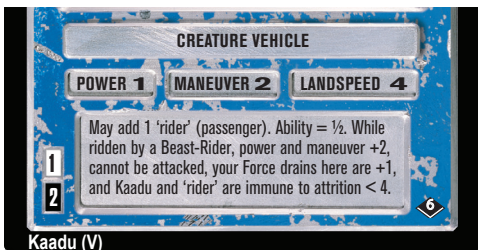
...AT-TE



••Republic Gunship Wing



Kaadu (V)



•Dash In Rogue 10



•Snowspeeder Garrison



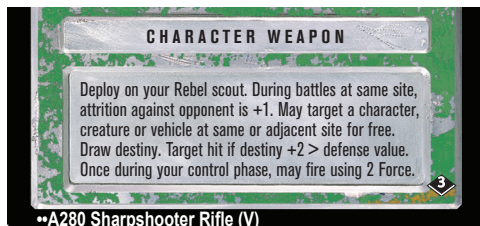
Sandcrawler (V)



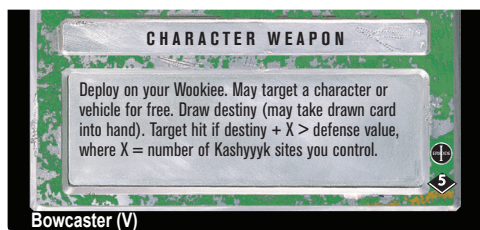
Virtual Cards: Master List WEAPONS

LIGHT SIDE

•A280 Sharpshooter Rifle (V)



Bowcaster (V)



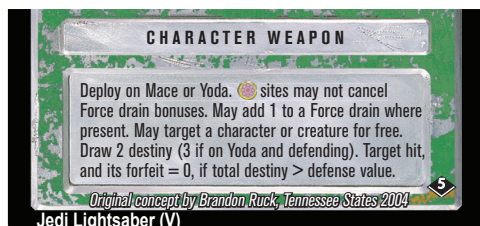
•Black Market Blaster



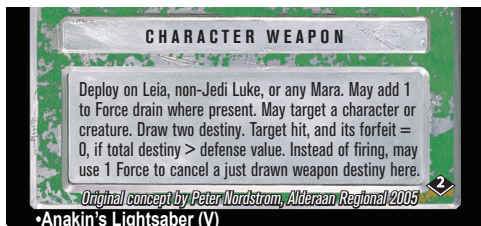
Enhanced Proton Torpedoes (V)



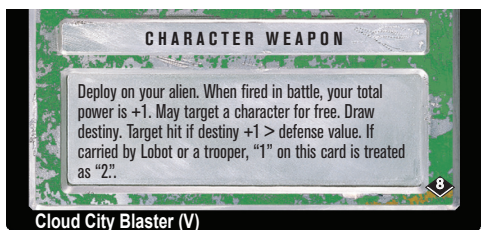
Jedi Lightsaber (V)



•Anakin's Lightsaber (V)



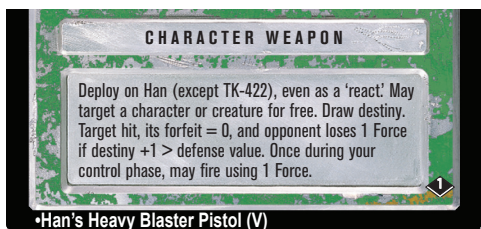
Cloud City Blaster (V)



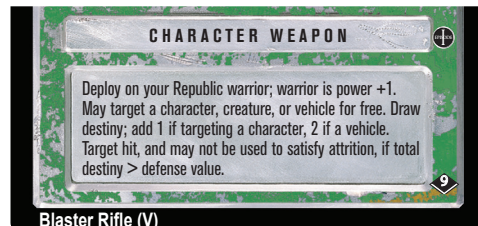
Elegant Lightsaber



•Han's Heavy Blaster Pistol (V)



Blaster Rifle (V)



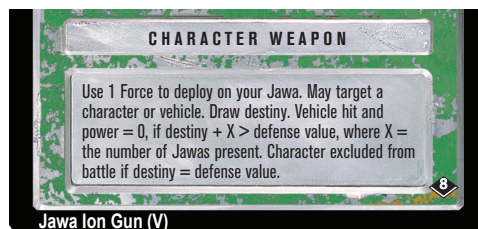
Dual Laser Cannon (V)



•Guardian's Lightsaber



Jawa Ion Gun (V)



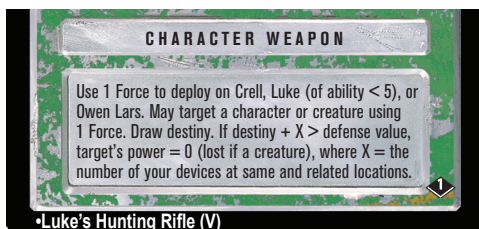
Virtual Cards: Master List

•Han's Blaster, So Uncivilized



Mos Eisley Blaster (V)

•Luke's Hunting Rifle (V)



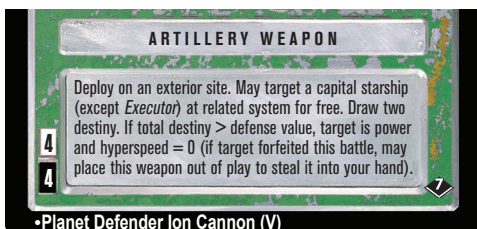
•Luke's Hunting Rifle (V)

•Kyle Katarn's Blaster Rifle



Blaster Rifle (V)

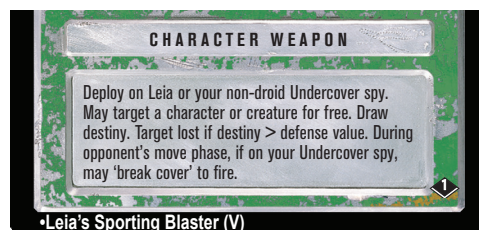
•Planet Defender Ion Cannon (V)



•Planet Defender Ion Cannon (V)

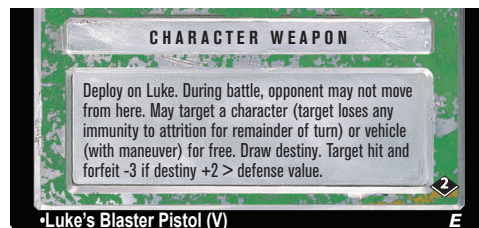
LIGHT SIDE

•Leia's Sporting Blaster (V)



•Leia's Sporting Blaster (V)

•Luke's Blaster Pistol (V)



•Luke's Blaster Pistol (V)

E