

# Virtual Cards

## Virtual Set #3

### Merc Sunlet (V)

Deploy on table. While you have more cards in your Lost Pile than your opponent, and you are about to lose Force, you may use X Force and place X cards of your choice from your Lost Pile out of play to reduce Force loss by X. You may not play Out Of Commission.

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### •••Rebel Tech (V)

**2** Opponent's game text on your non-docking bay Yavin 4 sites is canceled. During your turn, may place in Used Pile to Death Star: Trench or Advance Preparation. Cumulatively adds 1 to your Attack Run total.

©•14

### •Red 5 (V)

**3** May add 1 astromech (may one here once per game) and 1 pilot. While Luke piloting, immune to attrition  $< 6$  and once per battle, may cancel game text (except related to capacity, identity and ability of permanent pilot) of a starfighter present for remainder of turn.

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### •R2-D2 (V)

**1** When in battle at a site with C-3PO, may not be targeted by weapons and your destiny draws may not be canceled. Adds 3 to power, maneuver and hyperspeed of any starfighter he is aboard. Opponent may not place cards in your Used Pile while you have fewer than 13 cards in hand.

©•16

### •Sabotage (V)

#### LOST INTERRUPT

Target opponent's device or weapon card (except any Superlaser). Draw destiny (subtract 1 for each of your spies on table). If destiny  $<$  target's destiny number, target is lost. OR Cancel the targeting of a permanent weapon at same site as your spy.

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### Scanner Techs (V)

Deploy on table. Once during opponent's move phase, you may use 3 Force to look at opponent's hand or place a Political Effect (and all cards on it) in owner's Used Pile. Opponent may not place cards in your Used Pile while you have fewer than 13 cards in hand.

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### Solomahal (V)

Deploy on your scout (except Luke). If opponent targets this character (or ship he is aboard) with a weapon, you may place Solomahal in Lost Pile to cancel that targeting.

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### They're On Dantooine (V)

#### EFFECT

Deploy on table. Dantooine sites are immune to No Escape. Your Force generation is +1 at each Dantooine site. Once during your control phase, may use 1 Force to a squadron. While you control a Dantooine site, your squadrons may deploy (deploy cost = squadron's power - 3). (Immune to Point Man.)

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### Traffic Control (V)

#### DEFENSIVE SHIELD

**D** Plays on table. You lose no Force to opponent's Boonta Eve Podrace. Opponent's Force retrieval from Boonta Eve Podrace may not be canceled. Unless opponent occupies more battlegrounds than you do, Watto's Box is suspended. When played from An Unusual Amount Of Fear, does not count against your thrice per game limit.

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### Undercover (V)

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

©•22

### •Wokling (V)

Deploy on table. Your Force generation is +1. Once per game, may use 3 Force: Effect that deploys for free on another card. You may place this Effect out of play to retrieve 1 Force.

*Original concept by Eric Hunter, GenCon 2002 winner*

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### •Han (V)

**POWER 4** **ABILITY 3** **FORCE-ATTUNED**

**3** Adds 3 to power of anything he pilots (4 if *Falcon*). If Or Be Destroyed on table, immune to attrition  $<$  Han's Power, and Force retrieved with Or Be Destroyed is immune to Secret Plans. While armed with a blaster, Han is defense value +2 and adds 2 to each of his weapon destiny draws.

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### •Leia (V)

**POWER 3** **ABILITY 4** **FORCE-SENSITIVE**

**2** Leia's game text may not be canceled. While at opponent's Galactic Senate, may lose 1 Force to place Leia and any character present out of play. Once per battle at her location, may cancel game text of opponent's leader of ability  $< 5$  present for remainder of turn.

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