The SWCCG Player's Committee presents

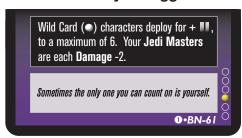
Young Jedi Virtual Cards

Virtual Set #1 (v1.1)

Fear Attracts the Fearful

Play at start. Limit one per deck.
Draw 2 extra cards when defending a duel with a non-dueling character.
Choose one planet. Your opponent's characters can gain no more than 1 power from site bonuses on that planet.

There's Always a Bigger Fish



Uh-Oh!

While this card is face up, no duels may be initiated, and you may deploy 1 non-dueling character for 1 less . Discard this card at the beginning of your next turn.

In the swirling chaos of battle, unusual things can happen.

We Don't Have Time For This

Use with any character or starship. Place your character/starship (and weapon) back on the top of your battle plan. Opponent's card(s) in this matchup are considered "leftover" and will deal breakthrough if attacking (as normal).

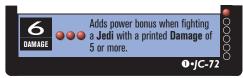
Radiant VII

Republic Cruiser Transport



Darth Sidious

Lord of the Sith



Watto

Junk Merchant



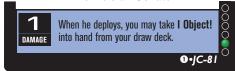
Ben Quadrinaros

Podracer Pilot



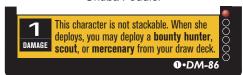
Lott Dodd

Neimoidian Senator



Gragra

Chuba Peddler



Ratts Tyerell

Podracer Pilot

