

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.

1 • DM-53*

There's Always a Bigger Fish

Wild Card (●) characters deploy for + ■■, to a maximum of 6. Your Jedi Masters are each Damage -2.

Sometimes the only one you can count on is yourself.

1 • BN-61

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.

1 • BN-62

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).

1 • JC-62

Radiant VII

Republic Cruiser Transport

6
DAMAGE When *Radiant VII* starts an evacuation attempt, you may deploy 1 starfighter from your draw deck.

1 • JC-70

Darth Sidious

Lord of the Sith

6
DAMAGE

Adds power bonus when fighting a Jedi with a printed Damage of 5 or more.

1 • JC-72

Watto

Junk Merchant

2
DAMAGE

When battling a Jedi, before destinies are drawn, you may discard 2 cards from your hand: Battle immediately ends in a tie.

1 • JC-74*

Ben Quadrinaros

Podracer Pilot

2
DAMAGE

When he deploys, draw destiny. If destiny is > 4 you may deploy a podracer from your draw deck. May use 1 as his handling number.

1 • DM-80

Lott Dodd

Neimoidian Senator

1
DAMAGE

When he deploys, you may take 1 Object! into hand from your draw deck.

1 • JC-81

Gragra

Chuba Peddler

1
DAMAGE

This character is not stackable. When she deploys, you may deploy a bounty hunter, scout, or mercenary from your draw deck.

1 • DM-86

Ratts Tyerell

Podracer Pilot

2
DAMAGE

May use 2, 3, or 4 as his handling number. May only play 1 handling card per lap.

1 • JC-87