

# Young Jedi Virtual Cards

## Virtual Set #1 (v1.1)

### Galactic Delegate

Representative

**1**  
DAMAGE

Your senators here gain ●, or ●●●● if their opponent has a weapon and they do not.  
● Adds power bonus on Coruscant.

●JC-91

### Battle Droid: Pilot

Guard Division

**1**  
DAMAGE

May be used as a battle card for any transport, adding ●●●● to that ship. Take Damage if defeated.

●JC-100

### Neimoidian Aide

Trade Federation Delegate

**2**  
DAMAGE

Your other Neimoidians here gain ●, or ●●●● if ♦. May be discarded to deploy any Neimoidian for 3 less ■.

●JC-104\*

### Darth Maul

Sith Warrior

**6**  
DAMAGE

Negate all non-weapon power bonuses from any character he duels before cards are drawn.  
●● Adds power bonus to Darth Maul's Sith Infiltrator while evacuating this planet.

●JC-105\*

### After Her!

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.

*Chasing an opponent isn't always the best idea...*

●BN-129

### Sando Aqua Monster

Wild Card (●) characters deploy for +■■■, to a maximum of 6. Aurra Sing has a printed Damage of 4 during duels.

*Sometimes you get what you pay for... and sometimes it gets you.*

●BN-131

### We Have Them On The Run

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).

●JC-132

### Vile Gangsters

Play at start. Limit one per deck. Draw 2 extra cards when defending a duel with a non-dueling character. Hutts deploy for 1 less ■, and gain ● on Tatooine.

●DM-132

### Droid Control Ship

Trade Federation Transport

**6**  
DAMAGE

Your Battle Droids gain ●. Damage -2 while evacuating any Neimoidians.

●BN-137

### Sith Infiltrator

Starfighter

**1**  
DAMAGE

● Adds power bonus when fighting at Tatooine.

●JC-138\*

## BONUS CARDS

### Jawa

Thief

**1**  
DAMAGE

When he deploys, select one of opponent's ♦ droids. It is turned face-down.

●DM-29\*

### Pit Droid

Mechanic

**1**  
DAMAGE

During your Deploy Phase, you may select one of opponent's ♦ characters. Neither character participates in battles this turn.

●DM-94\*