



Young Jedi Virtual Cards

Virtual Set #2

Darth Maul's Electrobinoculars

  **Darth Maul** or any **Sith Probe Droid**

Once per game, if **Maul** at the current location, you may deploy up to 3 **Sith Probe Droids** from your Draw Deck; reshuffle.

Eye of Sidious... give me sight beyond sight!

e•BN-111

Ody Mandrell's Podracer

    **Ody Mandrell**

Once per lap, may discard 2 cards to play 1 additional non-handling lap card.

When dueling, if your character is a non-dueling Tatooine character, draw 2 cards.

e•JC111

I Will Deal With Them Myself

Play at start. Limit one per deck.

Once per game, during your Even Up step, you may shuffle your hand into your deck, and Even Up. You cannot do this if you discarded or deployed cards this turn. You cannot lose the planet for having no characters here until your next turn.

e•JC-121






In Complete Control

Play at start. Limit one per deck.

When your stackable weapon is lost, you may place it here. Only one card may be held here. During your Deploy Step, you may swap the card with one from your hand. If you place a new card here, the old card is discarded. Cards placed here are not on the table for uniqueness.

e•DM-125

Kaa Bazza Kundee Hodrudda!

    Use with any two non-droid  characters. They fight together (without a Weapon card).





e•DM-126

Vote Of No Confidence

Opposing character's gametext is ignored for this battle. This does not affect Armed & Dangerous characters.

e•JC-130



Yoka To Bantha Poodo

    Use with **Sebulba**. Add power bonus only if he fights **Anakin**, **Jar Jar**, or **Anakin's Friend**.

e•JC-133

Coruscant • Jedi Council Chamber

Add 1 to the DAMAGE of each **Jedi** you defeat here.

  Add power bonus to **Darth Sidious** here.

e•DM-136