

The SWCCG Player's Committee presents

# Virtual Set #5

To use these cards, simply print them out and cut out the area beneath the card title (not on the actual card), and place the cutout in a sleeve with the original card. We recommend using opaque sleeves for non-objective cards. If you use clear sleeves, the cutout must be attached to the original card using tape or some other adhesive so the cutout does not slide. The adhesive must not be visible and must not noticeably increase the thickness of the card. If it does, the tournament director may interpret it as cheating and may penalize you appropriately. **NOTE:** Tournament legal June 6, 2003.

## ICON KEY-

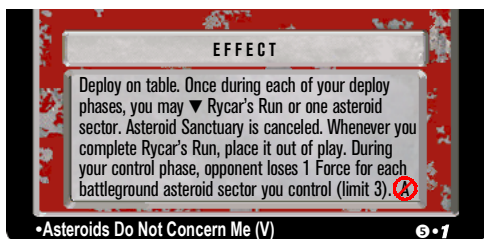
**A** (Immune to Alter.)

**C** (Immune to Control.)

**S** (Immune to Sense.)

**P**X (Replaced the phrase "Adds X to power of anything he/she pilots" in the game text, unless otherwise specified, and is considered to have a Pilot icon.)

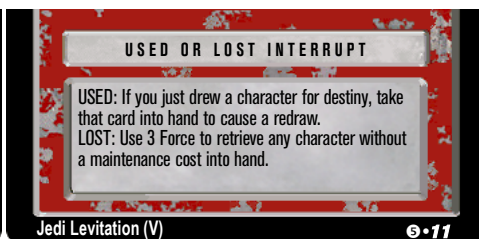
### •Asteroids Do Not Concern Me (V)



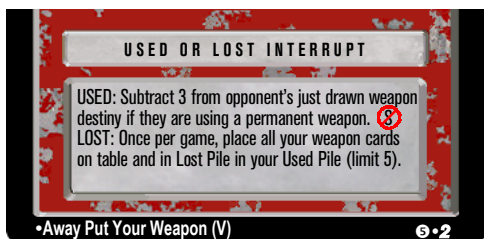
### •Flash Of Insight (V)



### Jedi Levitation (V)



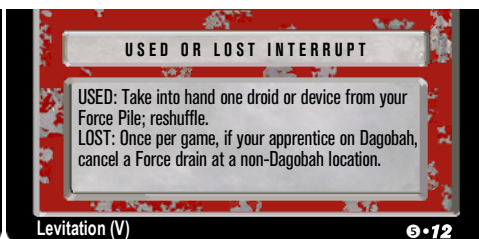
### •Away Put Your Weapon (V)



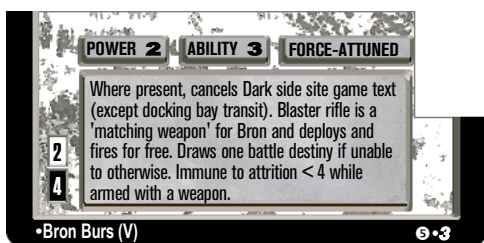
### Found Someone You Have (V)



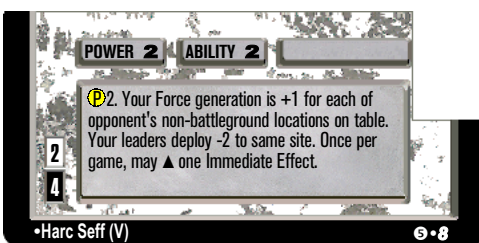
### Levitation (V)



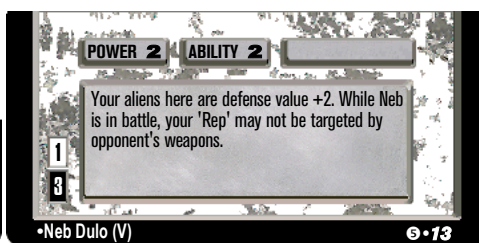
### •Bron Burs (V)



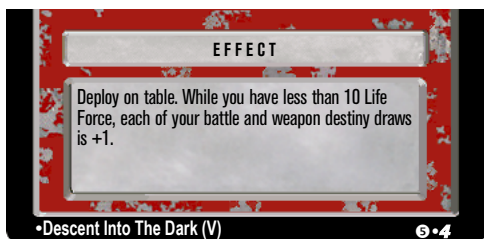
### •Harc Seff (V)



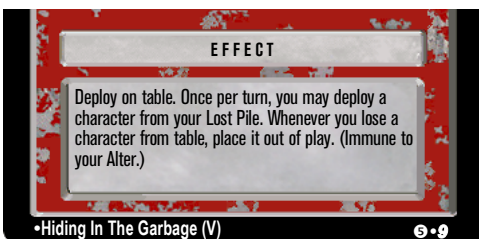
### •Neb Dulo (V)



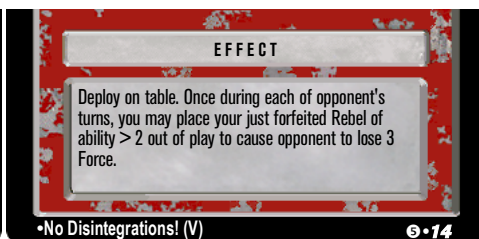
### •Descent Into The Dark (V)



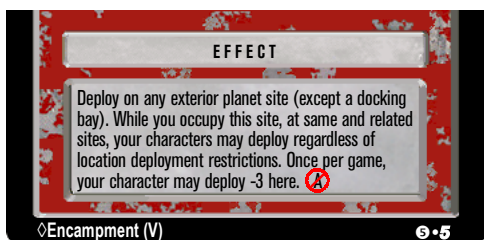
### •Hiding In The Garbage (V)



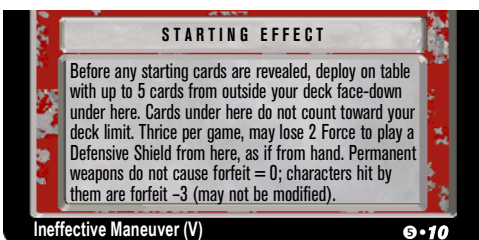
### •No Disintegrations! (V)



### ◊Encampment (V)



### Ineffective Maneuver (V)

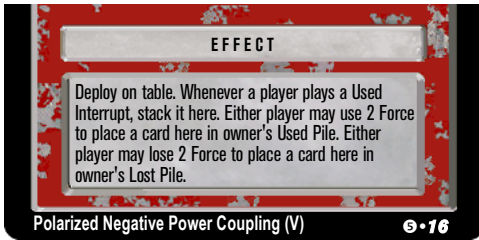


### •Obi-Wan's Apparition (V)



# Virtual Set #5

Polarized Negative Power Coupling (V)



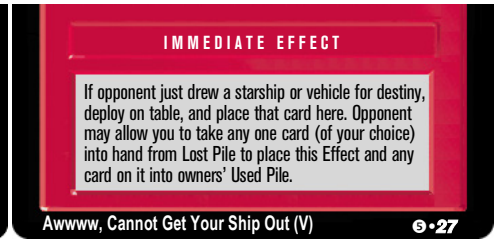
•Rayc Ryjerd (V)

Starship Levitation (V)

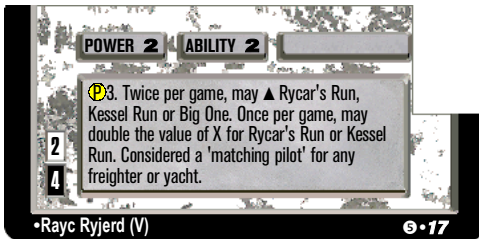


••Visored Vision (V)

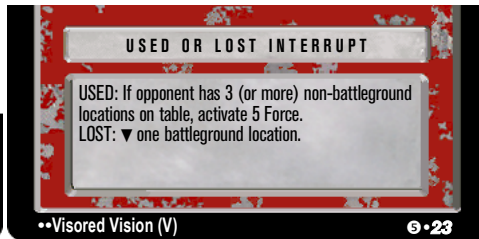
Awwww, Cannot Get Your Ship Out (V)



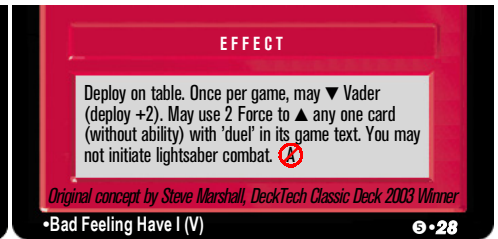
•Bad Feeling Have I (V)



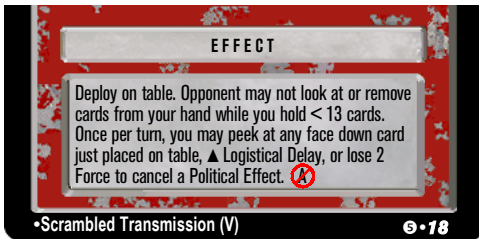
•Scrambled Transmission (V)



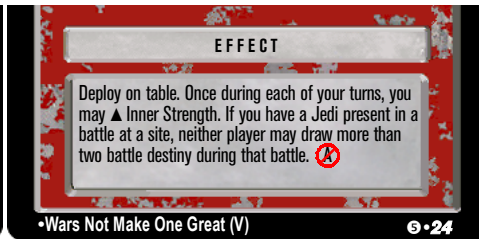
••Visored Vision (V)



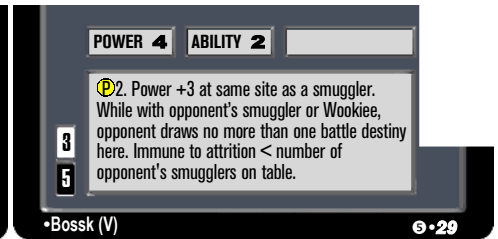
•Bad Feeling Have I (V)



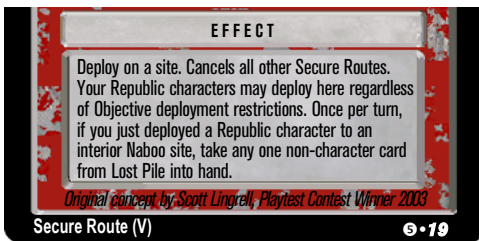
•Scrambled Transmission (V)



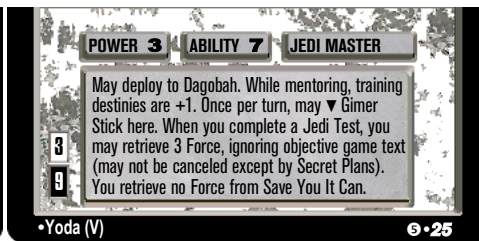
•Wars Not Make One Great (V)



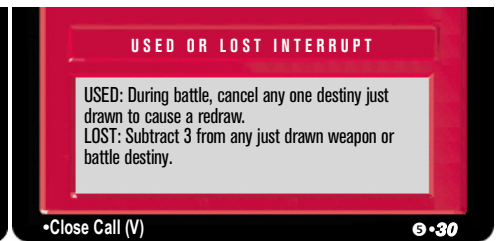
•Bossk (V)



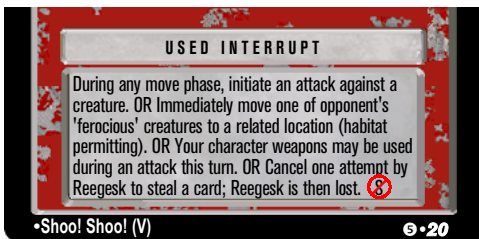
Secure Route (V)



•Yoda (V)



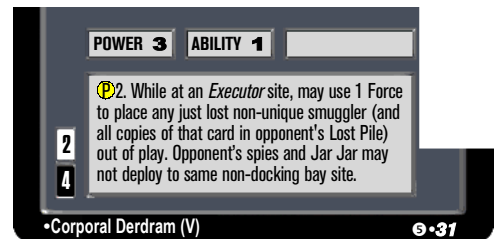
•Close Call (V)



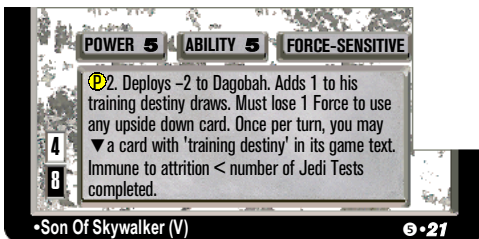
•Shoo! Shoo! (V)



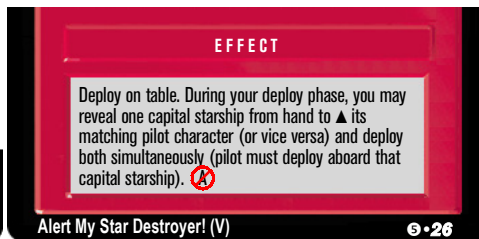
## The Dark Side



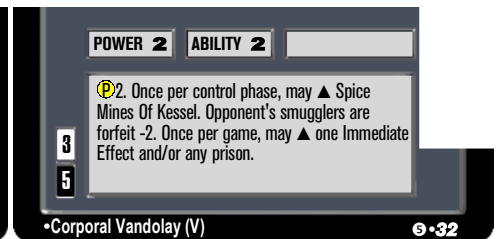
•Corporal Derdram (V)



•Son Of Skywalker (V)



Alert My Star Destroyer! (V)



•Corporal Vandolay (V)

# Virtual Set #5

•Defensive Fire (V)

**USED INTERRUPT**

If opponent just initiated battle, you may immediately fire one non-lightsaber, non-permanent weapon present in that battle (for free), adding 2 to each of its destiny draws. That weapon may fire again this battle.

•Defensive Fire (V) 33

•Hounds Tooth (V)

**POWER 5 ARMOR 4 HYPERSPEED 4**

3 6

May add 1 alien pilot and 6 passengers. While Bossk piloting, adds one battle destiny, Power +X and immune to attrition < X, where X = number of sites you occupy. Deploys (even with Combat Response) and moves like a starfighter. [Ship-docking]

•Hounds Tooth (V) 39

Precision Targeting (V)

**EFFECT**

Deploy on table. Once per turn, may use 1 Force to ▼ a starship weapon to your capital starship (for free). Whenever your capital starship fires a weapon, each of its weapon destiny draws is +1. You may lose this Effect to make any just 'hit' starship forfeit = 0.

Precision Targeting (V) 45

•Dengar (V)

**POWER 2 ABILITY 2**

3 6

2. Deploys free aboard *Punishing One*, and while piloting it, draws one battle destiny if unable to otherwise. Cancels Han's game text at same site. Immune to creature attacks and Fallen Portal.

•Dengar (V) 34

•IG-88 (V)

**POWER 4 ARMOR 5 ASSASSIN DROID**

2 5

2. May use two weapons, battle and be battled. While escorting a captive, defense value +2 and once per turn, may take one card from your Force Pile into hand; reshuffle. Immune to Ambush, Wookiee Strangle, Restraining Bolt, purchase, and attrition < ability of highest ability character at same site.

•IG-88 (V) 40

•Punishing One (V)

**POWER 2 MANEUVER 5 HYPERSPEED 3**

2 4

May add 1 alien pilot and 1 passenger. If Dengar piloting, once per battle may add X to attrition, where X = printed power of one opponent's starfighters at same location. Immune to attrition < X while Dengar piloting.

•Punishing One (V) 46

•Desilijic Tattoo (V)

**EFFECT**

Deploy on table. Bounty Hunters and your unique (\*) Independent starships are defense value +1 and forfeit +2. Once per turn, when a bounty hunter hits a character with a non-permanent weapon, target is forfeit -2 and opponent loses top card of Reserve Deck (may not be reduced). A

•Desilijic Tattoo (V) 35

•IG-88's Neural Inhibitor (V)

**CHARACTER WEAPON**

Deploy on any bounty hunter for 1 Force (free on IG-88). May target a character for free. Draw destiny. Target captured if destiny +1 > defense value. If a card with a maintenance cost or permanent weapon is captured, opponent must lose 2 Force.

•IG-88's Neural Inhibitor (V) 41

Sudden Impact(V)

**STARTING EFFECT**

Before any starting cards are revealed, deploy on table with up to 5 cards from outside your deck face-down under here. Cards under here do not count toward your deck limit. Thrice per game, may lose 2 Force to play a Defensive Shield from here, as if from hand. Permanent weapons do not cause forfeit = 0; characters hit by them are forfeit -3 (may not be modified).

Sudden Impact (V) 47

•Fear (V)

**USED INTERRUPT**

Lose the top card of your Reserve Deck to make a just drawn destiny lost. OR When this card is drawn for destiny, you may place an Effect that is not A into owner's Used Pile.

•Fear (V) 36

Lando System? (V)

**USED INTERRUPT**

▲ Lando or any card with 'Lando' in its game text. OR Cancel an attempt to replace your Lando; opponent's Lando is lost.

Lando System? (V) 42

•Take Evasive Action (V)

**USED OR LOST INTERRUPT**

USED: Cancel Fallen Portal, Fly Casual, or T-47 Battle Formation (except when being used to cancel Walker Garrison). LOST: Cancel an opponent's just drawn weapon or lightsaber combat destiny draw, causing a redraw.

•Take Evasive Action (V) 48

Field Promotion (V)

**EFFECT**

Deploy on your captain or commander. This character is now considered to be an admiral and a leader. Demotion may not be played on Imperials. Once per game, you may ▲ one card with 'Imperial' in its title. A

Field Promotion (V) 37

•Location, Location, Location (V)

**EFFECT**

Deploy on table. Once during each player's deploy phase, that player may use 2 Force to ▼ any battleground planet site (except a War Room) not already on table. Your locations are destiny +1 when drawn for destiny. A

•Location, Location, Location (V) 43

The Dark Path (V)

**EFFECT**

Deploy on table. Once per battle, may lose your just drawn destiny to cause a redraw. After drawing battle destiny, may lose X Force (limit 3) to add X attrition against opponent.

The Dark Path (V) 49

•Flagship (V)

**EFFECT**

Deploy on your Star Destroyer. This ship may draw one battle destiny if unable to otherwise (two if *Executor*). Once per turn, may ▲ one admiral, Tactical Recall, Field Promotion, or one card with '*Executor*' in its game text. Counter Assault may not be played. During your move phase, Landing Claw is canceled here.

•Flagship (V) 38

•Mist Hunter (V)

**POWER 2 MANEUVER 3 HYPERSPEED 5**

3 6

May add 2 alien pilots and 3 passengers. Zuckuss deploys free aboard. While Zuckuss piloting, immune to attrition < 3, and opponent's weapon, battle, and asteroid destiny draws here are -3. [Ship-docking]

•Mist Hunter (V) 44

•Voyeur (V)

**USED OR LOST INTERRUPT**

USED: If opponent has 3 (or more) non-battleground locations on table, activate 5 Force. LOST: ▼ one battleground location.

•Voyeur (V) 50