



The SWCCG Players Committee Presents

Virtual Block 1: A New Hope

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– Special Thanks to –

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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 rubber cement, 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.

Block tournaments are a new and exciting kind of event that the Players Committee has made available. Since the reorganization of the previous 18 virtual sets, there are now six blocks structured by theme. The first three blocks cover the classic trilogy, block 4 expands the expanded universe, the fifth block buffs the Old Republic, and block 6 is a mix - Reflections IV.

This separation creates numerous tournament types that were not available previously. You can select a limited number of virtual blocks to go along with any similar selection of Decipher expansions.

DISCLAIMER: For best card size printing results, click on the print icon (or File, then Print) and uncheck all boxes under Copies and Adjustments, located on the right side and/or set page scaling to "none".

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SWCCG Players Committee 2009

Virtual Block 1: A New Hope

DARK SIDE

•Admiral Motti (V)

POWER 3 ABILITY 3 FORCE-ATTUNED

2. Chiraneau may not modify your Force drains. Kuat Drive Yards is (A). Unless your Senate on table, unique (•) Star Destroyers are power +2 and immunity to attrition +1. Once per game, may ▼ non-♦ Kuat Drive Yards.

3 5

•Admiral Motti (V) 01E

•Commander Praji (V)

POWER 1 ABILITY 2

2. During your control phase (twice if aboard *Devastator*), may use 1 force to ▲ an Imperial pilot of ability < 3.

2 3

•Commander Praji (V) 04

•Danz Borin (V)

POWER 2 ABILITY 2

3. May add 1 to Force drains at same Nal Hutta location. Danz is a matching pilot for any starship and, while piloting one, may not draw more than one battle destiny here (that destiny may not be canceled or modified by opponent).

2 4

Original concept by Tyler Vastag, Twin Cities V-Lite 2006

•Danz Borin (V) 06

••Death Star Gunner (V)

POWER 1 ABILITY 1

While on Death Star: cancels opponent's game text on your non-docking bay Death Star sites, your Epic Event total is cumulatively +2, and, during your deploy phase, may place this character in Used Pile to ▲ Superlaser.

2 2

••Death Star Gunner (V) 08

•Greedo (V)

POWER 2 ABILITY 1

During battle, may cancel the game text of a smuggler present with Greedo for remainder of turn. During your control phase, may ▲ one Oo-ta Goo-ta, Solo?.

1 4

•Greedo (V) 11

•IT-0 (Eyete-Oh) (V)

POWER 4 INTERROGATOR DROID

Wherever you have a captive, your Force drains are +2. Once per game, may ▼ Hypo. Immune to Restraining Bolt and attrition < 3.

2 3

•IT-0 (Eyete-Oh) (V) 14

•Prophetess (V)

POWER 1 ABILITY 4 FORCE-SENSITIVE

Deploys -1 and forfeit +3 at a site. Once per turn, may peek at top card of opponent's Reserve Deck or Used Pile; may then shuffle that Reserve Deck or Used Pile. Immune to attrition < 3.

3 2

•Prophetess (V) 17

•Admiral Motti, Battlestation Coordinator

•Admiral Motti, Battlestation Coordinator 1

Considered an overrated leader by many subordinates. Has a disturbing lack of faith. Became a member of the Death Star's command triumvirate despite his failings.

POWER 3 ABILITY 3 FORCE-ATTUNED

2. Death Star is hyperspeed = 2, and your total power there (and at system it orbits) is +1 for each Death Star site on table. While with Tarkin, Tarkin Doctrine ignores parsec limit and is (A). Immune to attrition < 3.

3 5

•Motti (V) 02E

•Djas Puhr (V)

POWER 1 ABILITY 4 FORCE-SENSITIVE

Power +3 under 'nighttime conditions'. Blaster Rifle deploys and fires for free on (and is a matching weapon for) Djas Puhr. Immune to attrition < 3 (< 5 while armed with a weapon).

4 4

•Djas Puhr (V) 09

•Hem Dazon (V)

POWER 2 ABILITY 2

During your deploy phase, may stack 'salt' (a card from hand) face down under Hem. Your total battle destiny here is +1 for each 'salt' card. During your control phase (or if Hem lost), may place all 'salt' cards in your Used Pile.

2 4

•Hem Dazon (V) 12

•Kitik Keed'kak (V)

POWER 3 ABILITY 1

During battle, may add 1 to your total attrition against opponent for each opponent's character present. May not deploy to or board starfighters or enclosed vehicles.

4 4

•Kitik Keed'kak (V) 15

•Reegesk (V)

POWER 1 ABILITY 1

During opponent's turn, if present at a battleground site, may steal a device, droid, starfighter, vehicle, or weapon in opponent's Lost Pile into your hand.

1 3

•Reegesk (V) 18

•Boba Fett (Special Edition) (V)

POWER 4 ABILITY 3 ARMOR 5

3. May 'fly' (landspeed = 3). Permanent weapon is Projectile Grappling Hook (may target a character for free; draw destiny; target captured if destiny +1 > defense value). Immune to attrition < 3 (< 5 while with Jabba).

4 7

•Boba Fett (Special Edition) (V) 03E

•Dannik Jerriko (V)

POWER 1 ABILITY 3 FORCE-ATTUNED

If present where you just won a battle, may use 1 Force to place a card from opponent's Lost Pile out of play.

4 2

•Dannik Jerriko (V) 05

•Darth Vader (V)

POWER 6 ABILITY 6 DARK JEDI

3. While aboard a starship, it is immune to attrition < 5. During battle at same system (twice if with a Black Squadron pilot), may cumulatively subtract 2 from a just drawn destiny. Immune to attrition < 5.

6 8

•Darth Vader (V) 07E

•General Tagge (V)

POWER 3 ABILITY 3 FORCE-ATTUNED

During your control phase, may use 1 Force to ▲ an Imperial trooper without armor. Once per game, may place all your non-♦ Effects in Used Pile.

3 4

•General Tagge (V) 10

Imperial Pilot (V)

POWER 0 ABILITY 2

2. Matching pilot for TIE Avenger. While piloting a TIE: it is maneuver +2, it moves for free, and, when this character is just lost, may use 1 Force to place her in Used Pile. Corvettes are deploy +1 here.

1 2

Imperial Pilot (V) 13

•Labria (V)

POWER 1 ABILITY 1

Once per game, may ▼ Undercover on Labria. During your control phase, may reveal top card of Reserve Deck. Place revealed card on top of Force Pile, Reserve Deck, or Used Pile.

2 3

•Labria (V) 16

••Reserve Pilot (V)

POWER 2 ABILITY 2

2. While piloting at a system, your total battle destiny here is cumulatively +1. If a battle at a system just ended, may deploy (for free) aboard a starship from which you forfeited a pilot character.

2 4

••Reserve Pilot (V) 19

Virtual Block 1: A New Hope

•••Rodian (V)

POWER 2 **ABILITY 2**

Once per game, may ▼ a bounty hunter (except Greedo) to same site. Unless another •••Rodian is at same or related site, your Force drain bonuses at same planet site may not be canceled.

2
4

•••Rodian (V) 20

•Tarkin (V)

POWER 4 **ABILITY 3** **FORCE-ATTUNED**

Adds one battle destiny if with Vader (or a Rebel at a mobile site). Jar Jar and opponent's spies may not deploy to Death Star. Once per game, may ▲ Hyperwave Scan, Put All Sections On Alert, or an ISB agent.

4
6

•Tarkin (V) 23

•Ur'Ru'r (V)

POWER 2 **ABILITY 1**

Deploys only on Tatooine. During your deploy phase, if with URoRRuR'R', may ▼ a weapon with "Tusken" in lore here; your weapon destiny draws for such weapons are +2. During your deploy phase, Ur'Ru'r may make a regular move.

2
4

•Ur'Ru'r (V) 26

• A Bright Center To The Universe (V)

EFFECT

Deploy on table. Once per turn, if you control more battlegrounds than opponent, when you lose Force to a Force drain, may retrieve X Force (may not be canceled), where X = all bonuses to that Force drain.

• A Bright Center To The Universe (V) 29

Besieged (V)

EFFECT

Deploy on table. If opponent just forfeited a character or unpiloted starship at same system or sector as your Imperial capital starship, you may draw destiny. Character or starship is captured if destiny > its destiny number. Ⓜ

Besieged (V) 32

•Dark Forces (V)

EFFECT

Deploy on table. Once per turn, if opponent just drew weapon destiny targeting your Dark Jedi, may lose 1 Force to cancel and redraw that destiny. Once per game, may exchange a card in opponent's Lost Pile with a card on their Colo Claw Fish. Ⓜ

•Dark Forces (V) 35

Imperial Justice (V)

EFFECT

Deploy on table; shuffle your Reserve Deck, peek at top three cards, and stack them face-up here. During battle, may take a card here into hand to prevent players from drawing more than one battle destiny (those battle destiny draws may not be modified or canceled). Ⓜ

Imperial Justice (V) 39

Sandtrooper (V)

POWER 2 **ABILITY 1**

Deploys only to Tatooine or any desert. Immune to Sandwhirl. Your desert locations are destiny = 4. While 'riding' a dewback, power +3 and may not be targeted by lightsabers.

2
3

Sandtrooper (V) 21

•Trooper Davin Felth (V)

POWER 2 **ABILITY 2**

During your control phase, may ▲ (or lose 1 Force to retrieve) one Local Trouble or Look Sir, Droids. Opponent may not fire weapons during Local Trouble battles.

1
3

•Trooper Davin Felth (V) 24

•Vader (V)

POWER 6 **ABILITY 6** **DARK JEDI**

3. Jedi are defense value -1 and forfeit -2 at same and related sites. During battle, if you are about to draw a card for weapon or battle destiny, may instead use an Interrupt of destiny < 4 from hand. Immune to attrition < 5.

6
8

•Vader (V) 27E

• A Disturbance In The Force (V)

EFFECT

Deploy on table. Whenever you verify opponent's Reserve Deck, may place a card there with "podracer" in game text out of play or retrieve 1 Force.

• A Disturbance In The Force (V) 30

Blastar Rack(V)

EFFECT

Deploy on table. During your deploy phase, if you just deployed a unique (•) character, may ▼ a matching weapon on that character. Ⓜ

Blastar Rack (V) 33

•Forced Servitude (V)

EFFECT

Deploy on table. Your troopers are Heroic. Opponent's total weapon destiny targeting your Heroic card is +2. When opponent is about to remove their last card from Life Force, you may first place all your troopers in Used Pile (last card must still be removed). Ⓜ

•Forced Servitude (V) 36

I've Lost Artoo! (V)

EFFECT

Deploy on table. If A Sith's Plans not on table, may ▼ it. Once per game, may ▲ a device that deploys on a character and/or an Effect with "skill" in game text. Whenever your character leaves table, may place all your devices and Effects on them in Used Pile. Ⓜ

I've Lost Artoo! (V) 40E

DARK SIDE

Stormtrooper (V)

POWER 1 **ABILITY 1**

When drawn for weapon or battle destiny, destiny +2. While present at a site and armed with a blaster rifle, forfeit +2 and draws one battle destiny if unable to otherwise.

1
2

Stormtrooper (V) 22

•URoRRuR'R (V)

POWER 2 **ABILITY 1**

Deploys only on Tatooine. While with another Tusken Raider: opponent's weapon destiny draws here are -2; once per turn, may place a card from hand on Force Pile to draw top card of Reserve Deck; and other Tusken Raiders here are forfeit +4.

3
4

•URoRRuR'R (V) 25

Fusion Generator Supply Tanks (V)

DEVICE

Deploy on a docking bay or your capital starship. Star Destroyers and unique (•) TIEs are immune to attrition < 3. May place this device in Lost Pile to cancel Hyper Escape or Power Pivot. If opponent controls this location, place this device in Used Pile.

Fusion Generator Supply Tanks (V) 28E

•Astromech Shortage (V)

EFFECT

Deploy on table. During the power segment of a battle, may use X Force to reduce a starship's immunity to attrition by X for remainder of turn. Once per turn, may use 2 Force to cancel the game text of a Ⓜ character, or a senator for remainder of turn.

•Astromech Shortage (V) 31

Come With Me (V)

EFFECT

Deploy on Vader or your admiral. During your deploy phase, may ▼ an Imperial pilot here. During any control phase, may place this Effect in Used Pile to take an Imperial pilot on table into hand (place all cards on that character in owner's Used Pile).

Come With Me (V) 34

Hyperwave Scan (V)

EFFECT

Deploy on table. During opponent's move phase, may use 3 force to peek at opponent's hand or place a Political Effect (and all cards on it) in owner's Used Pile. Unless you have 13 or more cards in hand, opponent may not place those cards in Used Pile. Ⓜ

Hyperwave Scan (V) 37

•Jabba's Influence (V)

EFFECT

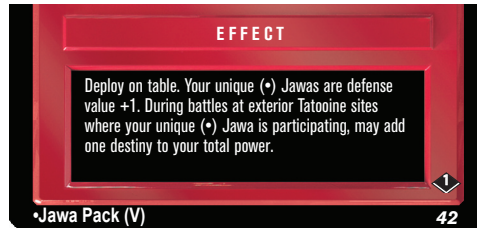
Deploy on table. Your gangsters are information brokers. Your bounty hunters (except Boba Fett) are power +1. While Xizor on table, Scum And Villainy ignores Emperor. Once per game, if Jabba at Audience Chamber, may ▼ a non-bounty hunter alien. Ⓜ

•Jabba's Influence (V) 41

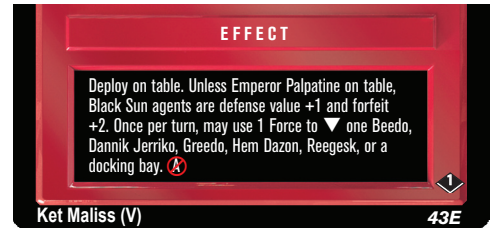
•Imperial Detainment



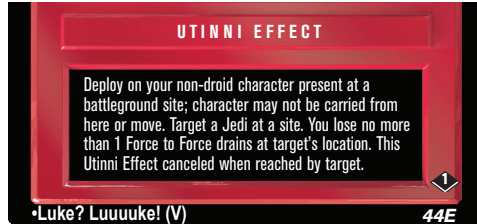
•Jawa Pack (V)



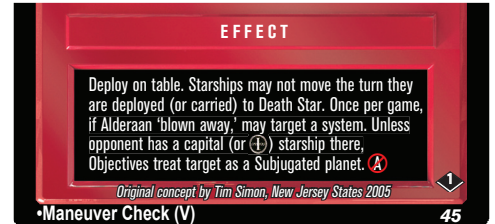
Ket Maliss (V)



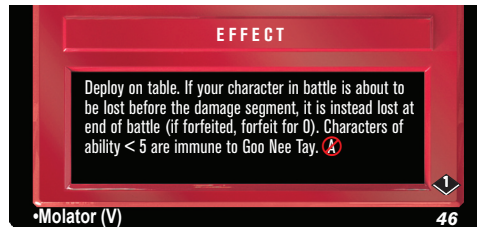
•Luke? Luuuuke! (V)



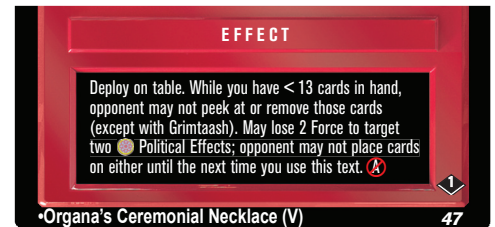
•Maneuver Check (V)



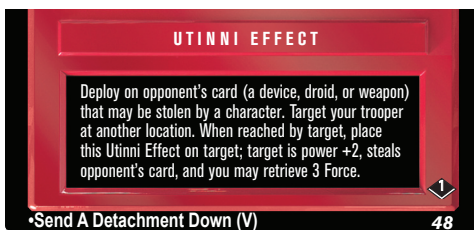
•Molator (V)



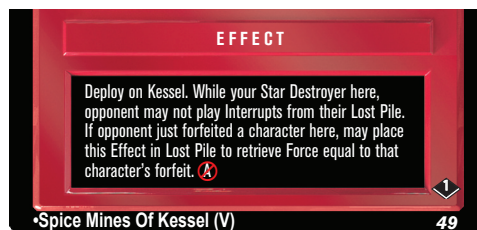
•Organa's Ceremonial Necklace (V)



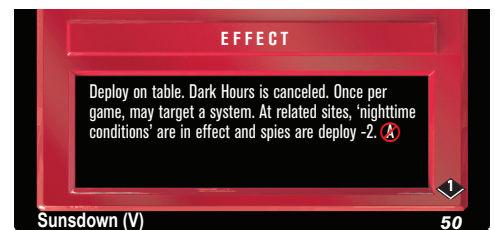
•Send A Detachment Down (V)



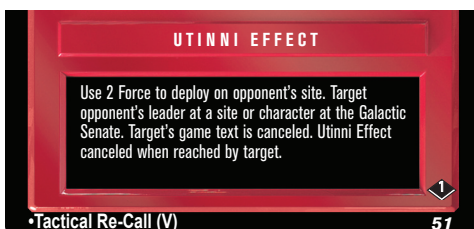
•Spice Mines Of Kessel (V)



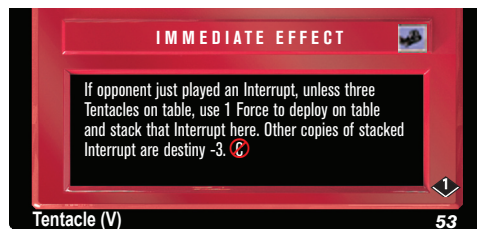
Sunsdown (V)



•Tactical Re-Call (V)



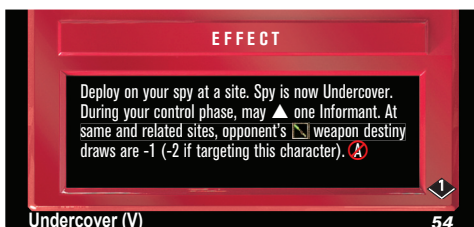
Tentacle (V)



•Tarkin Doctrine

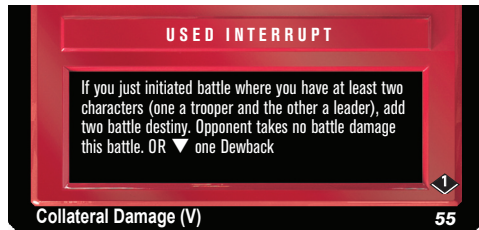


Undercover (V)

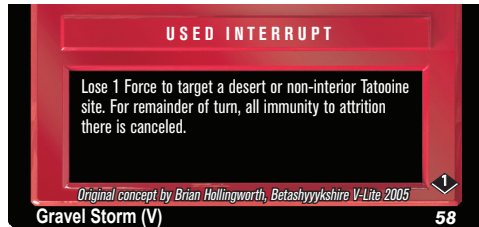


Virtual Block 1: A New Hope

Collateral Damage (V)



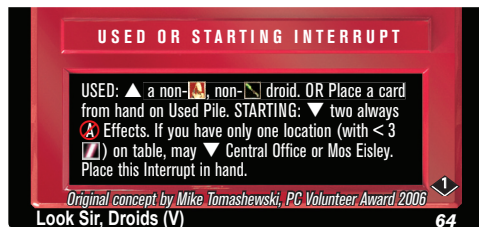
Gravel Storm (V)



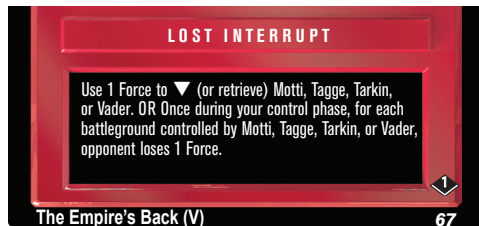
Imperial Reinforcements (V)



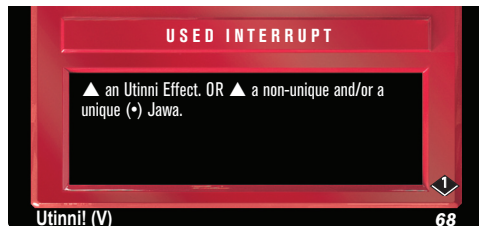
Look Sir, Droids (V)



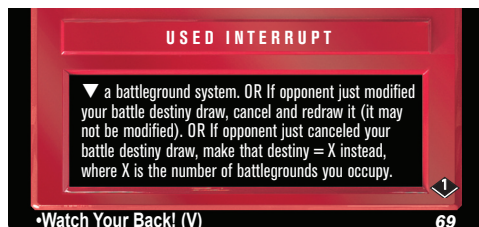
The Empire's Back (V)



Utinni! (V)



•Watch Your Back! (V)



•Coordinated Attack (V)



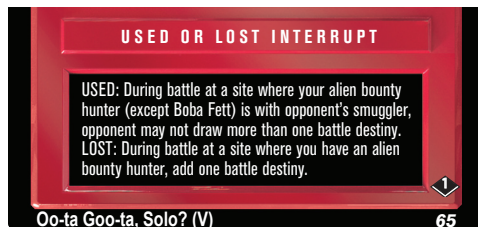
•I Can't Shake Him! (V)



Informant (V)

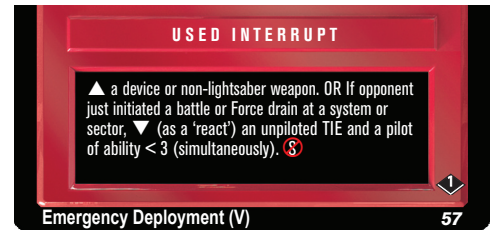


Oo-ta Goo-ta, Solo? (V)

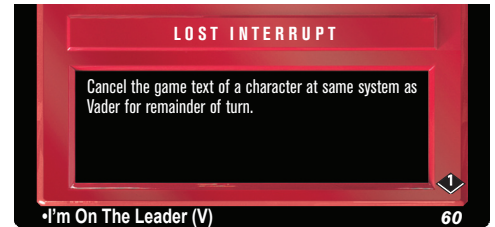


DARK SIDE

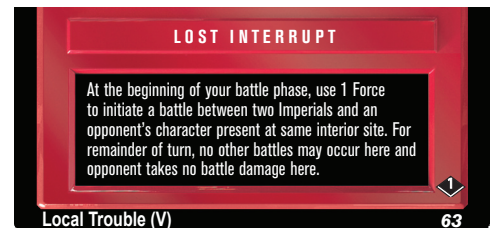
Emergency Deployment (V)



•I'm On The Leader (V)



Local Trouble (V)



Surface Defense (V)



Imperial Entanglements/No One To Stop Us This Time



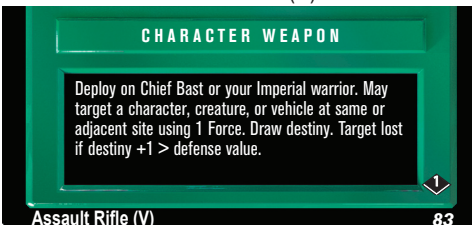
•Tatooine: Mos Eisley (Dark) (V)



•Cyclone 1



Assault Rifle (V)



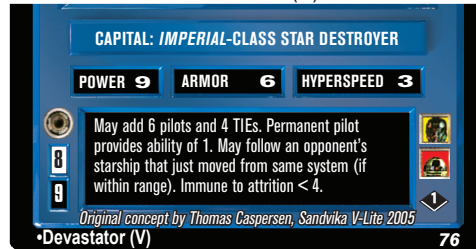
We're All Gonna Be A Lot Thinner! (V)



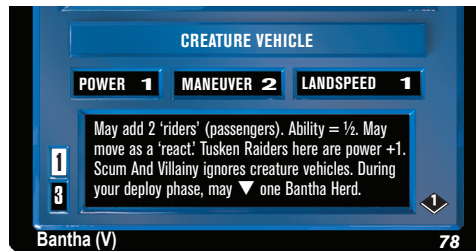
•Black 3 (V)



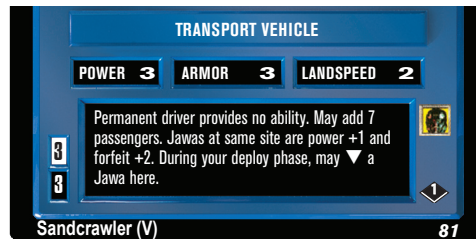
•Devastator (V)



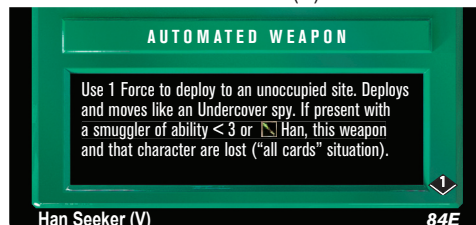
Bantha (V)



Sandcrawler (V)



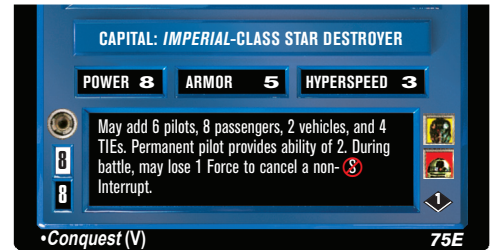
Han Seeker (V)



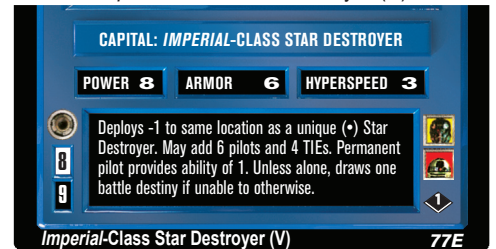
•Black 2 (V)



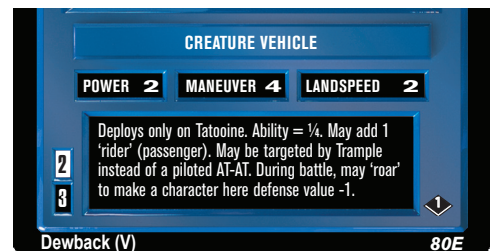
•Conquest (V)



Imperial-Class Star Destroyer (V)



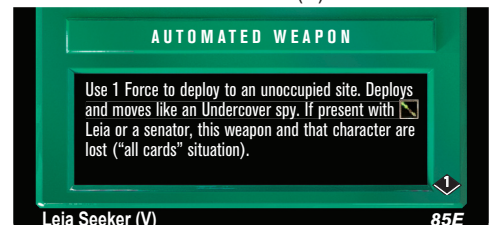
Dewback (V)



•URoRRu'R'R's Bantha (V)



Leia Seeker (V)

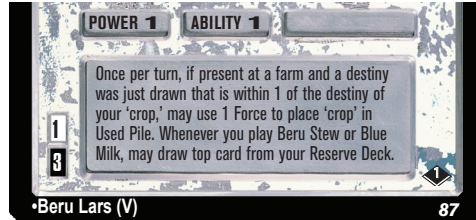


Virtual Block 1: A New Hope

•Artoo (V)

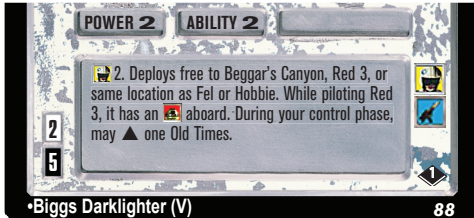


•Beru Lars (V)

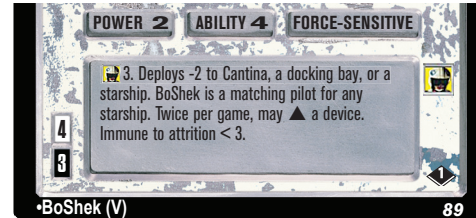


LIGHT SIDE

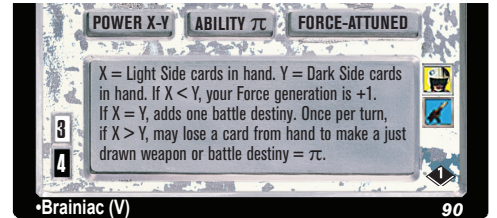
•Biggs Darklighter (V)



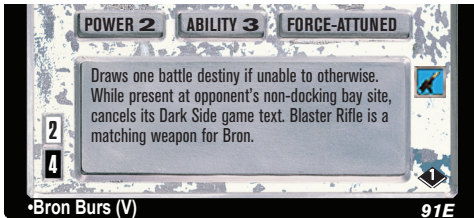
•BoShek (V)



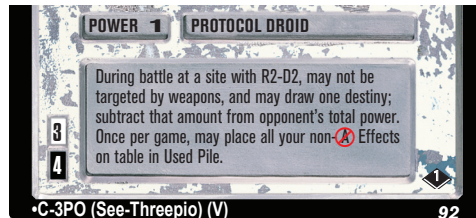
•Brainiac (V)



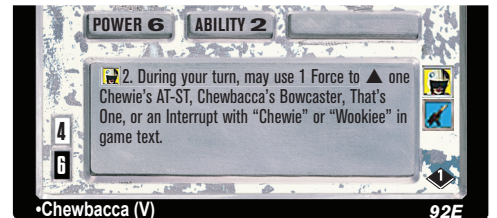
•Bron Burs (V)



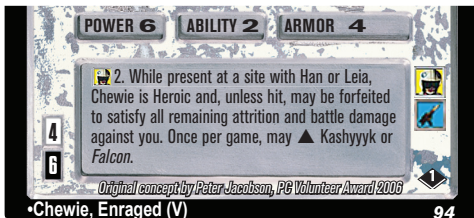
•C-3PO (See-Threepio) (V)



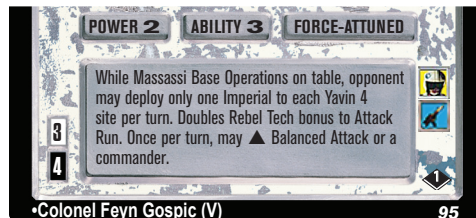
•Chewbacca (V)



•Chewie, Enraged (V)



•Colonel Feyn Gospic (V)



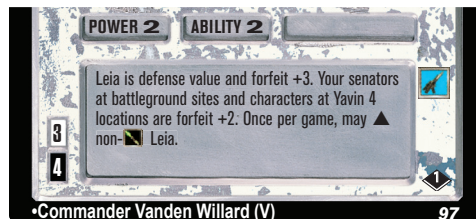
•IL-19



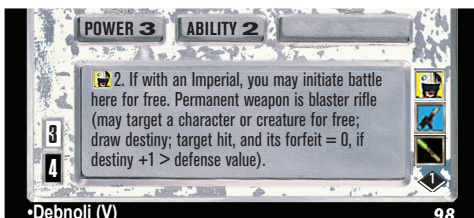
•Commander Evram Lajaie (V)



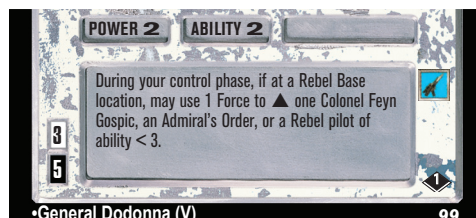
•Commander Vanden Willard (V)



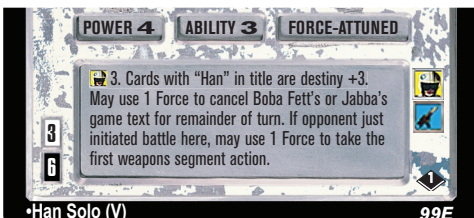
•Debnoli (V)



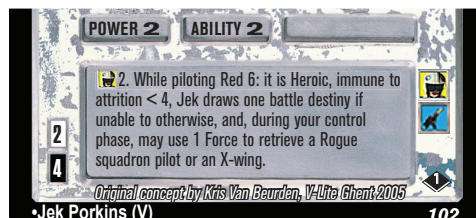
•General Dodonna (V)



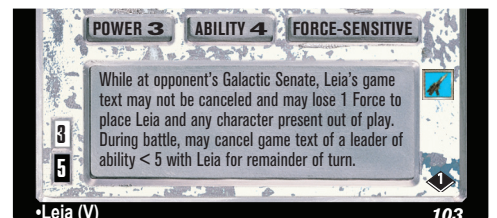
•Han Solo (V)



•Jek Porkins (V)



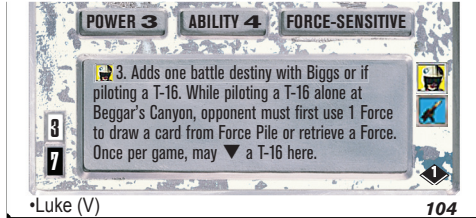
•Leia (V)



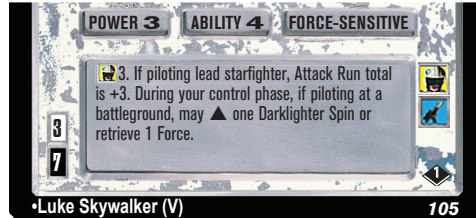
Virtual Block 1: A New Hope

LIGHT SIDE

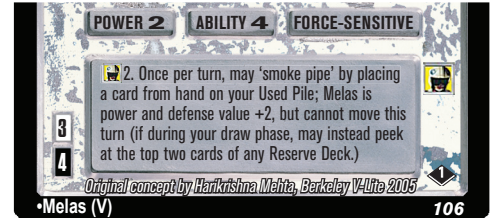
•Luke (V)



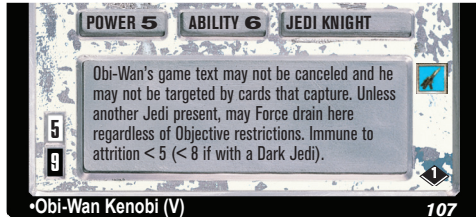
•Luke Skywalker (V)



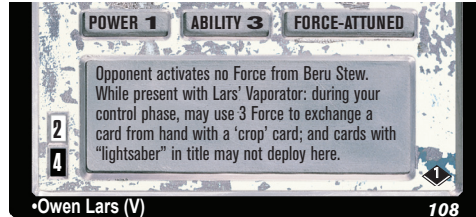
•Melas (V)



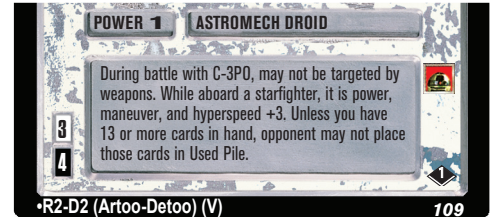
•Obi-Wan Kenobi (V)



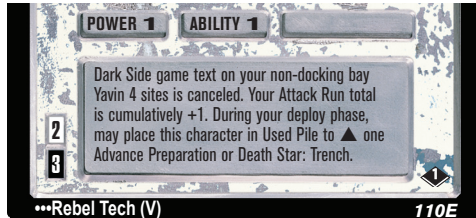
•Owen Lars (V)



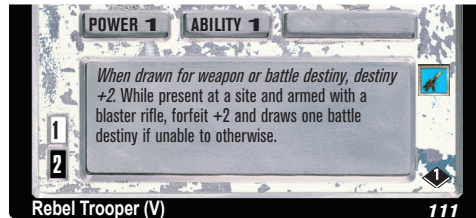
•R2-D2 (Artoo-Detoo) (V)



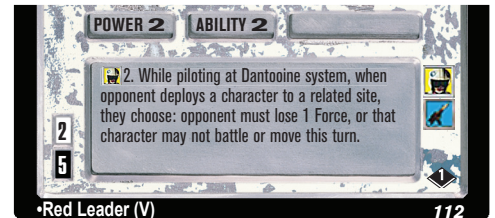
•••Rebel Tech (V)



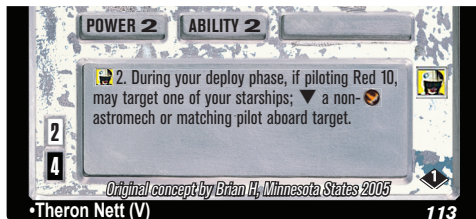
Rebel Trooper (V)



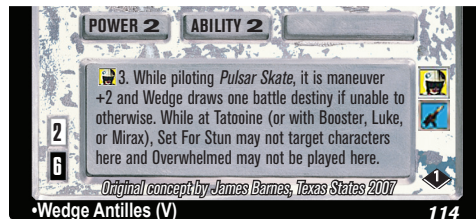
•Red Leader (V)



•Theron Nett (V)



•Wedge Antilles (V)



Fusion Generator Supply Tanks (V)



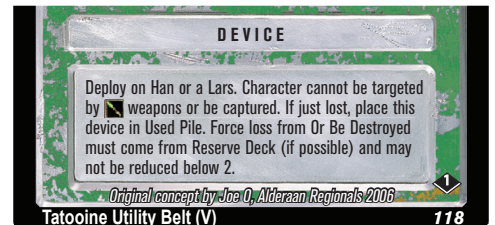
•Lars' Hydroponics Station



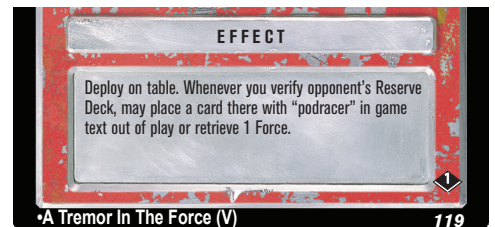
•Lars' Vaporator



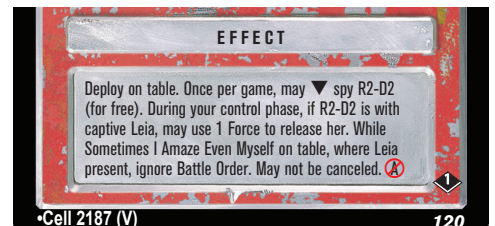
Tatooine Utility Belt (V)



•A Tremor In The Force (V)

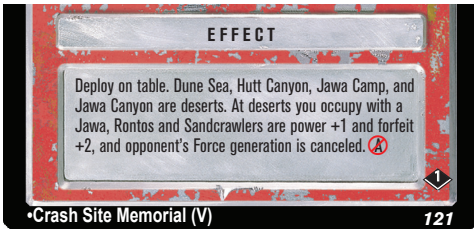


•Cell 2187 (V)

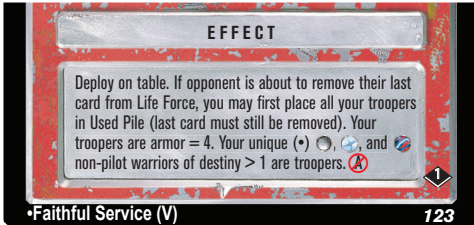


Virtual Block 1: A New Hope

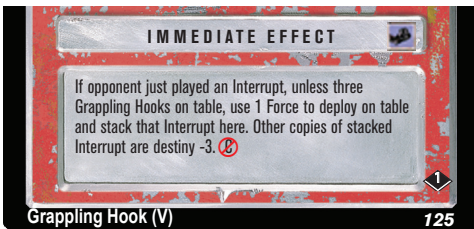
•Crash Site Memorial (V)



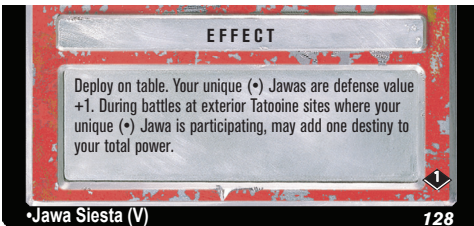
•Faithful Service (V)



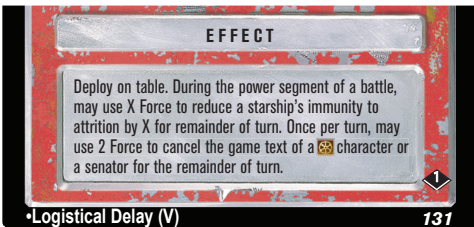
Grappling Hook (V)



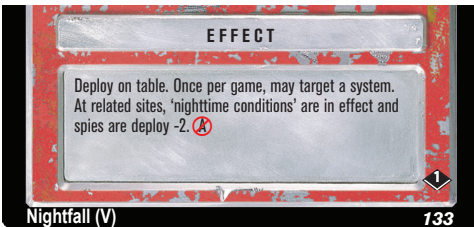
•Jawa Siesta (V)



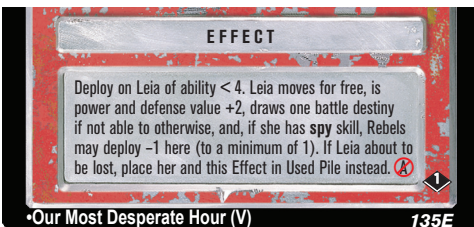
•Logistical Delay (V)



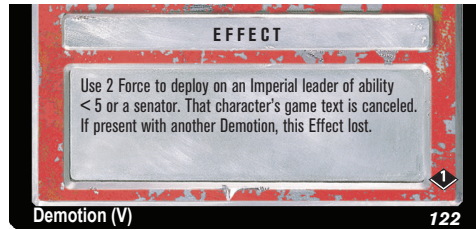
Nightfall (V)



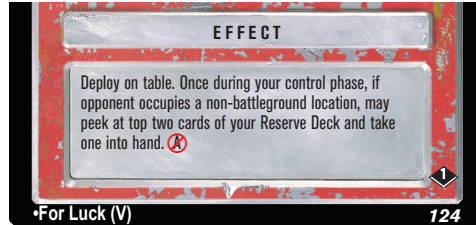
•Our Most Desperate Hour (V)



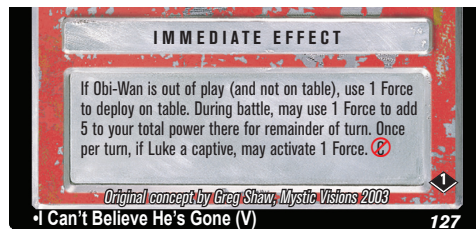
Demotion (V)



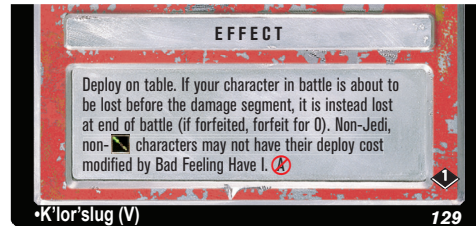
•For Luck (V)



•I Can't Believe He's Gone (V)



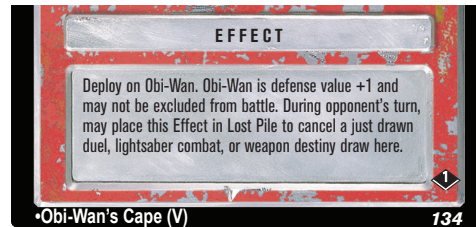
•K'lor'slug (V)



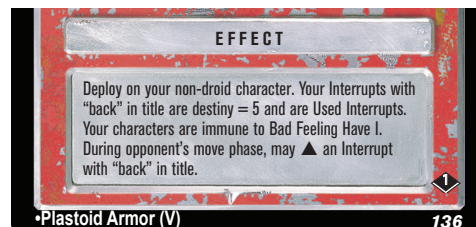
Merc Sunlet (V)



•Obi-Wan's Cape (V)



•Plastoid Armor (V)



LIGHT SIDE

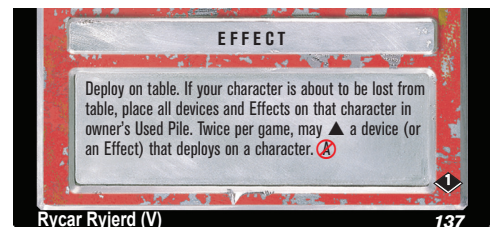
•Hidden Fortress



•Learn About The Force, Luke



Rycar Ryjerd (V)



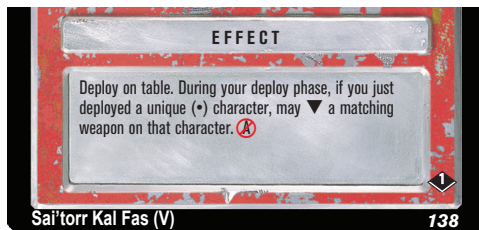
Virtual Block 1: A New Hope

Sai'torr Kal Fas (V)

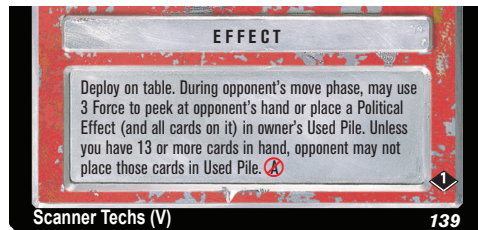
Scanner Techs (V)

Solomahal (V)

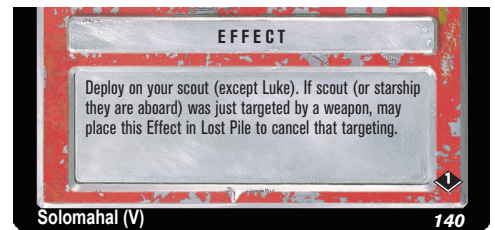
LIGHT SIDE



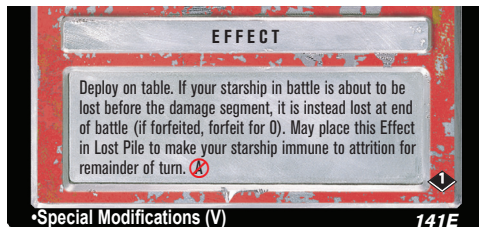
•Special Modifications (V)



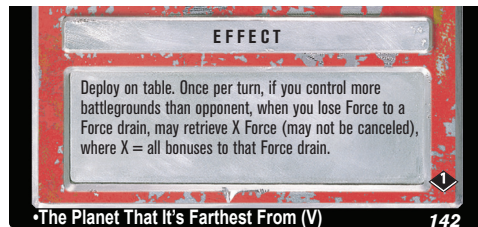
•The Planet That It's Farthest From (V)



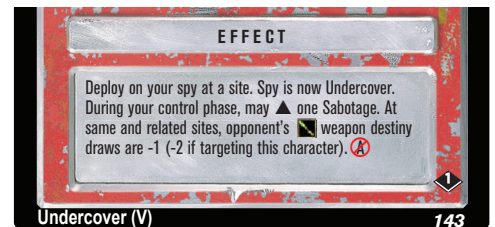
Undercover (V)



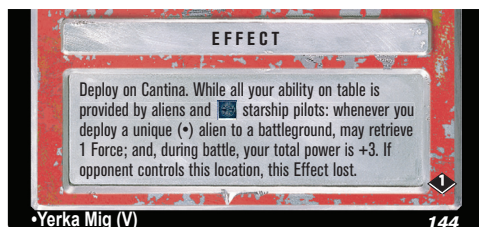
•Yerka Mig (V)



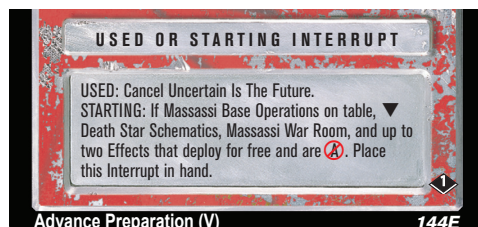
•The Planet That It's Farthest From (V)



Undercover (V)



•Balanced Attack (V)



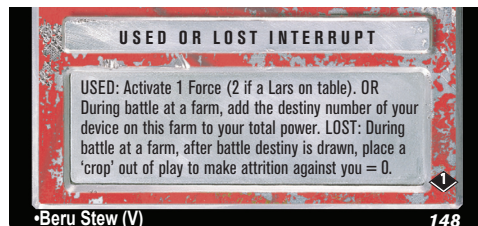
Advance Preparation (V)



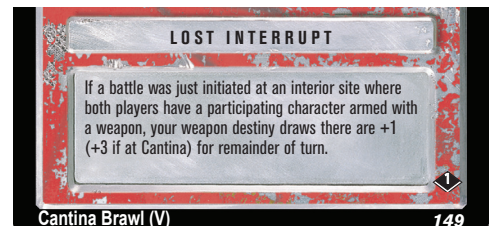
•Antilles Maneuver (V)



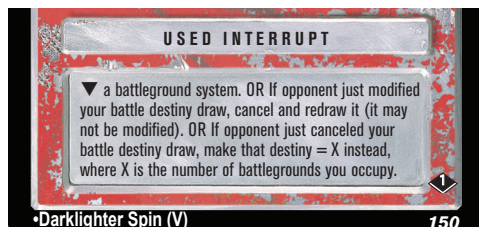
•Darklighter Spin (V)



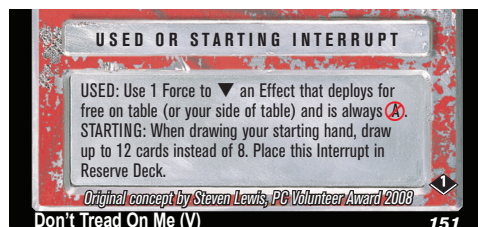
•Beru Stew (V)



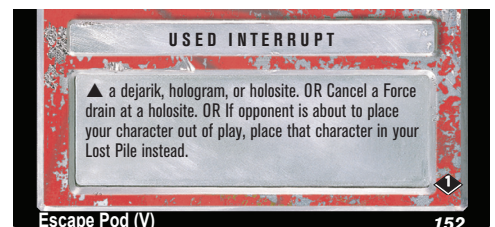
Cantina Brawl (V)



Han's Back (V)



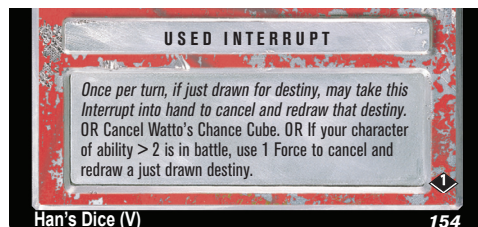
Don't Tread On Me (V)



Escape Pod (V)



Into The Garbage Chute, Flyboy (V)



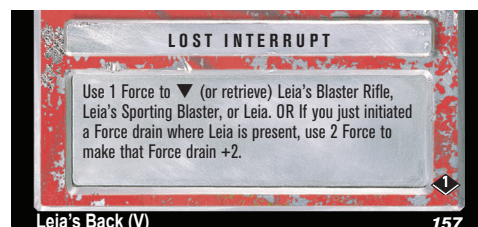
Han's Dice (V)



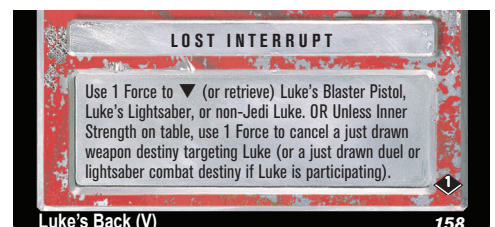
•Harvest (V)



Into The Garbage Chute, Flyboy (V)



Leia's Back (V)



Luke's Back (V)

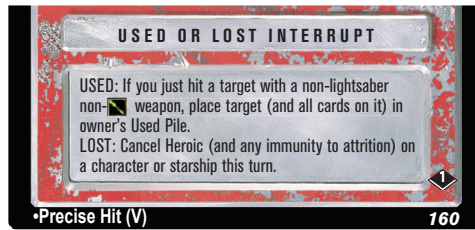
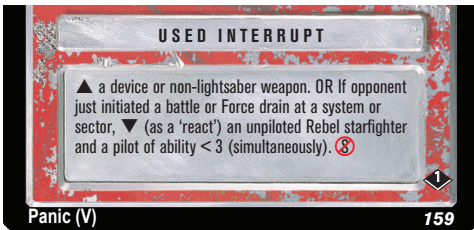
Virtual Block 1: A New Hope

LIGHT SIDE

Panic (V)

•Precise Hit (V)

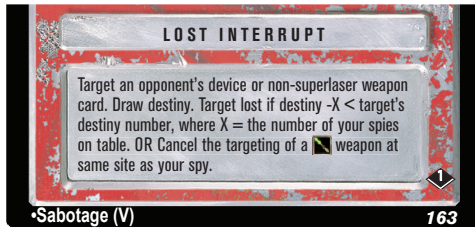
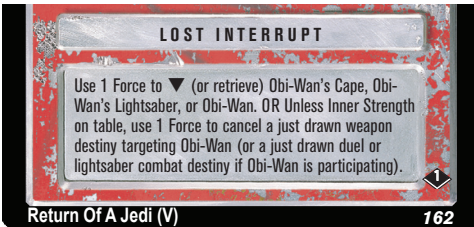
Rebel Reinforcements (V)



Return Of A Jedi (V)

•Sabotage (V)

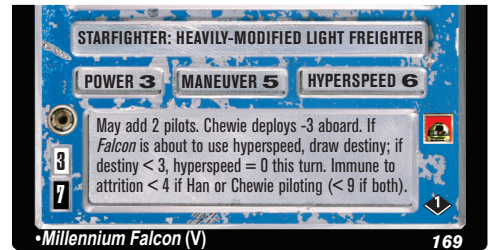
Utinni! (V)



•Gold 1 (V)

•Gold Leader In Gold 1 (V)

•Millennium Falcon (V)



•Red 5 (V)

•Tantive IV (V)

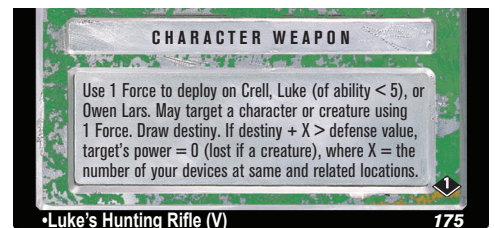
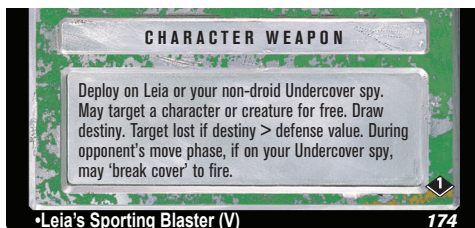
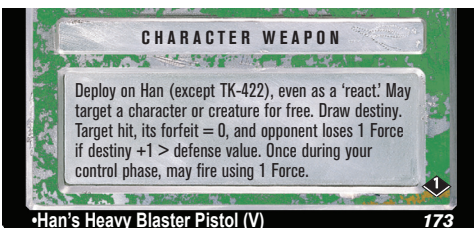
Sandcrawler (V)



•Han's Heavy Blaster Pistol (V)

•Leia's Sporting Blaster (V)

•Luke's Hunting Rifle (V)



•Alderaan (Blown Away)

•Tatooine: Lars' Moisture Farm (V)

