



The SWCCG Players Committee Presents

Virtual Set 6: Reflections IV

Official text as of September 4, 2009



– Special Thanks to –

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Strong Is Vader (V) and **Lone Pilot (V)** - Text updated

Rebel Fleet (V) - This card has been removed from Virtual Set 6 and will be re-released in Virtual Set 7 after modification of the text and proper playtesting.

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.

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".

Virtual Set 6: Reflections IV

DARK SIDE

•3B3-10 (V)

POWER 3 **ARMOR 3** **BATTLE DROID**

While at an interior Naboo site, your droids here are immune to We'll Handle This and (if at opponent's site) cannot be placed in Used Pile during battle. If with a unique (•) battle droid, draws one battle destiny if not able to otherwise.

2
3

•3B3-10 (V) 01

•Admiral Piett (V)

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

3. Deploys -2 to *Executor* (while aboard, it is immune to attrition < 5 and hyperspeed +1). During battle, if Flagship Operations on table, may place a card from hand in Used Pile; your total power is +3.

4
6

Original concept by Travis Cooper, Florida States 2006

•Admiral Piett (V) 02

AT-AT Driver (V)

AT-AT Driver **3**

Piloting walkers high above the battlefield, AT-AT drivers are protected by 15 centimeters of reinforced armor. Accordingly, they are regarded with contempt by the infantry.

POWER 0 **ABILITY 2**

2: any combat vehicle. While piloting an AT-AT: draws one battle destiny if not able to otherwise, you may use 1 Force to ▼ a vehicle site on this AT-AT, and, if just lost, may use 1 Force to place this character in Used Pile.

1
2

AT-AT Driver (V) 03

•Boba Fett, Bounty Hunter (V)

•Boba Fett, Bounty Hunter **1**

The most feared **bounty hunter** in the galaxy. Justifiably, his fee is as large as his reputation.

POWER 4 **ABILITY 3** **ARMOR 5**

3. May 'fly' (landspeed = 3). Adds one battle destiny if with your alien or Imperial. Immune to attrition < 3 (< 5 if with Vader or a bounty hunter).

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6

•Boba Fett, Bounty Hunter (V) 04

•Boba Fett, Relentless Bounty Hunter

•Boba Fett, Relentless Bounty Hunter **1**

Boba Fett's helmet has infrared capabilities, a motion tracking system, a macrobinocular viewer, an internal comlink and a broadband antenna. He doesn't miss a thing.

POWER 4 **ABILITY 3** **ARMOR 5**

3. May 'fly' (landspeed = 3). While armed with a blaster, may add one destiny to total power or attrition. During your move phase, if escorting a captive, may use 2 Force to relocate both to a docking bay. Immune to attrition < 3.

4
6

Quick Reflexes (V)

•Boba Fett, Relentless Bounty Hunter 05

•Darth Maul With Lightsaber (V)

POWER 7 **ABILITY 6** **DARK JEDI**

Permanent weapon is •Maul's Lightsaber (may target a character or creature for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value). Adds one battle destiny if with Qui-Gon. Immune to Eject! Eject!.

7
7

•Darth Maul With Lightsaber (V) 09

•Captain Mod Terrik

•Captain Mod Terrik **3**

Leader. Captain Mod Terrik, a typical officer of the Desert Sands sandtrooper unit. Fearless and highly motivated. Willing to sacrifice as many troops as necessary.

POWER 2 **ABILITY 2** **ARMOR 4**

Other sandtroopers are deploy -1. Your ability-1 troopers may not have their forfeit reduced and (unless they have another forfeit bonus) are forfeit +2. At sites where you have two troopers, they may draw one battle destiny if not able to otherwise.

2
3

Imperial Squad Leader (V) 06

•Carnor Jax, Royal Guard

•Carnor Jax, Royal Guard **2**

Imperials may not have their deploy costs increased (or be excluded from battle) by opponent here. When using a Force Pike, may draw two weapon destiny and choose one (may take the other into hand). Immune to attrition < 3.

POWER 5 **ABILITY 2** **ARMOR 3**

4
5

Original concept by Ryan R., PC Volunteer Award 2009

Force Pike (V) 07

•Commander Daine Jir

•Commander Daine Jir **2**

Typical Imperial leader. Uses constant training and crisis simulations to help maintain high performance levels. Commander Daine Jir is known to be bold and outspoken.

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

While at a mobile site, your Imperials here are immune to Demotion, and, once per turn, may use 1 Force to ▼ a unique (•) Imperial warrior (except a pilot). While No One To Stop Us This Time on table, it may not flip.

3
5

Imperial Commander (V) 08

Virtual Set 6: Reflections IV

DARK SIDE

•Darth Vader, Betrayer Of The Jedi

•Darth Vader, Betrayer Of The Jedi **1**

"I will deal with them myself."

POWER 6 ABILITY 6 DARK JEDI

3. The Circle Is Now Complete is canceled. While present with Obi-Wan or a Jedi Council Member, lightsabers here may not be 'swung' twice, their immunity to attrition is canceled and you may add one battle destiny. Immune to attrition < 5.

6 8

•Leave Them To Me (Death Star II) (V) **10**

•Kir Kanos With Force Pike

•Kir Kanos With Force Pike **3**

Fiercely devoted Royal Guard. Feels deeply indebted to those who risk their life for him. Unaware of the extent of Palpatine's atrocities and cruelty.

POWER 4 ABILITY 2

Heroic. Permanent weapon is Force Pike (may target a character for free; draw destiny; target hit, and its power = 0, if destiny +1 > defense value). Your characters here are immune to Cantina Brawl, Fallen Portal, and Rebel Barrier.

3 4

Original concept by Kevin Shannon, World Champion 2008

•Kir Kanos (V) **11**

Massassi Warrior

Massassi Warrior **2**

POWER 3 ABILITY 1

Deploys -1 to same site as a Dark Jedi. While with another Sith, draws one battle destiny if unable to otherwise and opponent's characters here are power -1. When lost from the same site as a Jedi, opponent loses 1 Force.

3 4

Original concept by Nick Reisch, Texas States 2005

Makurth (V) **13**

•Moff Tarkin, Death Star Commandant

•Moff Tarkin, Death Star Commandant **1**

Leader.

POWER 4 ABILITY 3 FORCE-ATTUNED

1. Deploys -2 to Death Star. Your Force generation at Eriadu is +2. Superlaser fires at starships for free, and targets it hits are forfeit -4. Wherever you have an Imperial, you may initiate battles for free. Immune to attrition < 3.

4 6

•Put All Sections On Alert (V) **14**

•P-13 & •P-14

•P-13 & •P-14 **1**

Shields protect destroyer droids from incoming or deflected blaster fire. Starfighter cannons, on the other hand, can cause some problems.

POWER 5 ARMOR 5 DESTROYER DROID

May move as a 'react'. Permanent weapon is Twin Cannon (may target a character or vehicle for free; draw destiny; if destiny +1 > defense value, target hit (opponent loses 1 Force); may lose 2 Force to fire once more in battle). Immune to attrition < 4.

5 5

•Master, Destroyers! (V) **15**

•Probot

•Probot **2**

Spy.

POWER 3 ARMOR 3 PROBE DROID

Draws one battle destiny if not able to otherwise. Power +2 if with opponent's smuggler or Wookiee. During your move phase, may use 1 Force to 'break cover' of opponent's Undercover spy at same site. Immune to attrition < 3.

4 5

Probe Telemetry (V) **17**

•Lieutenant Cecius (V)

POWER 2 ABILITY 2

Opponent's characters are deploy +1 to same mobile site. At battlegrounds where you have a unique (•) and non-unique Imperial present (and no other Force drain bonus), your Force drains are +1. Tactical Support is a Used Interrupt.

2 3

•Lieutenant Cecius (V) **12**

•Ponda Baba (V)

POWER 2 ABILITY 2

2. Game text of non-Jedi Luke (or a lightsaber he is using) may not target aliens here. During battle, if with a smuggler, may add a destiny to attrition (+2 if with your smuggler) or make that smuggler forfeit = 0.

2 3

Original concept by Mike Ravelling, Minnesota States 2008

•Ponda Baba (V) **16**

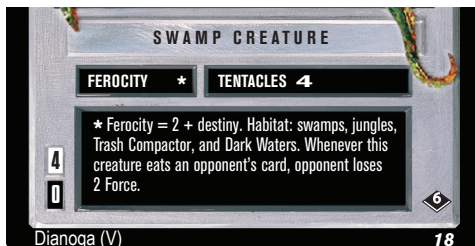
Virtual Set 6: Reflections IV

DARK SIDE

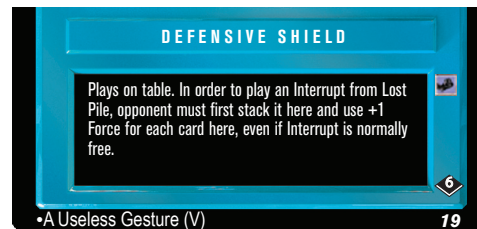
•Thok & •Thug (V)



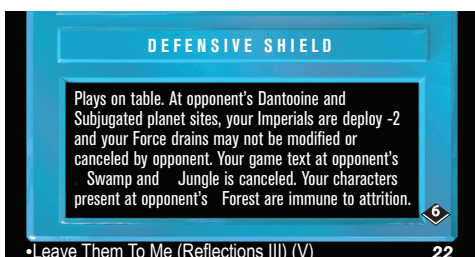
Dianoga (V)



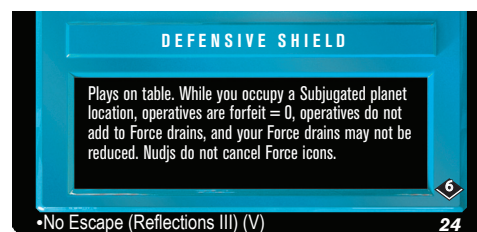
•A Useless Gesture (V)



•Leave Them To Me (V)



•No Escape (V)



•Do They Have A Code Clearance? (V)



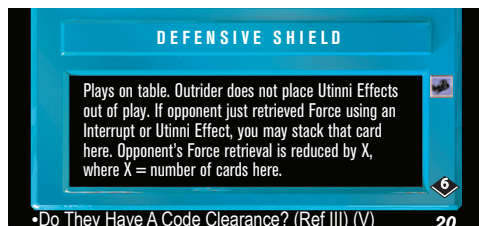
•Leave Them To Me (V)



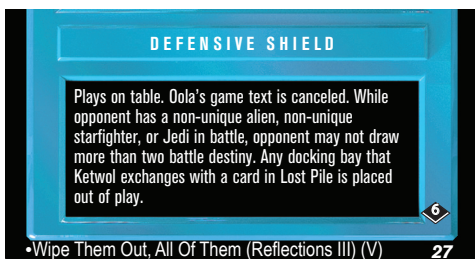
•No Escape (V)



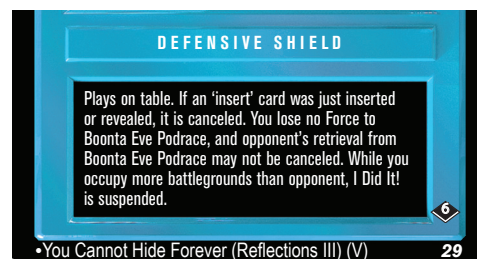
•Do They Have A Code Clearance? (V)



•Wipe Them Out, All Of Them (V)



•You Cannot Hide Forever (V)



Virtual Set 6: Reflections IV

DARK SIDE

•Wipe Them Out, All Of Them (V)

•Wipe Them Out, All Of Them 0

Darth Sidious' command was merciless and direct. He left no room for misinterpretation.

DEFENSIVE SHIELD

Plays on table. Oola's game text is canceled. While opponent has a non-unique alien, non-unique starfighter, or Jedi in battle, opponent may not draw more than two battle destiny. Any docking bay that Ketwol exchanges with a card in Lost Pile is placed out of play.

•Wipe Them Out, All Of Them (Coruscant) (V) 28

•You Cannot Hide Forever (V)

•You Cannot Hide Forever 0

"Give yourself to the dark side. It is the only way you can save your friends."

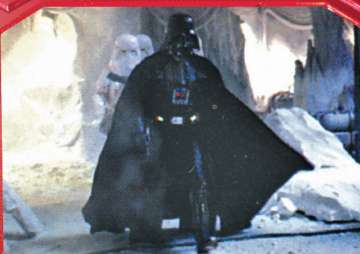
DEFENSIVE SHIELD

Plays on table. If an 'insert' card was just inserted or revealed, it is canceled. You lose no Force to Boonta Eve Podrace, and opponent's retrieval from Boonta Eve Podrace may not be canceled. While you occupy more battlegrounds than opponent, I Did It! is suspended.

•You Cannot Hide Forever (Death Star II) (V) 30

•Breached Defenses & •Molator

•Breached Defenses & •Molator 1



EFFECT

Deploy on table. Once per game, unless ♣ Crossfire on table (or out of play), may use 3 Force to ▲ an Effect that deploys on a location (except Expand The Empire). If your character or non-♣ starship in battle is about to be lost before the damage segment, it is instead lost at end of battle (if forfeited, forfeit for U). Your non-Dark Jedi characters without ♣ or ♣ are immune to Goo Nee Tay. May not be canceled. Ⓜ

•Breached Defenses (V) 31

•We'll Let Fate-a Decide, Huh? (V)

DEFENSIVE SHIELD

Plays on table. Cancels Beggar, Don't Underestimate Our Chances, and Frozen Assets. Maneuvering Flaps and S-foils are suspended where you have either a weapon present or a starship (or vehicle) with maneuver > 3 present.

•We'll Let Fate-a Decide, Huh? (V) 26

•Droid Racks (V)

EFFECT

Deploy on Invasion. Where Are Those Droidekas?! ignores Neimoidians. If your destroyer droid was just lost, may stack it here. During your control phase, may use 2 Force to place any destroyer droid here in Used Pile. If your vehicle or character (except a Neimoidian or destroyer droid) at a site, this Effect lost. Ⓜ

Original concept by Brian Hunter, Western Nationals 2007

•Droid Racks (V) 33

•Hutt Influence (V)

EFFECT

Deploy on a pit. "Imperial" on Human Shield may be treated as "bounty hunter." While I Shall Enjoy Watching You Die on table, bounty hunters are forfeit +2 and immune to Goo Nee Tay. Once per game, if Nal Hutta on table, may ▲ All Wrapped Up. Ⓜ

Original concept by Proofing Team, PC Volunteer Award 2008

•Hutt Influence (V) 36

•Dark Waters & •Krayt Dragon Bones

•Dark Waters & •Krayt Dragon Bones 1



EFFECT

Deploy on a site with "Waters" in game text. During your battle phase, if on Rancor Pit, may relocate a captive from Audience Chamber to here. If opponent's character here was just eaten, retrieve 3 Force. If a creature here is lost, owner loses Force equal to half its printed deploy cost (round up). Once per turn, if a creature here is about to draw destiny for ferocity, may instead use its destiny number. May use 1 Force to ▼ a non-♣ ferocious creature here. Ⓜ

Dark Waters (V) 32

•Fleet Security Protocols

•Fleet Security Protocols 3

Since the debacle at Yavin, the Emperor places a premium on the security of his costly war machine.

EFFECT

Deploy on table. During battle involving your starship (or vehicle), it is power +2 for each of your characters at its related sites (they may be forfeited to reduce battle damage and attrition). Once per turn, may ▼ a non-unique starship (or vehicle) site (if such sites leave table, place them and all your cards there in Used Pile). Ⓜ

•Prepared Defenses (V) 34

•He's No Jedi

•He's No Jedi 5

"He's no Jedi."

STARTING EFFECT

Deploy on table with 5 cards from outside your deck face down under here. Twice per game, may play a Defensive Shield from here (as if from hand). If This Deal Is Getting Worse All The Time on table, for remainder of game lightsabers may not add to Force drains. Cloud City Occupation is canceled.

•Twilek Advisor (V) 35

Virtual Set 6: Reflections IV

DARK SIDE

Protocol Failure

Protocol Failure 4

"Oh my! Oh, uh, I'm, I'm terribly sorry. I... I didn't mean to intrude. No, no, no, please don't get up. No!"

IMMEDIATE EFFECT

Deploy on a site to cancel a Force drain there. Vader is deploy -1 here. At end of your turn, place this Effect in Lost Pile. OR At any time, target a unique (+) droid. Opponent chooses: deploy on droid (its game text is canceled), or place this Effect in Lost Pile (you may ▲ any one card).

•Blasted Droid (V) 37

•T'doshok Hunting Vow

•T'doshok Hunting Vow 4

Rek guza kias n'ek kriesuk zief. Rek res fesruk T'doshok kulesuk luk g'razzruk koref selukra fes k'nel. Kren'ef, T'doshok res luk rek grien forek res fel luraken.

EFFECT

Deploy on table. Where you have two non-unique aliens present, draw one battle destiny if unable to otherwise and opponent's total power is -3. While Bossk at a site (except Audience Chamber), Trandoshans are power +1 and forfeit +2. May ▼ non-♦ Molator.

Original concept by Tom Frafjord, ND States 2009

•Res Luk Ra' auf (V) 39

•Royal Escort (V)

EFFECT

Deploy on table unless your objective on table. Unique (+) Coruscant sites gain one L. "Emperor" on Royal Guards may be treated as "Sidious." Attrition against opponent is +1 for each battleground site occupied by two Royal Guards. May use 1 Force to a Force Pike.

Original concept by Noah Franke, Washington States 2006

•Royal Escort (V) 38

•Epic Duel (V)

Deploy on table. A Jedi's Resilience may not be played during move phases. The Circle Is Now Complete or Vader's Obsession may be played during any move phase to initiate an epic duel as follows: If Vader present with specified target, each player draws two destiny (if armed with a lightsaber, each destiny is +1); add ability. Loser (lower total) is lost, losing player loses 2 Force, and winning player may retrieve 2 Force.

•Epic Duel (V) 41

•Tarkin's Bounty (V)

EFFECT

Deploy on table. Each Amidala stacked on a Political Effect is a senator. While you have < 13 cards in hand, opponent may not peek at or remove them (except with Grimtaash). Once per turn, may ▲ ♦ Astromech Shortage or lose 2 Force to cancel a Political Effect.

•Tarkin's Bounty (V) 40

Lightsaber Deficiency (V)

USED INTERRUPT

▲ Ghhhk or Molator. OR Cancel Corellian Retort, Gift Of The Mentor, or Jedi Presence. OR Retrieve Protocol Failure into hand. OR If a lightsaber was just 'swung' during battle, it may not target again this battle.

Lightsaber Deficiency (V) 44

•Lone Pilot (V)

USED OR STARTING INTERRUPT

USED: Activate 1 Force. STARTING: ▲ Black Leader, Bossk, Dengar, DS-61-2, or Guri (may also ▲ a system with exactly 1 L, a matching starship, and an always Effect.) When drawing your starting hand, draw four cards instead of eight. Place this Interrupt in Lost Pile.

Original concept by Dirk Friedrichs, European MPC 2008

•Lone Pilot (V) 45

•Imbalance & •Kintan Strider

•Imbalance & •Kintan Strider 4

USED INTERRUPT

Cancel Blaster Proficiency. OR If opponent just retrieved Force, opponent must lose X Force, where X = one-half the number of cards retrieved (round down) to a minimum of 1. OR If opponent's character just lost, lose 1 Force to retrieve the topmost character of ability < 6 (except a or card) in your Lost Pile into hand.

•Imbalance (V) 42

•Lana Dobreed & •Sacrifice

•Lana Dobreed & •Sacrifice 4

USED INTERRUPT

If your character's forfeit was just reduced to 0, use 1 Force (free if forfeit reduced by a weapon) to restore it to normal. OR Lose 2 Force to cancel an attempt by Yoda or Obi-Wan to cancel your Interrupt or your just drawn weapon destiny. OR During your move phase, target any or all of your characters at one site to 'transport' (relocate) to an exterior or battleground site. Draw destiny. Use that much Force to 'transport,' or place this Interrupt in Lost Pile.

•Lana Dobreed (V) 43

•One Bright Spot

•One Bright Spot 4

Even a Jedi cannot always foresee future events.

USED INTERRUPT

If Galen was just lost and Black Leader is on table (or vice versa), place the just-lost character on your Used Pile instead. OR If Black Leader is participating in a battle, you may lose Galen from hand to satisfy all battle damage and attrition against you.

Image courtesy of Julia

Uncertain Is The Future (V) 46

Virtual Set 6: Reflections IV

DARK SIDE

•One Beautiful Thing (AI)

•One Beautiful Thing 4

"I don't know how we're gonna get out of this one."



USED INTERRUPT

Lose 1 Force to ▲ (or retrieve) Black Leader. OR During battle where you have no Dark Jedi or droids and only two cards with ability there (a male and a female), add one destiny to total power (and attrition against you = 0).

Image courtesy of Julia

Those Rebels Won't Escape Us (V) 47

•We Have A Prisoner & •I Can't Shake Him!

•We Have A Prisoner & •I Can't Shake Him! 5



USED OR LOST INTERRUPT

USED: During opponent's deploy phase, ▼ an Imperial of ability < 3 (except an admiral) aboard your starship.
LOST: If opponent just lost or forfeited a character from battle, use 1 Force. Character is captured instead (for remainder of turn, you may not deploy Bounty on that character).

We Have A Prisoner (V) 50

Weapon Levitation & The Empire's Back

Weapon Levitation & The Empire's Back 4



USED OR LOST INTERRUPT

USED: Cancel Disarmed or Wookiee Strangle. OR Once per battle involving Vader, reveal a device or character weapon from Used Pile and add its printed destiny number to your total power; reshuffle.
LOST: Use 1 Force to ▼ (or retrieve) Vader. OR If opponent just initiated a battle against Vader defending alone at a site, his forfeit cannot be reduced.

•Weapon Levitation (V) 51

•Tarkin's Orders (V)

USED OR LOST INTERRUPT

USED: If a battle just initiated at a site, target your Imperial of ability = 3 defending. Target's forfeit cannot be reduced, and draws one battle destiny if not able to otherwise. LOST: Use 1 Force to ▼ (or retrieve) Eriadu or an Imperial of ability = 3 (except Veers).

•Tarkin's Orders (V) 48

•TIE Sentry Ships (V)

USED OR LOST INTERRUPT

USED: If you just drew a unique (•) Imperial starship for destiny, take that starship into hand to cancel and redraw that destiny. LOST: Use 3 Force to retrieve a unique (•) Imperial starship into hand.

Original concept by Michael Erisman, PC Volunteer Award 2008

•TIE Sentry Ships (V) 49

You Overestimate Their Chances (V)

USED OR STARTING INTERRUPT

USED: Initiate a battle for free.
STARTING: If Ralltiir Operations on table, ▼ Supply Route, ▼ Insignificant Rebellion, and up to two Effects that are always (A), have no deploy cost, and do not deploy on locations. Place Interrupt in Lost Pile.

You Overestimate Their Chances (V) 52

•Hoth: Ice Plains (V)

•HOTH: ICE PLAINS 6

Once per game, may ▲ a non-AT-AT. During your move phase, may move (or free between here and Mountains).

5" MARKER

•HOTH: ICE PLAINS

If Imperial Control on table, add one ▲ here and at Mountains. Ice Storm, Rebel Base Occupation, and opponent's Solo Claw Claw Fish are canceled.

•Hoth: Ice Plains (V) 52

<> Remote Depot

<> REMOTE DEPOT 6

May not deploy to Bespin, Cloudcuckoo, Kessel, Ralltiir, or Tatooine. Once per game, may ▼ an Effect that deploys on a character or a device here.

<> REMOTE DEPOT

Unless opponent's Sleen or matching operative at same or related site, those sites are immune to Dune 1a.

Image courtesy of John Smith

•Hoth: Echo Corridor (Dark Side) (V) 53

•••Star Destroyer: Command Station

•••STAR DESTROYER: COMMAND STATION 6

If you control, related starship may not have power reduced and may move as a react. Once per game, if Devastator on table, may ▼ Jir here.

•••STAR DESTROYER: COMMAND STATION

Unless you control, related starship is immune to attrition < 4 or adds 2 to immunity (if on Devastator and opponent controls this site, immune to attrition).

Image courtesy of Nicole Cardiff

•Executor: Comm Station (V) 54

Virtual Set 6: Reflections IV

DARK SIDE

•Tatooine: Mos Espa (V)



•Black 1



•DS-61-11 In Black 11



•Blizzard 4



•Marquand In Blizzard 6



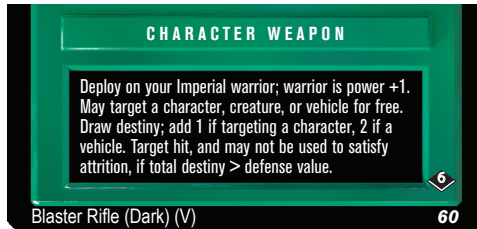
•Fett's Blaster Rifle



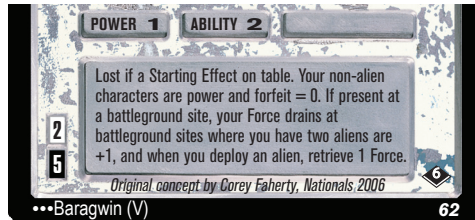
Virtual Set 6: Reflections IV

DARK/LIGHT SIDE

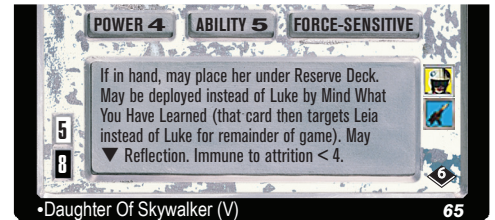
Blaster Rifle (Dark) (V)



•••Baragwin (V)



•Daughter Of Skywalker (V)



ISB Blaster Pistol



•BoShek, Brash Smuggler



•Han Solo, Courageous Smuggler



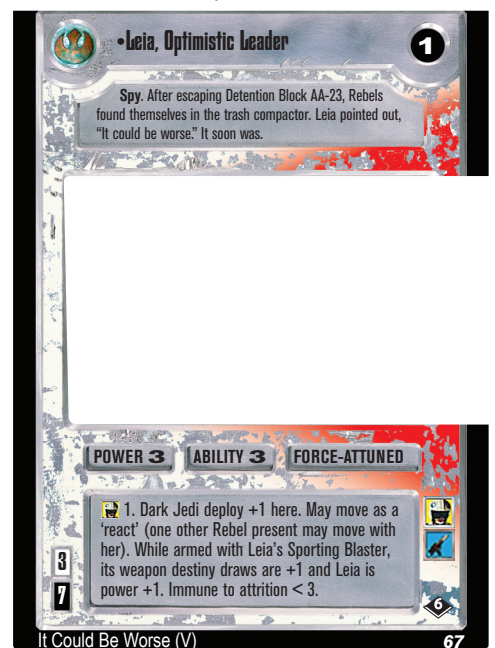
•Jabba's Prize



•Lando Calrissian, Scoundrel (V)



•Leia, Optimistic Leader



Virtual Set 6: Reflections IV

LIGHT SIDE

•Obi-Wan, Crazy Wizard



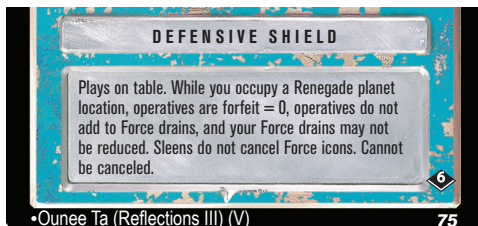
•Luke Skywalker, Strong In The Force



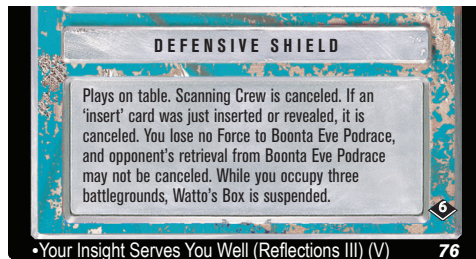
•Another Pathetic Lifeform (V)



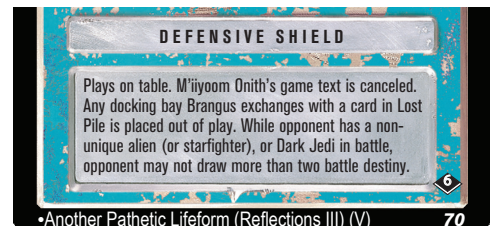
•Ounee Ta (V)



•Your Insight Serves You Well (V)



•Another Pathetic Lifeform (V)



•Ounee Ta (V)



•Your Insight Serves You Well (V)



•Let's Keep A Little Optimism Here (V)



Virtual Set 6: Reflections IV

LIGHT SIDE

•Let's Keep A Little Optimism Here (V)

DEFENSIVE SHIELD

Plays on table. Duneer Ta is canceled. At opponent's Ralltir and Renegade planet sites, your Rebels are deploy -2 and your Force drains may not be modified or canceled by opponent. Your game text at opponent's ◇ Swamp and ◇ Jungle is canceled. Your characters present at opponent's ◇ Forest are immune to attrition.

•Let's Keep A Little Optimism Here (Ref III) (V) **73**

•He Can Go About His Business (V)

DEFENSIVE SHIELD

Plays on table. Cancels A Dangerous Time, Bad Feeling Have I, Responsibility Of Command, and You Overestimate Their Chances. Unless ♥ Epic Duel on table, Force loss from epic duels is reduced to 0 and characters about to be placed out of play by a duel are instead lost.

•He Can Go About His Business (V) **71**

•Commando Training & •K'l'or'slug

•Commando Training & •K'l'or'slug **1**



EFFECT

Deploy on table. If your character or non- starship in battle is about to be lost before the damage segment, it is instead lost at end of battle (if forfeited, forfeit for 0). Rebels (except Jedi or characters) ignore location deployment restrictions (and "power -1") in their game text, apply their Endor deployment modifiers at any location, and are immune to Bad Feeling Have I. Your Interrupts that retrieve exactly 1 Force (except Corellian Retort) are not stacked on Do They Have A Code Clearance?. Cannot be canceled. (A)

•Commando Training (V) **78**

•Jabba, This Is Your Last Chance!

•Jabba, This Is Your Last Chance! **5**



STARTING EFFECT

Deploy on table with 5 cards from outside your deck face down under here. Twice per game, may play a Defensive Shield from here (as if from hand). If Quiet Mining Colony or Independent Operation on table, lightsabers may not add to Force drains. Cloud City Celebration is canceled.

•The Signal (V) **79**

•Incom Corporation & •Koensayr Manufacturing

•Incom Corporation & •Koensayr Manufacturing **3**



EFFECT

Deploy on a Rebel Base war room. Echo Base Operations is canceled. Your ability-1 permanent pilots aboard T-47s, X-wings, Y-wings, and Z-95s (except squadrons) are replaced by ability-2 permanent pilots who add 1 to power. During your control phase, may retrieve one Y-wing or Z-95. Suspended if opponent controls this site. (A)

•Incom Corporation (V) **80**

•Maneuvering Flaps & •Nick Of Time

•Maneuvering Flaps & •Nick Of Time **1**



EFFECT

Deploy on table. Your vehicles with a pilot character or gunner aboard are not hit when 'thrown'. During your deploy phase, may reveal an unpiloted combat vehicle from hand to ▲ its matching pilot character (or vice versa) and deploy both simultaneously. Whenever you play Desperate Tactics, Lucky Shot, On Target, Rapid Fire, or Steady Aim, may draw top card from Reserve Deck. May not be suspended. (A)

Maneuvering Flaps (V) **81**

•Mon Calamari Dockyards

•Mon Calamari Dockyards **3**

Admiral Ackbar's hit-and-fade tactics force the Imperial Navy to spread throughout the galaxy in a futile attempt to engage the Rebels.



EFFECT

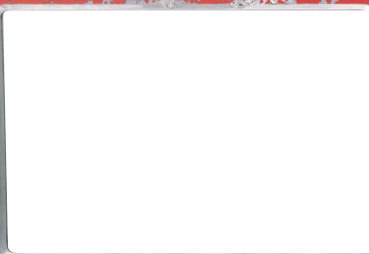
Deploy on table. Star Cruisers (except Home One) may deploy -2 (to a maximum of -3), ignore deployment restrictions in their game text, draw one battle destiny if not able to otherwise, and are immune to attrition < 4. Capital Support is canceled. (A)

•Strikeforce (V) **82**

•Republic Logistics

•Republic Logistics **5**

Maintaining unimpeded control of vital transportation channels can strengthen and secure surrounding areas.



EFFECT

Deploy on table. If A Jedi's Plans not on table, may ▼ it. Once per turn, you may place a non-unique card with ability from your Lost Pile out of play to retrieve any one unique (•) character (of ability < 5), starship, or vehicle (except one with a or). (A)

Secure Route (V) **85**

Virtual Set 6: Reflections IV

LIGHT SIDE

Return Of The Jedi

Return Of The Jedi 4

"The Emperor knew, as I did, if Anakin were to have any offspring, they would be a threat to him."

IMMEDIATE EFFECT

Deploy on a site to cancel a Force drain there. Skywalkers are power +1 here. At end of your turn, place this Effect in Lost Pile. OR At any time, deploy on Sidious or Emperor. Opponent's Interrupts with "Emperor" in game text are canceled and Sidious may not place Jedi out of play. 6

•Our Only Hope (V) 86

•Reflection (V)

EFFECT

Deploy on Leia. Leia's training destiny draws are +1. During your control phase, may use 3 Force (if Save You It Can on table, may use 1 Force instead) to retrieve 1 Force (cannot be reduced). 6

•Reflection (V) 84

•Strong Is Vader

•Strong Is Vader 0

EPIC EVENT

If Mind What You Have Learned on table, deploy on table with up to 6 Jedi Tests under here from outside your deck. You may not Force drain at Dagobah locations or deploy asteroid sectors, cards, or cards. Whenever you draw training destiny, draw two and choose one. You may retrieve 3 Force whenever you complete a Jedi Test. Completed Jedi Tests are placed on table and are suspended (not lost) whenever character who completed them not on table. 6

You Must Confront Vader (V) 89

•The First Transport Is Away! (V)

UTINNI EFFECT

Deploy on Rendezvous Point if 1st Marker on table. Target a transport on Hoth. When reached by target, relocate Utinni Effect to Hoth system. Your Force drains at unshielded marker sites are +1 and cannot be canceled. Immune to Surprise. 6

•The First Transport Is Away! (V) 87

•Underworld Contacts (V)

EFFECT

Deploy on table. While any player has two aliens of the same card title together, they draw one battle destiny if unable to otherwise, and players draw no more than one battle destiny there. Once per turn, may raise your converted Jabba's Palace site to the top. 6

Original concept by Ray Bordier, New York States 2007

•Underworld Contacts (V) 88

•Ascension Guns (V)

USED OR LOST INTERRUPT

USED: If opponent occupies your site, peek at the top two cards of Reserve Deck and take one into hand. LOST: During any move phase, lose 2 Force to relocate up to 3 of your characters from an interior Theed Palace site to a related Throne Room (or vice versa). 6

Original concept by Pat Johnson, Corellia Regionals 2005

•Ascension Guns (V) 92

Desperate Reach (V)

USED INTERRUPT

▲ Houjix or R2-D2. OR Cancel Dark Jedi Presence, I Have You Now, or Maul Strikes. OR Place a card stacked on Droid Racks in opponent's Lost Pile. OR If a lightsaber was just 'swung' during battle, it may not target again this battle. 6

Desperate Reach (V) 93

•Antilles Maneuver & •Rebel Reinforcements

•Antilles Maneuver & •Rebel Reinforcements 5

USED OR LOST INTERRUPT

USED: Cancel Lateral Damage. 3 OR During opponent's deploy phase, ▼ a Rebel of ability < 3 (except an admiral) aboard your starship. LOST: Once per game, if opponent has more cards with ability on table than you, draw destiny and retrieve up to that number of Rebels and/or Rebel starships (may take one retrieved card into hand). 6

•Antilles Maneuver (V) 90

•Krayt Dragon Howl & •Armed And Dangerous

•Krayt Dragon Howl & •Armed And Dangerous 4

USED OR LOST INTERRUPT

USED: Cancel Disarmed or Stunning Leader. OR If a battle was just initiated, ▼ (or deploy from hand) a character weapon on your participating character. LOST: Use 1 Force to ▼ (or retrieve) non-Obi-Wan. OR If opponent just initiated a battle against non-Obi-Wan alone at a site, his forfeit cannot be reduced. 6

Armed And Dangerous (V) 91

Don't Underestimate Our Chances (V)

USED OR STARTING INTERRUPT

USED: Initiate a battle for free. STARTING: If Dantooine Base Operations on table, ▼ Operations Center, Dantooine Engineering Corps, and up to two Effects which deploy on table (or your side of table), are always 1, and have no deploy cost. Place this Interrupt in Lost Pile. 6

Don't Underestimate Our Chances (V) 94

•I Don't Need Their Scum, Either (V)

USED OR LOST INTERRUPT

USED: Cancel Lando System?. OR If Lando piloting Falcon, it draws two battle destiny if not able to otherwise. LOST: Retrieve your just lost gambler (except Dash) into hand. OR Place a copy of Eject! Eject! deployed on table in your Used Pile. 6

•I Don't Need Their Scum, Either (V) 96

Virtual Set 6: Reflections IV

LIGHT SIDE

•I've Decided To Go Back (V)

LOST INTERRUPT

Use 1 Force to ▼ (or retrieve) Panaka, Ric Olie, or non-♣ Amidala. OR If your ability = 3 character defending a battle alone at a site (except Senate), character is power +2, adds one destiny to power, and may draw one battle destiny if unable to otherwise. Ⓢ

•I've Decided To Go Back (V) 97

•Let the Wookiee Win (V)

USED OR STARTING INTERRUPT

USED: Reveal the top 3 cards of Reserve Deck; place one in hand, and the others on bottom of Used Pile (in any order). STARTING: If your starting location was a non-♣ location, ▼ an Ⓢ Effect and any number of ♠ sites with < 3 total ♠. Place this Interrupt in hand.

Original concept by Brian Rippstein, TIV Decktech Challenge 2006

•Let the Wookiee Win (V) 98

•Out Of Somewhere (V)

LOST INTERRUPT

Use 1 Force to ▼ (or retrieve) Lando. OR If a battle just initiated, and your Lando defending alone at a site, his forfeit cannot be reduced, he adds one destiny to power (+1 for each character and vehicle present), and draws one battle destiny if not able to otherwise. Ⓢ

•Out Of Somewhere (V) 99

•Protector (V)

USED OR STARTING INTERRUPT

USED: Raise your converted Kashyyyk system to the top. Ⓢ STARTING: If Kashyyyk was your starting location, ▼ Forest Depths, Grrrrrrrrgh!, and up to two Effects that are always Ⓢ. Place this Interrupt in hand.

•Protector (V) 100

Scomp Link Access (V)

USED OR STARTING INTERRUPT

USED: ▲ a non-♣ droid (except IL-19). OR Place a card from hand on Used Pile. STARTING: ▼ two always Ⓢ Effects. If you have only one location (with < 3 ♠) (except Massassi Throne Room) on table, may ▼ a ♠ site. Place this Interrupt in hand.

Original concept by Mike Tomaszewski, PC Volunteer Award 2006

Scomp Link Access (V) 101

•Solo Han (V)

LOST INTERRUPT

Use 1 Force to ▼ (or retrieve) non-♣ Han. OR If a battle just initiated, and Han defending alone at a site, his forfeit cannot be reduced, he adds one destiny to power (+1 for each character and vehicle present), and draws one battle destiny if not able to otherwise. Ⓢ

•Solo Han (V) 102

•Warrior's Courage (V)

LOST INTERRUPT

Use 1 Force to ▼ (or retrieve) Leia. OR If a battle just initiated, and non-♣ Leia defending alone at a site, her forfeit cannot be reduced, she adds one destiny to power (+1 for each character and vehicle present), and draws one battle destiny if not able to otherwise. Ⓢ

•Warrior's Courage (V) 103

•Han, Chewie, And The Falcon (V)

STARFIGHTER: HEAVILY-MODIFIED LIGHT FREIGHTER

POWER 8 MANEUVER 5 HYPERSPEED 7

Permanent pilots are •Han and •Chewie, who provide ability of 5. Life Debt is canceled. Once per game, may ▲ A Few Maneuvers. Immune to Come With Me, Lateral Damage, and attrition < 5.

•Han, Chewie, And The Falcon (V) 109

•Red 1 (V)

STARFIGHTER: X-WING

POWER 3 MANEUVER 4 HYPERSPEED 5

May add Red Leader as pilot. X-wings are immune to Tallon Roll. Once per turn, may use 1 Force to ▲ a unique (♣) Red Squadron X-wing (except Red 5). Immune to attrition < 5.

•Red 1 (V) 111

•Odin Nesloor & •First Aid

•Odin Nesloor & •First Aid 4

USED INTERRUPT

If your character's forfeit was just reduced to 0, use 1 Force (free if reduced by a ♠ weapon) to restore it to normal. Ⓢ OR Cancel an attempt to 'operate' on a character (who is also protected from any further attempts until start of opponent's next turn). OR During your move phase, target any or all of your characters at one site to 'transport' (relocate) to an exterior or battleground site. Draw destiny. Use that much Force to 'transport,' or place this Interrupt in Lost Pile.

•Odin Nesloor (V) 95

•Overseer

•Overseer 3

STARFIGHTER: Z-95 HEADHUNTER

POWER 3 MANEUVER 4 HYPERSPEED 3

May add Harc as a pilot. During battle, adds one destiny to total power. If a Dark Jedi or Sith was just deployed to a related site, may ▼ a related location. Immune to attrition < 4 (< 6 at Bespin).

Original concept by Angelo Consoli, World Champion 2002

•••Z-95 Bespin Defense Fighter (V) 110

•Wedge In Red Squadron 1

•Wedge In Red Squadron 1 2

Flown by Wedge Antilles as Red 2 at the Battle of Yavin. Redesignated at Endor. Rugged Incom fighter. Victory markers show its role in the attack on the first Death Star.

STARFIGHTER: X-WING

POWER 6 MANEUVER 5 HYPERSPEED 5

Permanent pilot is •Wedge, who provides ability of 3. During a battle with opponent's Ⓢ starship, may add one destiny to attrition or total power. Immune to Come With Me, Tallon Roll, and attrition < 4.

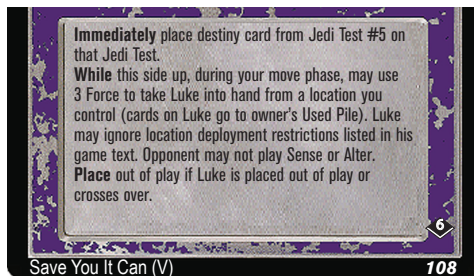
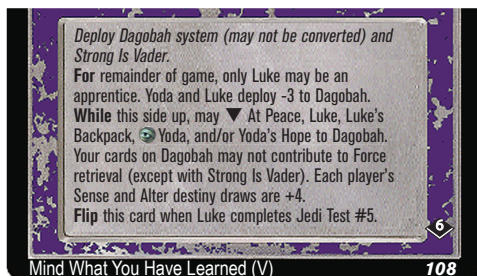
•Red Squadron 1 (V) 112

Virtual Set 6: Reflections IV

LIGHT SIDE

Mind What You Have Learned (V)

Save You It Can (V)



•Dash In Rogue 10

•Snowspeeder Garrison

•Hoth: Echo Command Center (War Room) (Light)



•Hoth: Main Power Generators (V)

•Kashyyk: Forest Depths

•Tatooine: Queen's Landing Site

