The SWCCG Player's Committee presents



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.

ICON KEY-(Immune to Alter.) (Immune to Control.) 🛞 (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) EFFECT EFFECT USED OR LOST INTERRUPT Deploy on table. Once during each of your deploy Deploy on table. While this card on table, play with USED: If you just drew a character for destiny, take phases, you may ▼ Rycar's Run or one asteroid the top card of your Reserve Deck revealed. During that card into hand to cause a redraw. sector. Asteroid Sanctuary is canceled. Whenever you your draw phase, place this Effect and top card of LOST: Use 3 Force to retrieve any character without complete Rycar's Run, place it out of play. During your Lost Pile in your Used Pile. a maintenance cost into hand. your control phase, opponent loses 1 Force for each battleground asteroid sector you control (limit 3). •Flash Of Insight (V) Jedi Levitation (V) Asteroids Do Not Concern Me (V) Away Put Your Weapon (V) Found Someone You Have (V) Levitation (V) LOST INTERRUPT USED OR LOST INTERRUPT USED OR LOST INTERRUPT USED: Subtract 3 from opponent's just drawn weapor Find one of your missing characters. OR Retrieve the USED: Take into hand one droid or device from your Force Pile; reshuffle. destiny if they are using a permanent weapon. (8) topmost character of your Lost Pile into hand. LOST: Once per game, place all your weapon cards LOST: Once per game, if your apprentice on Dagobah, on table and in Lost Pile in your Used Pile (limit 5). cancel a Force drain at a non-Dagobah location. Found Someone You Have (V) Away Put Your Weapon (V) Levitation (V 5 Bron Burs (V) Harc Seff (V) Neb Dulo (V) - NR 8 Sale and POWER 2 ABILITY 3 FORCE-ATTUNED POWER 2 ABILITY 2 POWER 2 ABILITY 2 ARMOR 3 Where present, cancels Dark side site game text Your aliens here are defense value +2. While Neb P2. Your Force generation is +1 for each of (except docking bay transit). Blaster rifle is a opponent's non-battleground locations on table. Your leaders deploy -2 to same site. Once per is in battle, your 'Rep' may not be targeted by 'matching weapon' for Bron and deploys and opponent's weapons. fires for free. Draws one battle destiny if unable 2 1 game, may ▲ one Immediate Effect. to otherwise. Immune to attrition < 4 while 8 4 4 armed with a weapon. •Harc Seff (V) •Neb Dulo (V) Bron Burs (V) 5.0 Descent Into The Dark (V) Hiding In The Garbage (V) No Disintegrations! (V) EFFECT EFFECT EFFECT Deploy on table. While you have less than 10 Life Deploy on table. Once during each of opponent's Deploy on table. Once per turn, you may deploy a character from your Lost Pile. Whenever you lose a character from table, place it out of play. (Immune to turns, you may place your just forfeited Rebel of ability > 2 out of play to cause opponent to lose 3 Force, each of your battle and weapon destiny draws is +1. vour Alter.) Force. Descent Into The Dark (V) Hiding In The Garbage (V) No Disintegrations! (V) Or Encampment (V) Ineffective Maneuver (V) Obi-Wan's Apparition (V) STARTING EFFECT EFFECT 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 Deploy on any exterior planet site (except a docking Deploy on table. Whenever you lose a Jedi from bay). While you occupy this site, at same and related table, you may place that Jedi out of play. You may use X Force to add X to a just drawn battle or deck limit. Thrice per game, may lose 2 Force to play a sites, your characters may deploy regardless of Defensive Shield from here, as if from hand. Permanent location deployment restrictions. Once per name weapon destiny where X = number of your Jedi placed out of play.

weapons do not cause forfeit = 0; characters hit by

permanent weapons are forfeit = (printed forfeit -3)

Ineffective Maneuver (V)

Not endorsed or sponsored by LucasFilm Ltd.

your character may deploy -3 here. 📿

npment (V)

SWCCG Player's Committee 2003

•Obi-Wan's Apparition (V)

6.1/

Virtual Set #5

Polarized Negative Power Coupling (V)

Starship Levitation (V)

Awwww, Cannot Get Your Ship Out (V)



Not endorsed or sponsored by LucasFilm Ltd.

SWCCG Player's Committee 2003

Virtual Set #5

 Defensive Fire (V) Hounds Tooth (V) Precision Targeting (V) USED INTERRUPT EFFECT POWER **5** ARMOR 4 HYPERSPEED 4 If opponent just initiated battle, you may immediately Deploy on table. Once per turn, may use 1 Force to ▼ a starship weapon to your capital starship (for fire one non-lightsaber, non-permanent weapon May add 1 alien pilot and 6 passengers. While Bossk present in that battle once (for free), adding 2 to piloting, adds one battle destiny, Power +X and free). Whenever your capital starship fires a weapon, immune to attrition < X, where X = number of sites 3 each of its destiny draws. That weapon may fire again each of its weapon destiny draws is +1. You may lose you occupy. Deploys (even with Combat Response) this Effect to make any just 'hit' starship forfeit = 0. this battle. 6 and moves like a starfighter. [Ship-docking] Defensive Fire (V) Hounds Tooth (V) Precision Targeting (V) 6.33 Dengar (V) •IG-88 (V) Punishing One (V) POWER 4 ARMOR 5 ASSASSIN DROID POWER 2 ABILITY 2 €2. May use two weapons, battle and be battled. While escorting a captive, defense value +2 and POWER 2 MANEUVER 5 HYPERSPEED 3 2. Deploys free aboard *Punishing One,* and May add 1 alien pilot and 1 passenger. If Dengar piloting, once per battle may add X to attrition, while piloting it, draws one battle destiny if once per turn, may take one card from your Force Pile into hand; reshuffle. Immune to unable to otherwise. Cancels Han's game text at 2 3 Ambush, Wookiee Strangle, Restraining Bolt same site. Immune to creature attacks and where X = printed power of one opponent's 2 purchase, and attrition < ability of highest ability starfighters at same location. Immune to attrition Fallen Portal. 6 5 4 character at same site. < X while Dengar piloting. •IG-88 (V) •Punishing One (V) Dengar (V) 6.44 **5•**34 6.40 Desilijic Tattoo (V) IG-88's Neural Inhibitor (V) Sudden Impact(V) STARTING EFFECT CHARACTER WEAPON EFFECT Before any starting cards are revealed, deploy on table Deploy on table. Bounty Hunters and your unique (•) with up to 5 cards from outside your deck face-down Deploy on any bounty hunter for 1 Force (free on Independent starships are defense value +1 and under here. Cards under here do not count toward your IG-88). May target a character for free. Draw destiny. forfeit +2. Once per turn, when a bounty hunter hits a deck limit. Thrice per game, may lose 2 Force to play a Target captured if destiny +1 > defense value. If a character with a non-permanent weapon, target is Defensive Shield from here, as if from hand. Permanent card with a maintenance cost or permanent weapon forfeit -2 and opponent loses top card of Reserve weapons do not cause forfeit = 0; characters hit by is captured, opponent must lose 2 Force. Deck (may not be reduced). (A) permanent weapons are forfeit = (printed forfeit -3) •IG-88's Neural Inhibitor (V) Sudden Impact (V) Desilijic Tattoo (V) 6.35 6.41 G•47 Lando System? (V) Fear (V) Take Evasive Action (V) USED OR LOST INTERRUPT **USED INTERRUPT USED INTERRUPT** Lose the top card of your Reserve Deck to make a ▲ Lando or any card with 'Lando' in its game text. USED: Cancel Fallen Portal, Fly Casual, or T-47 Battle just drawn destiny lost. OR When this card is drawn for destiny, you may place an Effect that is not 🙆 OR Cancel an attempt to replace your Lando; Formation (except when being used to cancel Walker Garrison). (2) LOST: Cancel an opponent's just opponent's Lando is lost. into owner's Used Pile. drawn weapon or lightsaber combat destiny draw. causing a redraw. •Fear (V) Lando System? (V) •Take Evasive Action (V) G•42 G•36 6.48 Field Promotion (V) Location, Location, Location (V) The Dark Path (V) EFFECT EFFECT FFFFCT Deploy on table. Once during each player's deploy phase, that player may use 2 Force to $\mathbf{\nabla}$ any Deploy on your captain or commander. This character 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 is now considered to be an admiral and a leader. battleground planet site (except a War Room) not Demotion may not be played on Imperials. Once per game, you may ▲ one card with 'Imperial' in its title. already on table. Your locations are destiny +1 when against opponent. drawn for destiny. 🕐 The Dark Path (V) Field Promotion (V) Location, Location, Location (V) G•37 6.43 6.4 Flagship (V) Mist Hunter (V) ••Voveur (V) EFFECT USED OR LOST INTERRUPT POWER 2 MANEUVER 3 HYPERSPEED 5 Deploy on your Star Destroyer. This ship may draw one USED: If opponent has 3 (or more) non-battleground battle destiny if unable to otherwise (two if Executor). May add 2 alien pilots and 3 passengers. Zuckuss locations on table, activate 5 Force. LOST: ▼ one battleground location. Once per turn, may
one admiral, Tactical Recall, deploys free aboard. While Zuckuss piloting, Field Promotion, or one card with 'Executor' in its nune to attrition < 3, and opponent's weapon, 3 game text. Counter Assault may not be played. During battle, and asteroid destiny draws here are -3. 6 your move phase, Landing Claw is canceled here [Ship-docking] Mist Hunter (V) ••Voyeur (V) Flagship (V) 5.44

Not endorsed or sponsored by LucasFilm Ltd.

SWCCG Player's Committee 2003