The SWCCG Player's Committee presents

Virtual Set #10

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. 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.

ICON KEY-



(Immune to Control.)

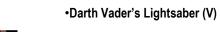
(Immune to Sense.)

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.)

Chewie (V)



Mandalorian Mishap (V)





Deploy on Vader. May add 1 to Force drain where present. May target a Jedi or Skywalker for free. Draw 3 destiny and choose 2. Target hit (may place any Interrupt from opponent's Lost Pile out of play) and forfeit = 0, if total destiny > defense value.

•Darth Vader's Lightsaber (V)

Evacuation Control (V)

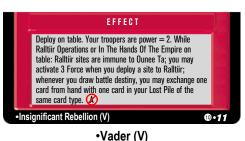
EFFECT

Deploy on table. When deployed, shuffle your Reserve Deck, peek at top 3 cards, and place them face-down here. Once per battle, you may place one card here in your hand to prevent either player from drawing more than one battle destiny (battle destiny draws may not be modified or canceled).

Shocking Information (V)



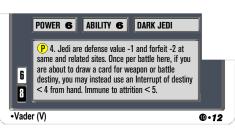
•Insignificant Rebellion (V)



•Gold Leader In Gold 1 (V)



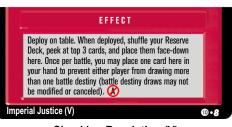
The Dark Side



•Han Solo (V)



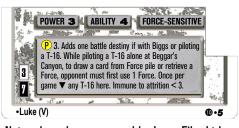
Imperial Justice (V)



Vader's Anger (V)



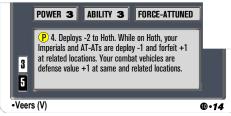
Luke (V)



Shocking Revelation (V)



Veers (V)



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