



The SWCCG Player's Committee Presents

Virtual Set 14: Armed & Operational

Official text as of December 22, 2007



Special Thanks to –

Proofing Team: Thomas Caspersen, Ryan French, Simon Lee, Mike Tomaszewski, Zach Stenberg, Michael Raveling.

Graphic Design Team: Dennis Hes, Jeffrey Johns, JW Millet.

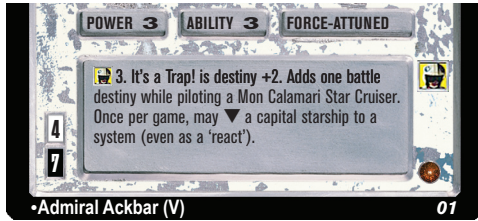
To use these cards, simply print them out and cut out the area beneath the card title (not on the actual card), and place the cutout in a sleeve with the original card. We recommend using opaque sleeves for non-objective cards. If you use clear sleeves, the cutout must be attached to the original card (or on the inside of the sleeve) 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.

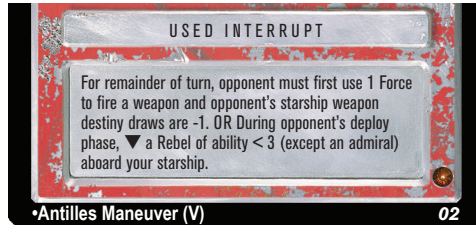
Virtual Set 14: Armed and Operational

LIGHT SIDE

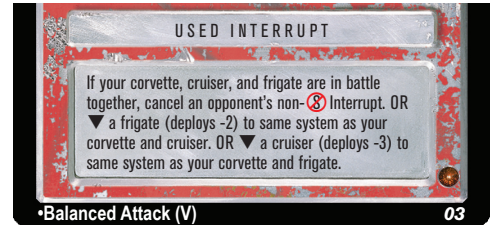
•Admiral Ackbar (V)



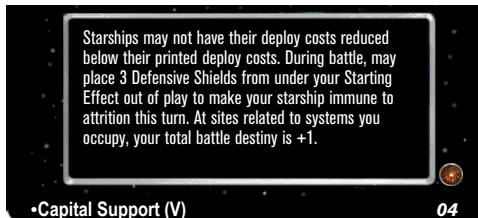
•Antilles Maneuver (V)



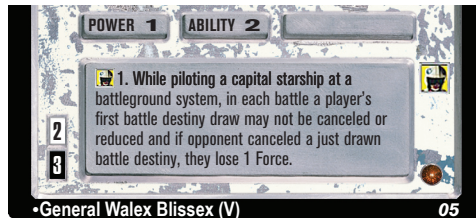
•Balanced Attack (V)



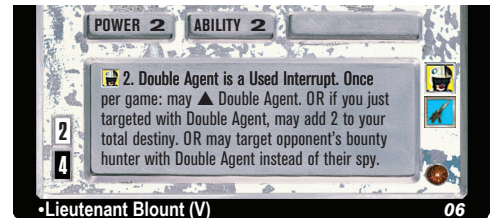
•Capital Support (V)



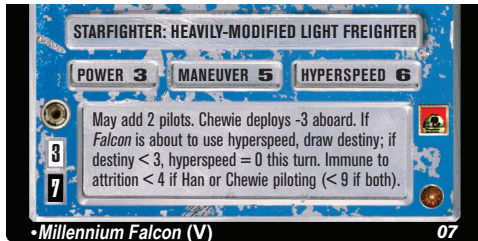
•General Walex Blissex (V)



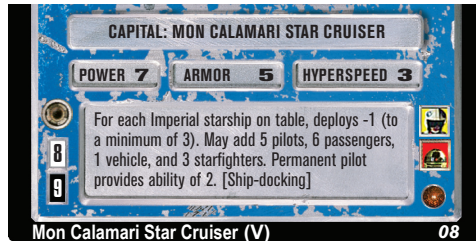
•Lieutenant Blount (V)



•Millennium Falcon (V)



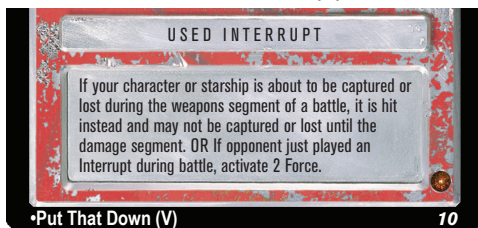
Mon Calamari Star Cruiser (V)



•Our Only Hope (V)



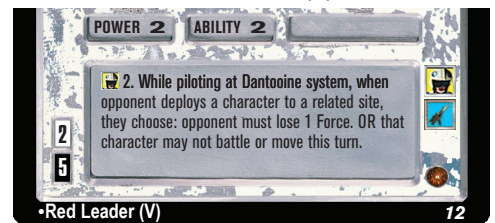
•Put That Down (V)



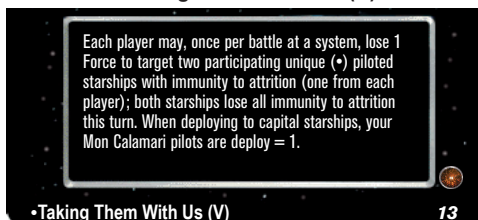
•Obi-Wan In Radiant VII (V)



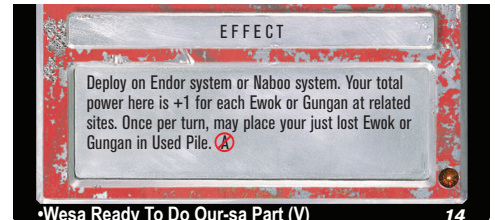
•Red Leader (V)



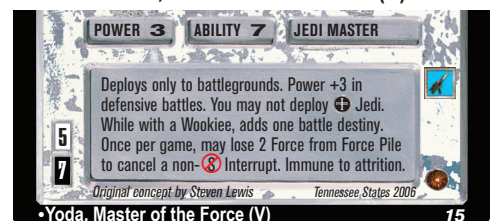
•Taking Them With Us (V)



•Wesa Ready To Do Our-sa Part (V)



•Yoda, Master of the Force (V)



Virtual Set 14: Armed and Operational

DARK SIDE

•Accuser (V)

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 7 ARMOR 5 HYPERSPEED 4

Deploy -3 if Death Star II on table. May add 6 pilots, 8 passengers, 2 vehicles, and 4 TIEs. Permanent pilot aboard provides ability of 2. Power and forfeit +1 for each Rebel starship here. [Ship-docking]

•Accuser (V) 16

•Admiral Ozzel (V)

POWER 3 ABILITY 2

2. While piloting a capital starship at a battleground system, in each battle a player's first battle destiny draw may not be canceled or reduced and if opponent canceled a just drawn battle destiny, they lose 1 Force.

•Admiral Ozzel (V) 17

•After Her! (V)

DEFENSIVE SHIELD

Plays on table. Unless she is present at a site, Leia's game text is canceled. Each Amidala stacked on a Political Effect is a senator. Once per game, may ▲ Astromech Shortage.

•After Her! (V) 18

•Black 3 (V)

STARFIGHTER: TIE/ln

POWER 1 MANEUVER 3 NO HYPERDRIVE

Heroic. May add 1 pilot. When this starship is targeted by Tallon Roll, "Rebel" in its game text may be treated as "Imperial" or "Rebel". While DS-61-3 piloting, immune to attrition < 5.

•Black 3 (V) 19

•Captain Yorr (V)

POWER 2 ABILITY 2

2, 3: any starfighter. If your starship participating in a battle is about to be excluded (even if that starship may not participate in battle) or made lost by opponent, you may choose for it to be 'hit' instead.

•Captain Yorr (V) 20

Comlink (V)

DEVICE

Deploy on an Imperial. While present at a battleground (or deployed on Emperor), Imperials lost from Life Force satisfy an additional 2 Force loss. If Luke deploys using your objective, he deploys to Vader's site (if possible). Once per game, may ▲ Rise, My Friend.

Comlink (V) 21

•Commander Nemet (V)

POWER 1 ABILITY 2

1. While piloting at a battleground system, your Force drains here may not be canceled. While piloting at a system with a 'probe' card, during your deploy phase (or if just forfeited), may be placed as a 'probe' card at any system.

•Commander Nemet (V) 22

•Conquest (V)

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ARMOR 5 HYPERSPEED 3

May add 6 pilots, 8 passengers, 2 vehicles, and 4 TIEs. Permanent pilot provides ability of 2. Once per turn, may lose 1 Force to cancel an Interrupt targeting a starship here. [Ship-docking]

•Conquest (V) 23

...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.

...Death Star Gunner (V) 24

•Dominator (V)

CAPITAL: VICTORY-CLASS STAR DESTROYER

POWER 6 ARMOR 5 HYPERSPEED 4

Destiny +2 when drawn for destiny. May add 2 pilots, 4 passengers, and 2 TIEs. Permanent pilot provides ability of 2. May reveal this starship from hand to place on Used Pile. [Ship-docking]

Original concept by Dominic Gaudreault Quebec Provincial 2005

•Dominator (V) 25

•Grand Admiral Thrawn (V)

POWER 2 ABILITY 4 FORCE-SENSITIVE

3. Your starships are lost. Once per turn, if at a system of parsec > 6, may deploy a Dreadnaught here from under your Starting Effect. Once per turn, if opponent's alien at same or related location, may peek at opponent's hand.

Original concept by Nick Kolnik Volunteer Award 2006

•Grand Admiral Thrawn (V) 26

•I Can't Shake Him! (V)

USED INTERRUPT

For remainder of turn, opponent must first use 1 Force to fire a weapon and opponent's starship weapon destiny draws are -1. OR During opponent's deploy phase, ▼ an Imperial of ability < 3 (except an admiral) aboard your starship.

•I Can't Shake Him! (V) 27

•Much Anger In Him (V)

EFFECT

Use 4 Force to deploy on opponent's non-droid, non-Jedi Master character (or 2 Force on a Rebel). Character's game text is canceled and they draw one battle destiny if unable to otherwise. Opponent may lose three cards from hand (may not be reduced) to cancel this Effect.

•Much Anger In Him (V) 28

•Nothing Can Get Through Our Shield (V)

Starships may not have their deploy costs reduced below their printed deploy costs. During battle, may place 3 Defensive Shields from under your Starting Effect out of play to make your starship immune to attrition this turn. At sites related to systems you occupy, your total battle destiny is +1.

•Nothing Can Get Through Our Shield (V) 29

•Sith Fury (V)

USED OR LOST INTERRUPT

USED: If you just drew a character for destiny, take that card into hand to cancel and redraw that destiny. LOST: Once per game, use 4 Force to ▼ a Dark Jedi.

•Sith Fury (V) 30

Virtual Set 14: Armed and Operational

DARK SIDE

•Trade Federation Tactics (V)

USED OR LOST INTERRUPT

USED: For remainder of turn, if your starship is about to be hit (or lost), that action may instead affect your character aboard that starship. **LOST:** If your ⊕ character is about to be hit (or lost), that action instead affects your other ⊕ character present.

•Trade Federation Tactics (V) 31

•Warrant Officer M'Kae (V)

POWER 2 ABILITY 2

2 2. If your starship is about to be lost, may place devices aboard in owner's Used Pile. Once per turn, may ▼ a device that deploys on a starship. Once per game, if just forfeited, may take the bottom card of your Lost Pile into hand.

•Warrant Officer M'Kae (V) 32

•Where Are Those Droidekas?! (V)

EFFECT

Deploy on table. Scum And Villainy is canceled. Non-unique destroyer droids are deploy -1 and forfeit +1. While all your characters at sites are destroyer droids, opponent's characters are defense value -1 for each destroyer droid present. (A)

Original concept by Alden Peterson GenCon 2005

•Where Are Those Droidekas?! (V) 33

STAR WARS
CUSTOMIZABLE CARD GAME

Virtual Set 14:
Armed and Operational
RULE CARD 1 of 1

ICON KEY

- (A) (Immune to Alter.)
- (C) (Immune to Control.)
- (S) (Immune to Sense.)
- This icon indicates the card is a 'grabber'.
- This icon references a card with a maintenance cost.
- X Replaced the phrase "Adds X to power of anything he/she pilots".
- ▲ Replaced the phrase "Take into hand from Reserve Deck; reshuffle".
- ▼ Replaced the phrase "Deploy on table from Reserve Deck; reshuffle".

Game Aid - Not For Play

SWCCG