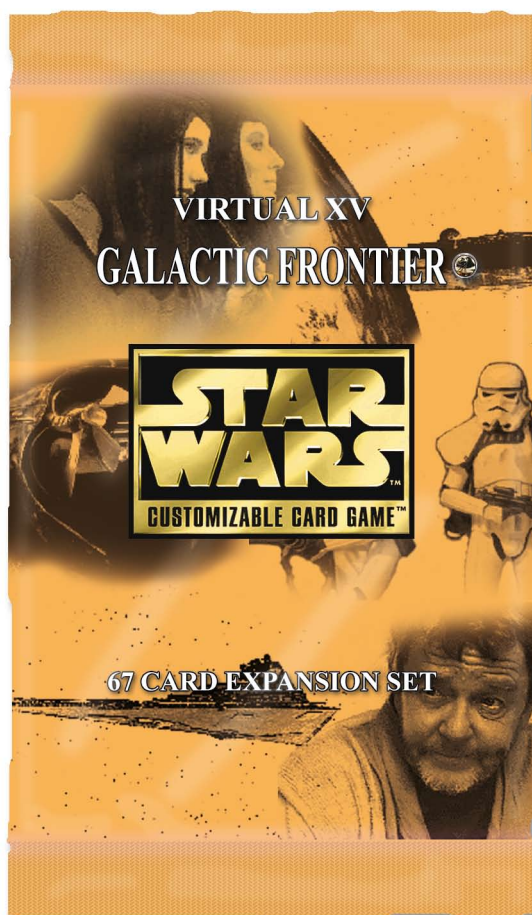




The SWCCG Player's Committee Presents

Virtual Set 15: Galactic Frontier

Official text as of March 21, 2008



Special Thanks to –

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

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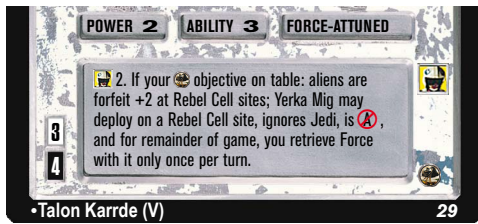
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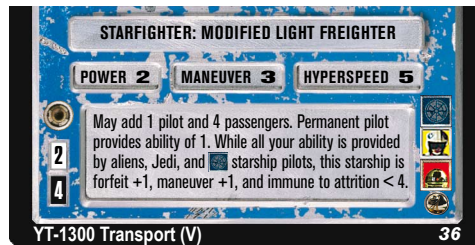
Virtual Set 15: Rebel Cell

LIGHT SIDE

•Talon Karrde (V)



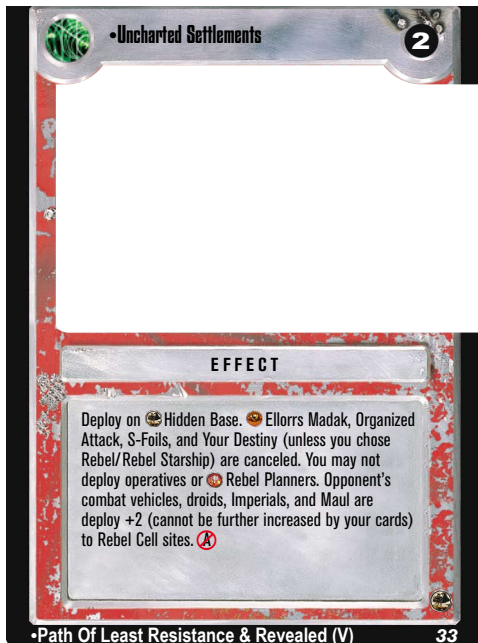
YT-1300 Transport (V)



Republic Corvette (V)



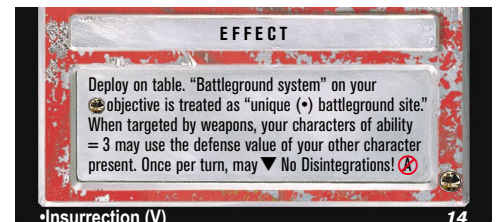
•Uncharted Settlements (V)



◊Rebel Cell - Situation Room (V)



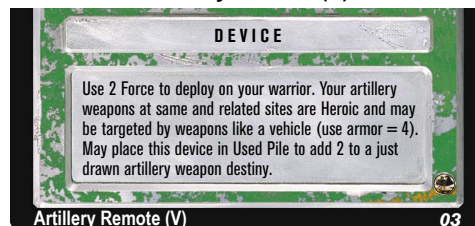
•Insurrection (V)



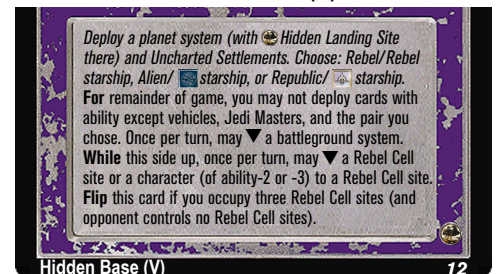
•Alderaan Consular Ship (V)



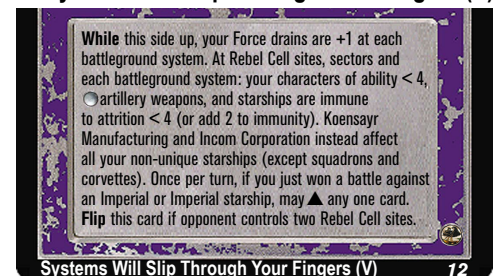
Artillery Remote (V)



Hidden Base (V)



Systems Will Slip Through Your Fingers (V)



Virtual Set 15: Rebel Cell

LIGHT SIDE

Republic Trooper with Blaster Rifle (V)



◊Rebel Cell - Perimeter (V)



◊Rebel Cell - Hidden Landing Site (V)



◊Rebel Cell - Monitoring Station (V)



Virtual Set 15: Blockade

DARK SIDE

•Devastator (V)

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 9 ARMOR 6 HYPERSPEED 3

May add 6 pilots and 4 TIEs. [Ship-docking] Permanent pilot provides ability of 1. May follow an opponent's starship that just moved from same system (if within range). Immune to attrition < 4.

Original concept by Thomas Caspersen Sandvika V-Lite 2005

•Devastator (V) 45

Imperial Entanglements (V)

Imperial Entanglements

0

Deploy Tatooine (with Devastator there) and a non-Jabba's Palace Tatooine battleground site. For remainder of game, you may not deploy systems, non-Imperial characters, non-Imperial starships, or Jabba's Palace sites.

While this side up, once per turn, may ▼ a Tatooine battleground site. Opponent loses no Force to Tatooine Occupation or your Force drains at Tatooine system.

Flip this card if you control three Tatooine sites and opponent controls less than three Tatooine sites.

Ralltiir Operations (V) 50

•Tatooine: Mos Eisley (Dark) (V)

Once per turn, when a player's Landing Craft takes off or lands here, that player may retrieve 1 Force.

TATOOINE: MOS EISLEY

Immune to Revolution. If a stormtrooper here, you must first use 2 Force to deploy a weapon or device at same or adjacent site.

•Tatooine: Mos Eisley (Dark) (V) 65

•Imperial Detainment (V)

•Imperial Detainment

4

EFFECT

Deploy on table. We Have A Prisoner is a Used Interrupt. TIEs are deploy +1 to Launch Bay. During your deploy phase, may ▼ (or retrieve) one Besieged or a Launch Bay. Once per turn, when your Imperial captures a character, opponent loses 1 Force. A

•First Strike (V) 49

Collateral Damage (V)

USED INTERRUPT

If you just initiated battle where you have at least two characters (one a trooper and the other a leader), add two battle destiny. Opponent takes no battle damage this battle. OR ▼ one Dewback.

Collateral Damage (V) 41

•Cyclone 1 (V)

•Cyclone 1

1

COMBAT VEHICLE: AT-AT

POWER 5 ARMOR 7 LANDSPEED 1

Power +1 for each Sandtrooper present. Permanent pilots provide total ability of 2. May add 7 passengers. Once per game, may ▼ a vehicle site or vehicle weapon aboard. Immune to attrition < 4.

•••Dune Walker (V) 42

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.

Imperial Pilot (V) 51

No One To Stop Us This Time (V)

No One To Stop Us This Time

7

While this side up, wherever you have a trooper 'riding' a dewback, add one battle destiny. Local Trouble may be played at exterior Tatooine sites. Once during your control phase, may peek at the top X cards of your Reserve Deck, where X = number of Tatooine locations you occupy; take one into hand and reshuffle. Opponent's characters require +1 Force to move from Tatooine sites using their landspeed.

Flip this card if opponent controls more Tatooine sites than you.

In The Hands Of The Empire (V) 50

Dewback (V)

CREATURE VEHICLE

POWER 2 ARMOR 4 LANDSPEED 2

If just drawn for a non-lightsaber weapon destiny, opponent loses 1 Force. Deploys only to Tatooine. May add 1 'rider' (passenger). Ability = ¼. During battle, may make a character here defense value -1.

Dewback (V) 46

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.

Sandtrooper (V) 58

Virtual Set 15: Mistryl

DARK SIDE

•Shada (V)

•Shada 2

Female spy and thief.

POWER 4 ABILITY 4 FORCE-SENSITIVE

May deploy Shada and ☹️ No Bargain instead of Xizor with your 🌀 objective. While that Effect on table, Force loss from your 🌀 objective is +1 and, once per turn, may lose 1 Force to add a battle destiny anywhere. Immune to attrition < 4.

4 6

•Tonnika Sisters (V) 62

Scout Mercenary (V)

Scout Mercenary 3

POWER 2 ABILITY 2

2, 3: speeder bikes. During battle, unless Gall on table, may use 1 Force to fire a DH-17 blaster twice (for free), separately or combined. While piloting a vehicle, she may use its defense value and may not go missing (except from your card).

2 3

Raithal Operative (V) 59

Raider Craft (V)

Raider Craft 2

STARFIGHTER: SENTINEL-CLASS LANDING CRAFT

POWER 3 MANEUVER 3 HYPERSPEED 3

May add 2 alien pilots, 4 passengers, and 1 vehicle. Any Mistryl or smuggler is a matching pilot (while aboard, adds at least 1 to maneuver and draws one battle destiny if not able to otherwise).

3 4

Sentinel-Class Landing Craft (V) 57

Stunning Leader (V)

USED INTERRUPT

Use 1 Force to ▼ (or retrieve) a Mistryl. OR If your Mistryl present during battle, use 1 Force to reveal the top three cards of opponent's Reserve Deck. Add the destiny number of the highest-destiny male revealed (if any) to your total power. Replace revealed cards.

Stunning Leader (V) 64

•No Bargain (V)

EFFECT

Deploy on your 🌀 objective; "Xizor" on it (and on Guri) is treated as "Shada." Non-☹️ alien females are Mistryl and Black Sun agents. You may not deploy cards with ability except Mistryl and 🚀 starships. Unique (➕) Mistryl (except Kitik) are power +2. ⚠️

•No Bargain (V) 56

•Dark Reconnaissance (V)

•Dark Reconnaissance 4

EFFECT

Deploy on opponent's location. Wherever you have two Mistryl, your Force drains are +1. "Stolen" on Swilla Corey is treated as "placed in owner's Used Pile" and it may target a weapon instead of a device. Your Force drains here cannot be modified or canceled by opponent.

•Quietly Observing (V) 44

Virtual Set 15: Farming

LIGHT SIDE

•Beru Stew (V)



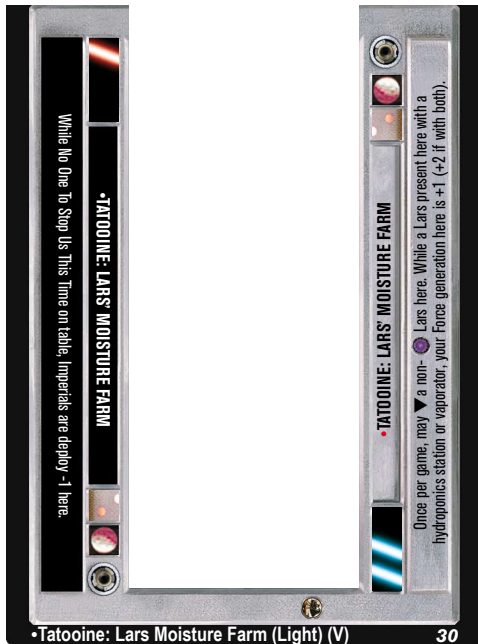
•Lars' Vaporator (V)



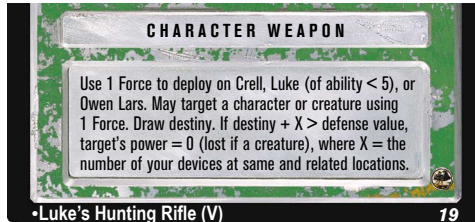
•Lars' Hydroponics Station (V)



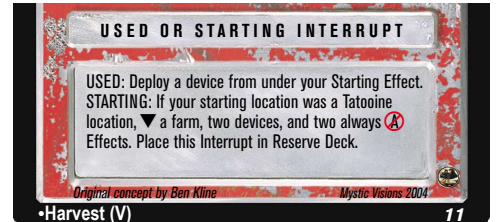
•Tatooine: Lars' Moisture Farm (Light) (V)



•Luke's Hunting Rifle (V)



•Harvest (V)



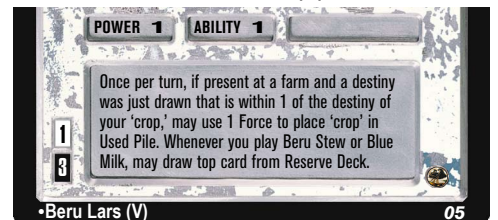
•Owen Lars (V)



Tatooine Utility Belt (V)



•Beru Lars (V)



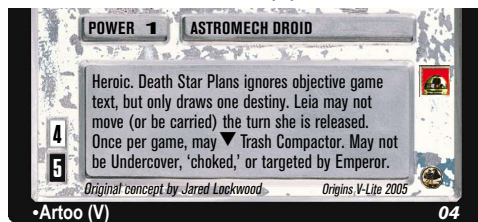
Virtual Set 15: Everything else

LIGHT SIDE

•IL-19 (V)



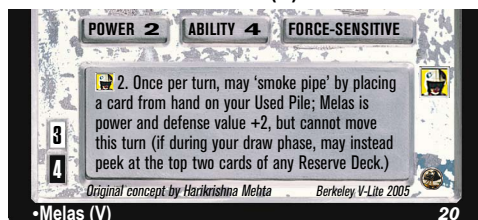
•Artoo (V)



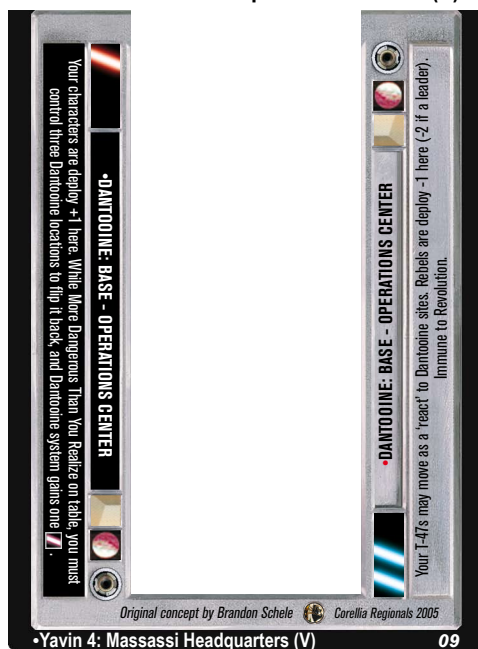
•Booster In Pulsar Skate (V)



•Melas (V)



•Dantooine: Base - Operations Center (V)



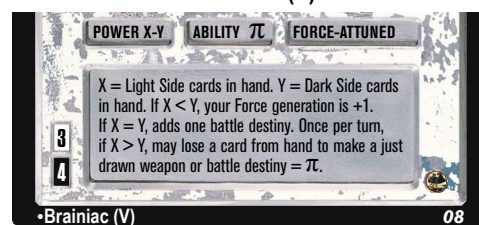
•Learn About The Force, Luke (V)



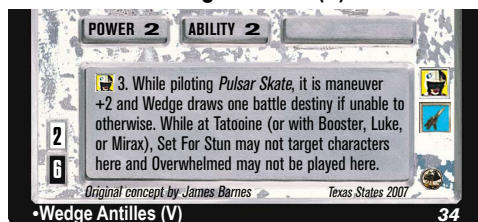
•Skull (V)



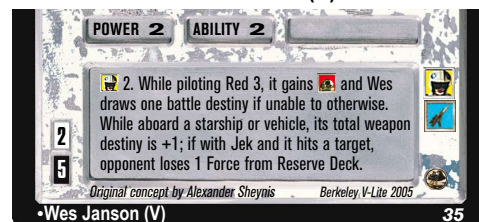
•Brainiac (V)



•Wedge Antilles (V)



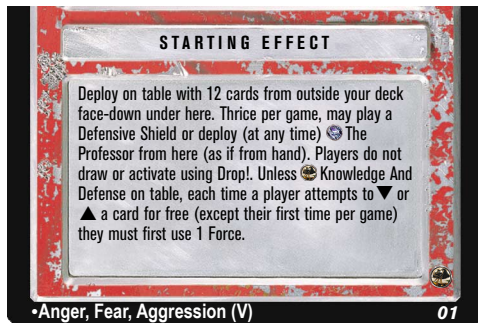
•Wes Janson (V)



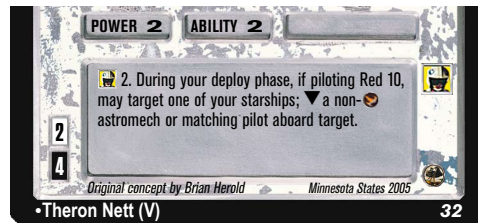
Virtual Set 15: Everything else

LIGHT SIDE

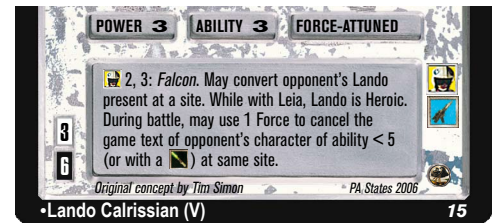
•Anger, Fear, Aggression (V)



•Theron Nett (V)



•Lando Calrissian (V)



•Fixer (V)



Virtual Set 15: Everything else

DARK SIDE

•Abyssin Ornament & •Wounded Wookiee (V)

USED OR STARTING INTERRUPT

USED: Creature attacks at pits are immune to At Peace and Yarna d'al' Gargan until end of your next turn. **S** OR Cancel an attempt to target a rancor with a character weapon. OR Use 1 Force (2 if a rancor on table) to **V** Nal Hutta.

STARTING: If Great Pit Of Carkoon on table, **V** an Effect that is always **A** and choose: **V** Rancor Pit and a rancor there, OR **V** Power Of The Hutt and Sarlacc. Place this Interrupt in hand.

Original concept by Proofing Team PC Volunteer Award 2007

•Abyssin Ornament & •Wounded Wookiee (V) 37

•Let's Pass On That (V)

•Let's Pass On That 4

USED INTERRUPT

During opponent's control phase, your ferocious creature attacks. At end of turn, if that creature is at an unoccupied site and did not move, opponent loses 1 Force and you retrieve 1 Force. OR Use 3 Force to retrieve a creature.

Bantha Fodder (V) 53

Gravel Storm (V)

USED INTERRUPT

Lose 1 Force to target a desert or non-interior Tatooine site. For remainder of turn, all immunity to attrition there is canceled.

Original concept by Brian Hollingworth Betashyyykshire V-Lite 2005

Gravel Storm (V) 48

•Sebulba (V)

POWER 3 ABILITY 2

2: any combat vehicle. Brisky Morning Munchen is canceled. Draws one battle destiny if unable to otherwise. Once per turn, if any podrace total > 0, may take your just drawn destiny into hand to cancel and redraw that destiny.

Original concept by Garrett Larson Minnesota States Sealed 2005

•Sebulba (V) 61

•Maul's Sith Speeder (V)

•Maul's Sith Speeder 5

TRANSPORT VEHICLE

POWER 1 MANEUVER 6 LANDSPEED 6

1
2

May add Maul as driver. May deploy with Maul as a "react". During battle, Maul may disembark (place this vehicle in Used Pile) to cancel the immunity to attrition of a Jedi here. Immune to attrition.

Original concept by Ryan French Seattle V-Lite 2005

Flare-S Racing Swoop (V) 55

•Danz Borin (V)

POWER 2 ABILITY 2

2
4

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).

Original concept by Tyler Vastag Twin Cities V-Lite 2006

•Danz Borin (V) 43

•Chokk (V)

POWER 4 ABILITY 1 ARMOR 4

3
3

Deploys -1 to Tatooine. While with your non-droid character, if a battle was just initiated here, may use 1 Force to place Chokk in Used Pile; Interrupts may not be played until the weapons segment ends.

Original concept by Greg Shaw Corusant Regionals 2004

•Chokk (V) 40

Look Sir, Droids (V)

USED OR STARTING INTERRUPT

USED: **A** a non-**A**, non-**A** droid. OR Place a card from hand on Used Pile.

STARTING: **V** two always **A** Effects. If you have only one location (with < 3 **A**) on table, may **V** Central Office or Mos Eisley. Place this Interrupt in hand.

Original concept by Mike Tomaszewski PC Volunteer Award 2006

Look Sir, Droids (V) 54

Sith Probe Droid (V)

POWER 1 MANEUVER 3 RECON DROID

1
2

When drawn for destiny during a battle or duel involving a Dark Jedi, destiny +2. During your move phase, may use 2 Force to relocate a Dark Jedi (with any captives they are escorting) to same site; place this droid in Used Pile.

Original concept by Lee Clarke ACT Championship 2005

Sith Probe Droid (V) 63

•Force Push (V)

OUT OF PLAY INTERRUPT

During battle, use 2 Force to target your Dark Jedi and opponent's character of equal or lesser ability present. Both targets are excluded from battle. OR Exchange two cards from hand with any one card from Force Pile; reshuffle.

Original concept by North Dakota States Players, 2006

•Force Push (V) 47

•Trained In The Jedi Arts (V)

•Trained In The Jedi Arts 5

EFFECT

Deploy on table. Your **A** and **A** cards are lost. "Vader" on your Interrupts may be treated as "Maul or Mara Jade." Wherever you have an Effect with "skill" in its game text, your Force drains and battle destiny draws are +1. **A**

•Qui-Gon's End (V) 67

Virtual Set 15: Everything else

DARK SIDE

•Bib Fortuna (👤 persona only) (V)

POWER 3 ABILITY 1

Opponent's non-Jedi characters are deploy +1 to 🗳️ sites. Once during your control phase, you may place three cards from hand in Used Pile to reveal top card of Reserve Deck; if it is an alien, take it into hand.

3
4

Original concept by Steven Lewis Yavin 4 Regionals 2006

•Bib Fortuna (V) 39

•Arica (V)

POWER 4 ABILITY 5 FORCE-SENSITIVE

Power +1 on Tatooine. Once per game, during your move phase, may relocate Arica to Luke's location. During your control phase, if present at a battleground (and Luke is not), may retrieve 1 Force. Immune to Undercover and attrition < 4.

5
7

•Arica (V) 38

SD-17 Homing Missile (V)

SD-17 Homing Missile 5

CHARACTER WEAPON

Deploy on Boba Fett, Jodo Kast, or your character with a Jet Pack. May place this weapon in Used Pile to target a character or vehicle using 2 Force. Draw destiny. Character lost if destiny -1 > defense value. Vehicle hit if destiny +2 > defense value.

Original concept by Nate Albright PC Volunteer Award 2007

Concussion Missiles (V) 60

•Knowledge And Defense (V)

STARTING EFFECT

Deploy on table with 12 cards from outside your deck face-down under here. Thrice per game, may play a Defensive Shield or deploy (at any time) 🗳️ Restricted Access from here (as if from hand). Players do not draw or activate using Thrown Back. Each time a player attempts to ▼ or ▲ a card for free (except their first time per game) they must first use 1 Force.

•Knowledge And Defense (V) 52

•The Mandalorian (V)

•The Mandalorian 2

Trade Federation.

POWER 3 ABILITY 3 ARMOR 5

2. May ▼ Jet Pack on him for free; he moves using it for -1 Force. Permanent weapon is Dual Blasters (may lose 1 Force to target a Jedi; until end of turn, choose: target may not fire weapons OR target loses immunity to attrition).

4
4

Original concept by Chris Clarke Australia Nationals 2007

•Jodo Kast (V) 66