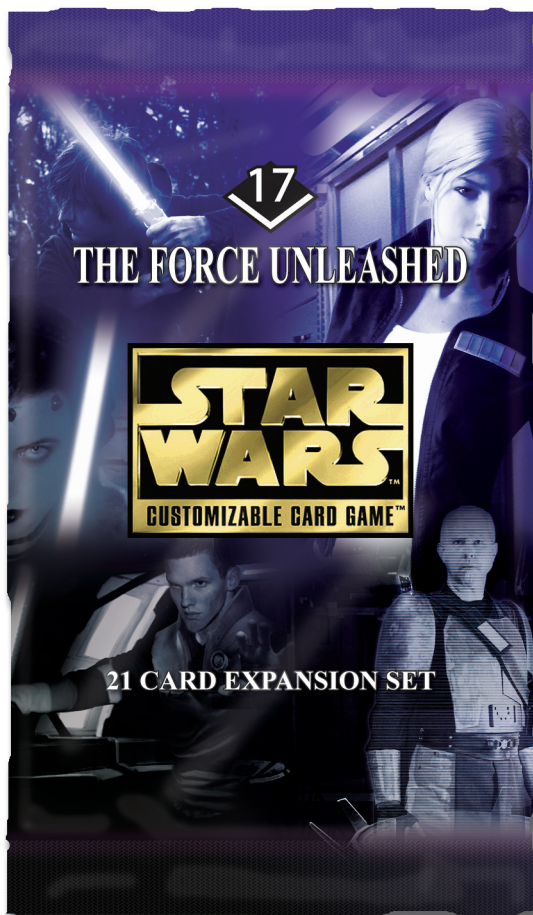




The SWCCG Players Committee Presents

# ***Virtual Set 17: The Force Unleashed***

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Special Thanks to –

**Proofing Team:** Thomas Caspersen, Wes Cobb, Ronald J. Fonck  
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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.

# Virtual Set 17: The Force Unleashed

## LIGHT SIDE

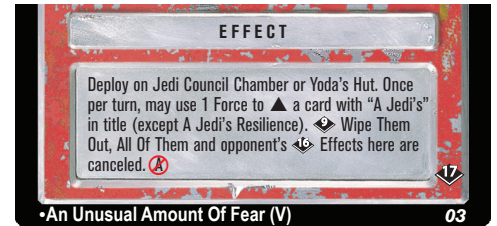
### •A Jedi's Cunning (V)



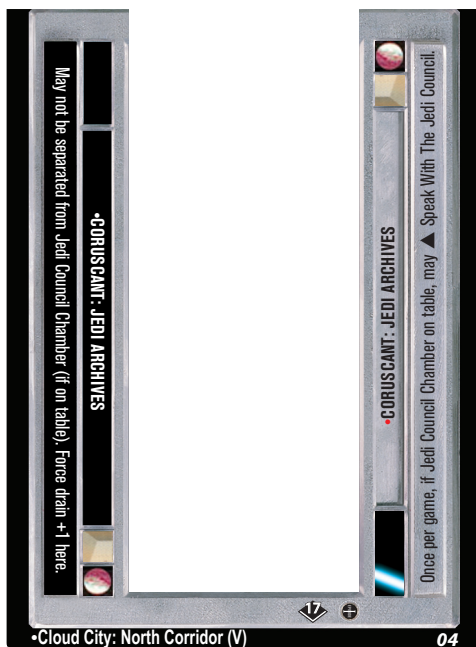
### •A Jedi's Plans (V)



### •An Unusual Amount Of Fear (V)



### •Coruscant: Jedi Archives (V)



### Elegant Lightsaber (V)



### •Fallen Jedi (V)



# Virtual Set 17: The Force Unleashed

## LIGHT SIDE

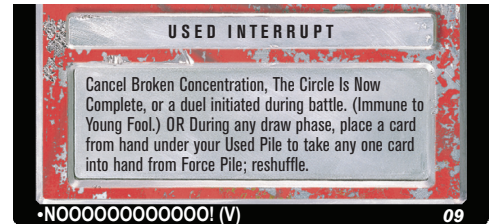
...Jedi Advisor (V)



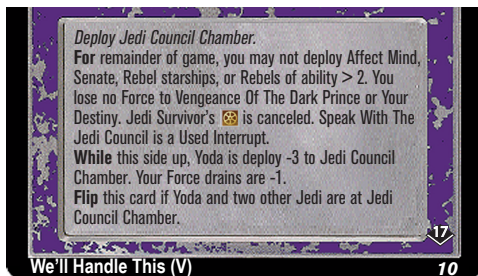
...Jedi Guardian (V)



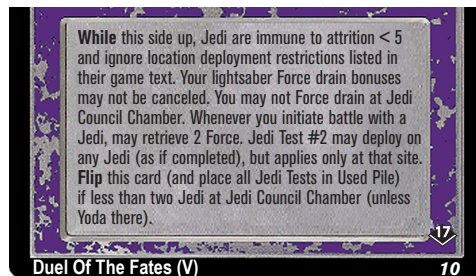
•N000000000000! (V)



We'll Handle This (V)



Duel Of The Fates (V)



# Virtual Set 17: The Force Unleashed

## DARK SIDE

•A Sith's Plans (V)

**•A Sith's Plans** 3

The Imperial fleet keeps a tight grip on the systems under its control. Abuses and excesses by local citizens are not tolerated.

**EFFECT**

Deploy on a site. Sundown is canceled. While you have 8 or fewer cards in hand, non-unique characters (except clones), vehicles, starships, weapons, and devices are immune to Grimtaash. Once per turn, may use 2 Force to ▼ a non-war room battleground planet location (except a sector) not on table.  17

•Oppressive Enforcement (V) 11

•Black Leader (V)

**•Black Leader** 3

A shining example of Imperial honor and bravery. Female.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

 3. Deploys -1 to starships. Naboo Blaster is a matching weapon for Black Leader. While with Galen at a site, adds one battle destiny. During your control phase, may use 2 Force to retrieve a card with "back" in title. Immune to attrition < 3.  17

Image courtesy of Jodie Tushnet

•Human Shield (V) 12

•Black Leader (V) AI

**•Black Leader** 3

A shining example of Imperial honor and bravery. Female.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

 3. Deploys -1 to starships. Naboo Blaster is a matching weapon for Black Leader. While with Galen at a site, adds one battle destiny. During your control phase, may use 2 Force to retrieve a card with "back" in title. Immune to attrition < 3.  17

Image courtesy of Jodie Tushnet

•Human Shield (V) 12

•Galen, Secret Apprentice (V)

**•Galen, Secret Apprentice** 1

"Perhaps you are not as strong as the Emperor thought."



**POWER 6 ABILITY 5 FORCE-SENSITIVE**

Galen's forfeit may not be reduced. Power and defense value +2 while with Fallen Jedi. If defending a battle alone (or defending with Black Leader), may be targeted by Force Lightning. Immune to Clash Of Sabers and attrition < 4.  17

•All Too Easy (V) 13

•Galen's Fighter (V)

**•Galen's Fighter** 2

**STARFIGHTER: TRANSPORT**

**POWER 3 MANEUVER 4 HYPERSPEED 5**

 3. May add 2 pilots and 2 passengers. If Black Leader piloting, adds one battle destiny. If it just took off, may use its hyperspeed and land. Immune to attrition < 7 if Galen on table, even while landed.  17

•IG-2000 (V) 14

•Galen's Lightsaber (V)

**•Galen's Lightsaber** 1

**CHARACTER WEAPON**

Deploy on Galen. While Galen defending a battle, his and Black Leader's immunity to attrition is +2. May target a character or creature for free. Draw two destiny. If total destiny > defense value, target hit, power -3, and may not be used to satisfy attrition.  17

•Weapon Of An Ungrateful Son (V) 15

# Virtual Set 17: The Force Unleashed

## DARK SIDE

### •Gift Of The Master (V)

**Gift Of The Master** 4

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

**EFFECT**

Unless Deep Hatred on table, deploy on table. Once per turn, may ▼ Blaster Rack or The Force Unleashed. Once per turn, may lose 1 Force to deploy a character weapon (except Thermal Detonator) from Lost Pile. "Vader" on The Empire's Back may be treated as "Galen." ⚡

•You Cannot Hide Forever (V) 16

### Hunt Down And Destroy The Jedi (V)

Deploy Coruscant system, Imperial City, and A Sith's Plans. May also deploy If The Trace Was Correct. For remainder of game, you may not deploy ⬆ Dark Jedi. Whenever a character hit by Galen's Lightsaber or Vader's Lightsaber leaves table, opponent loses 2 Force. While this side up, may ▲ Galen's Fighter. Galen's immunity to attrition is +2 for each Jedi present. Flip this card if Galen or Vader at a battleground site and opponent does not have a unique (•) character of ability > 3 present at a battleground site.

Hunt Down And Destroy The Jedi (V) 17

### Their Fire Has Gone Out Of The Universe (V)

While this side up, opponent's Force drain bonuses are canceled and your Force drains at battlegrounds may not be canceled. During your control phase, may retrieve 1 Force. During your control phase, may use 2 Force to ▲ any one card without ability. If targeting a vehicle or starship with Lightsaber Parry, Tarkin's Orders, or There Is No Conflict, that destiny draw is +2. Flip this card if opponent has a unique (•) character of ability > 3 present at a battleground site.

Their Fire Has Gone Out Of The Universe (V) 17

### •If The Trace Was Correct (V)

**If The Trace Was Correct** 0



Deploy on table. Instead of firing Galen's Lightsaber, may 'throw' it to Used Pile: draw destiny; choose up to half that number (round up) of opponent's ability < 3 characters present to be hit. Galen's Fighter may deploy to sites, moves for free (unless relocating), is immune to attrition < 4, and you may use 3 Force to relocate it to a battleground site (as a regular move during your move phase). If it just moved to a site opponent occupies, may take top card of Used Pile into hand (or if it just landed, any one card in Used Pile; reshuffle).

•If The Trace Was Correct (V) 18

### Imperial Stormtrooper (V)

**Imperial Stormtrooper** 3

One of countless elite shock troops totally loyal to the Emperor. Unquestioningly follow orders. Willing to sacrifice their lives to accomplish a mission. First-strike forces.

**POWER 2 ABILITY 2 ARMOR 4**

Clone. Blaster Rifle deploys (and fires) for free on this trooper. When this trooper fires Blaster Rifle, may draw two weapon destiny and choose one (may take the other into hand). Immune to Rebel Barrier.

Stormtrooper (V) 19

### •The Force Unleashed (V)

**The Force Unleashed** 0

Deploy on table. During battle, Lightsaber Parry, Tarkin's Orders, and There Is No Conflict gain: "If Vader or Galen present: USED: Target a vehicle or starship present. Draw destiny. If destiny > 2, target 'thrown' (hit and adds its printed defense value to your total power). LOST: Target opponent's character present and choose (then draw destiny): if destiny > ability, target 'choked' (lost); OR if destiny +1 > ability, target 'drained of life' (hit and opponent loses 2 Force)."

•Epic Duel (V) 20

### •TIE Fighter Construction Facility (V)

**TIE Fighter Construction Facility** 4



**EFFECT**

Deploy on table. TIE/ads and restricted (•••) TIEs are deploy = 2, forfeit = 4, and immune to attrition < 4. Ignore "unique (•)" in Watch Your Back's game text. Attrition against opponent is +3 where your capital starship present with a non-squadron TIE. ⚡

•Mobilization Points (V) 21