

Darth Sidious



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15		

Royal Guards



	1	2	3	4	
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	1	2	3	4	
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<p>Attack 9</p>  <p><b>Darth Sidious</b> <b>AGGRESSION</b></p> <p>Play when Sidious is attacking. If a defense card played against this attack has an attack value, Sidious takes the attack value in damage, up to 3.</p>	<p>Attack 9</p>  <p><b>Darth Sidious</b> <b>AGGRESSION</b></p> <p>Play when Sidious is attacking. If a defense card played against this attack has an attack value, Sidious takes the attack value in damage, up to 3.</p>	<p>Attack 9</p>  <p><b>Darth Sidious</b> <b>AGGRESSION</b></p> <p>Play when Sidious is attacking. If a defense card played against this attack has an attack value, Sidious takes the attack value in damage, up to 3.</p>
<p>Attack 6</p>  <p><b>Darth Sidious</b> <b>SITH FURY</b></p> <p>Play when Sidious is attacking. If the defending character is destroyed by this attack, playing this card does not count as an action.</p>	<p>Attack 6</p>  <p><b>Darth Sidious</b> <b>SITH FURY</b></p> <p>Play when Sidious is attacking. If the defending character is destroyed by this attack, playing this card does not count as an action.</p>	<p>Attack 6</p>  <p><b>Darth Sidious</b> <b>SITH FURY</b></p> <p>Play when Sidious is attacking. If the defending character is destroyed by this attack, playing this card does not count as an action.</p>
<p>7 Defend</p>  <p><b>Darth Sidious</b> <b>ARE YOU THREATENING ME</b></p> <p>Play when Sidious is defending. Each opponent must choose and discard a card for each character Sidious could attack with range being controlled by that player.</p>	<p>7 Defend</p>  <p><b>Darth Sidious</b> <b>ARE YOU THREATENING ME</b></p> <p>Play when Sidious is defending. Each opponent must choose and discard a card for each character Sidious could attack with range being controlled by that player.</p>	<p>SPECIAL</p>  <p><b>Darth Sidious</b> <b>SITH LIGHTNING</b></p> <p>Play anytime on your turn. Choose any character. That character receives 3 damage. The player controlling this character loses an action on his/her next turn.</p>



SPECIAL



Darth Sidious

SITH LIGHTNING

Play anytime on your turn.

Choose any character. That character receives 3 damage. The player controlling this character loses an action on his/her next turn.



SPECIAL



Darth Sidious

UNLIMITED POWER

Play anytime on your turn.

Choose a character adjacent to Sidious. That character takes 3 damage. Then you may discard up to 3 Sidious cards. Sidious and this character each take 1 point of damage for each card discarded.



SPECIAL



Darth Sidious

ORDER 66

Play anytime on your turn.

Sidious' Royal Guards and 1 set of Clone Troopers, Storm Troopers or ARC Troopers each do 2 damage to all opponents' characters they can attack, not including each other.



Attack 4  
Defend 2



Attack 4  
Defend 2



Attack 4  
Defend 2



Attack 4  
Defend 2



Attack 3  
Defend 3



Attack 3  
Defend 3





