

Grand Moff Tarkin



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

-Elite Stormtrooper



	1	2	3	4	
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	1	2	3	4	
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SPECIAL



Grand Moff Tarkin
IMPERIAL COMMAND

Play anytime on your turn.
Move Tarkin and Elite Stormtroopers up to 4 spaces each. Draw a card.

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Play anytime on your turn.
Move Tarkin and Elite Stormtroopers up to 4 spaces each. Draw a card.

Attack 8



Grand Moff Tarkin
GLOAT

Play when Tarkin is attacking.
If this attack is defended, double the defense value of the defense card.

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If this attack is defended, double the defense value of the defense card.

SPECIAL



Grand Moff Tarkin
FIRE WHEN READY

Play anytime on your turn.
Tarkin and Elite Stormtroopers each do 2 damage to all opponents' characters they can attack.

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Play anytime on your turn.
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SPECIAL



Grand Moff Tarkin
FEAR

Play anytime on your turn.
Choose an opponent. That opponent chooses and discards a card for each character you have in play.

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Choose an opponent. That opponent chooses and discards a card for each character you have in play.

 <p>Grand Moff Tarkin YOU OVERESTIMATE THEIR CHANCES</p> <p>Play when Tarkin is defending. If the damage would be enough to destroy Tarkin, Tarkin is destroyed. Otherwise, Tarkin takes no damage from the attack.</p>	 <p>Grand Moff Tarkin PUT ALL SECTIONS ON ALERT</p> <p>Play anytime on your turn. Restore up to 2 destroyed Elite Stormtroopers, each at full hit points and put them adjacent to Tarkin.</p>	 <p>Grand Moff Tarkin ORDER TO TERMINATE</p> <p>Play anytime on your turn. Choose any character. You and the player controlling that character reveal your hands. Both of you discard all cards with a defense value greater than 1 for Tarkin and the chosen character.</p>
 <p>Attack 4 Defend 1</p>	 <p>Attack 4 Defend 1</p>	 <p>Attack 4 Defend 1</p>
 <p>Attack 3 Defend 1</p>	 <p>Attack 3 Defend 1</p>	 <p>Attack 3 Defend 2</p>





