

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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Move Tarkin and Elite Stormtroopers up to 4 spaces each.
Draw a card.

Attack 7



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 but no character takes more than 4 damage.

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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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FEAR

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



Grand Moff Tarkin
YOU OVERESTIMATE THEIR CHANCES

Defend

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.

SPECIAL



Grand Moff Tarkin
PUT ALL SECTIONS ON ALERT

Play anytime on your turn.
Restore up to 2 destroyed Elite Stormtroopers, each at full hit points and put them adjacent to Tarkin.

SPECIAL



Grand Moff Tarkin
ORDER TO TERMINATE

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.



Attack 4
Defend 1



Attack 4
Defend 1



Attack 4
Defend 1



Attack 3
Defend 1



Attack 3
Defend 1



Attack 3
Defend 2





