








General Veers

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

Elite Snowtrooper

		1	2	3	4	
		1	2	3	4	



**SPECIAL**



**General Veers**  
BATTLEFIELD COMMANDER

Play anytime on your turn.  
Move Veers and Snowtroopers up to 4 spaces each. If all existing Snowtroopers end their move adjacent to Veers, playing this card does not count as an action.

**SPECIAL**



**General Veers**  
BATTLEFIELD COMMANDER

Play anytime on your turn.  
Move Veers and Snowtroopers up to 4 spaces each. If all existing Snowtroopers end their move adjacent to Veers, playing this card does not count as an action.


**SPECIAL**



**General Veers**  
BATTLEFIELD COMMANDER

Play anytime on your turn.  
Move Veers and Snowtroopers up to 4 spaces each. If all existing Snowtroopers end their move adjacent to Veers, playing this card does not count as an action.

**SPECIAL**



**General Veers**  
GRIM TACTICS

Play anytime on your turn.  
Each Snowtrooper does up to 4 points of damage to every character he can attack. Each Snowtrooper also takes that amount of damage.

**SPECIAL**



**General Veers**  
GRIM TACTICS

Play anytime on your turn.  
Each Snowtrooper does up to 4 points of damage to every character he can attack. Each Snowtrooper also takes that amount of damage.

**SPECIAL**



**General Veers**  
GRIM TACTICS

Play anytime on your turn.  
Each Snowtrooper does up to 4 points of damage to every character he can attack. Each Snowtrooper also takes that amount of damage.

**SPECIAL**



**General Veers**  
STRATEGIC GENIUS

Play anytime on your turn.  
All Snowtroopers adjacent to Veers are restored to full health.

**SPECIAL**



**General Veers**  
STRATEGIC GENIUS

Play anytime on your turn.  
All Snowtroopers adjacent to Veers are restored to full health.

**SPECIAL**



**General Veers**  
PROBE DROID

Play anytime on your turn.  
Choose an opponent to reveal his hand. Choose a basic combat card for this opponent to discard.

**SPECIAL**



**General Veers**  
**PROBE DROID**

Play anytime on your turn.  
Choose an opponent to reveal his hand. Choose a basic combat card for this opponent to discard.

**SPECIAL**



**General Veers**  
**IMPERIAL REINFORCEMENTS**

Play anytime on your turn.  
Draw cards from your draw pile until you've drawn 3 Snowtrooper cards. Put these 3 cards in your hand, put the rest back in the draw pile, then reshuffle your draw pile.

**Attack**  
**10**



**General Veers**  
**MAXIMUM FIREPOWER**

Play when Veers is attacking.  
Veers must reveal and discard all snowtrooper cards.

**Attack**  
**4**

**1**  
**Defend**



**Attack**  
**4**

**1**  
**Defend**



**Attack**  
**4**

**1**  
**Defend**



**Attack**  
**3**

**1**  
**Defend**



**Attack**  
**3**

**1**  
**Defend**



**Attack**  
**3**

**2**  
**Defend**







