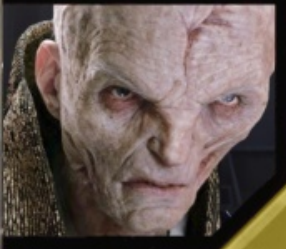


Supreme Leader Snoke



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



Praetorian Guards



	1	2	3	4	
--	---	---	---	---	--



	1	2	3	4	
--	---	---	---	---	--

SPECIAL



Supreme Leader Snoke

FORCE THROW

Play anytime on your turn.
Move any character up to 3 spaces.
That character takes 2 damage.
Draw a card.

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Play anytime on your turn.
Move any character up to 3 spaces.
That character takes 2 damage.
Draw a card.

SPECIAL




Supreme Leader Snoke

DELUSIONS OF GRANDEUR

Play anytime on your turn.
Choose an opponent. If you have more cards in your hand than s/he does after playing this card, choose one of his/her characters to receive damage equal to the difference.

SPECIAL




Supreme Leader Snoke

DELUSIONS OF GRANDEUR

Play anytime on your turn.
Choose an opponent. If you have more cards in your hand than s/he does after playing this card, choose one of his/her characters to receive damage equal to the difference.

SPECIAL



Supreme Leader Snoke

DELUSIONS OF GRANDEUR

Play anytime on your turn.
Choose an opponent. If you have more cards in your hand than s/he does after playing this card, choose one of his/her characters to receive damage equal to the difference.

SPECIAL



Supreme Leader Snoke

DRAIN POWER

Play anytime on your turn.
Choose a player. That player must discard cards until he has only 5 cards in his/her hand.

SPECIAL



Supreme Leader Snoke

DRAIN POWER

Play anytime on your turn.
Choose a player. That player must discard cards until he has only 5 cards in his/her hand.

SPECIAL



Supreme Leader Snoke

MIND STRIP

Play anytime on your turn.
Choose an opponent. That opponent may hide a card and then you may look at his/her hand. Choose 2 cards you can see for him/her to discard.



SPECIAL

Supreme Leader Snoke

MIND STRIP

Play anytime on your turn.
Choose an opponent. That opponent may hide a card and then you may look at his/her hand. Choose 2 cards you can see for him/her to discard.

SPECIAL

Supreme Leader Snoke

IMMOBILIZE

Play anytime on your turn.
Choose a character. That character cannot move or attack on his/her next turn. Draw a card.

SPECIAL

Supreme Leader Snoke

IMMOBILIZE

Play anytime on your turn.
Choose a character. That character cannot move or attack on his/her next turn. Draw a card.

Attack
4
2
Defend

Attack
4
2
Defend

Attack
4
2
Defend

Attack
4
2
Defend

Attack
3
3
Defend

Attack
3
3
Defend





