

Ozzel & Piett™



Attack

Defend

Admiral Ozzel™

FLEET ADMIRAL

Play when Ozzel is attacking or defending.

The attack and defence values are equal to the number of Elite Stormtrooper cards you reveal in your hand.

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Attack
3

Admiral Ozzel™

CHEAP SHOT

Play when Ozzel is attacking.

If this card does damage, return it to your hand. Draw a card.

SPECIAL

Admiral Ozzel™

CLUMSY AND STUPID

Play anytime on your turn.

Move Ozzel and both Elite Stormtroopers up to 3 spaces each. Piett and all opposing majors take 3 damage. If Piett is destroyed by this card, Ozzel regains full health.

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Play anytime on your turn.

Move Ozzel and both Elite Stormtroopers up to 3 spaces each. Piett and all opposing majors take 3 damage. If Piett is destroyed by this card, Ozzel regains full health.

Attack
4*

Captain Piett™

ASSUME COMMAND

Play when Piett is attacking.

*If Ozzel has been destroyed, the attack value is 8.

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SPECIAL

Captain Piett™

SOMETHING SPECIAL PLANNED

If Piett is destroyed, Ozzel may play this card.

Move each Elite Stormtrooper up to 4 spaces each. Then each may choose a target it can attack to take 2 damage.

SPECIAL



Captain Piett™

SOMETHING SPECIAL PLANNED

☐ If Piett is destroyed, Ozzel may play this card.

Move each Elite Stormtrooper up to 4 spaces each. Then each may choose a target it can attack to take 2 damage.

Attack **7**



Captain Piett™

BETRAYAL

☐ Play when Piett is attacking.

Ozzel takes 2 damage. If Ozzel is destroyed by this card, Piett regains full health.

Attack **7**



Captain Piett™

BETRAYAL

☐ Play when Piett is attacking.

Ozzel takes 2 damage. If Ozzel is destroyed by this card, Piett regains full health.

Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **2**







