







Play anytime on your turn. Choose a character. That character takes 3 damage, or the player controlling that character discards 3 cards, or any combination up to 3, plus one for each

CORRUPTION in your discard pile.

CORRUPTION

Chancellor Palpatine

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Chancellor Palpatine GRAND DECREE Play anytime on your turn.

Move all characters adjacent to Chancellor Palpatine up to 5 spaces. Draw 2 cards.

Chancellor Palpatine GRAND DECREE Play anytime on your turn. Move all characters adjacent to Chancellor Palpatine up to 5 spaces. Draw 2 cards.

6 Chancellor Palpatine DO IT!

Play when Palpatine is attacking. Play this card face up when attacking to choose a character any allied player can attack, or a character Palpatine could attack at range.



Play this card face up when attacking to choose a character any allied player can attack, or a character Palpatine could attack at range.



If this attack does damage then playing this card does not count as an action.









