



**Tarkin**

**Tarkin**



**EST #1**

**EST #1**



**EST #2**

**EST #2**

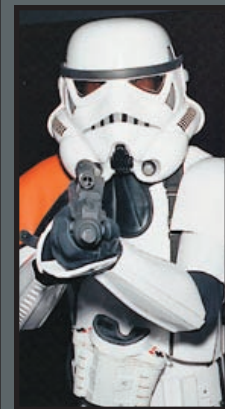


## Grand Moff Tarkin



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

## Elite Stormtroopers

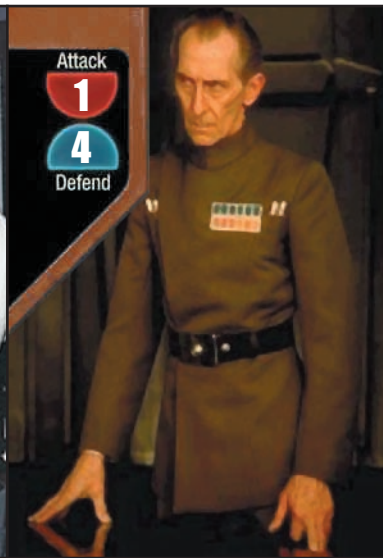


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<div>SPECIAL</div>  <p><b>Grand Moff Tarkin</b></p> <p><b>Put All Sections On Alert</b></p> <p>Play anytime during your turn. Place all destroyed Stormtroopers on the board adjacent to Tarkin.</p>	<div>SPECIAL</div>  <p><b>Grand Moff Tarkin</b></p> <p><b>Fear</b></p> <p>Play anytime during your turn. Pick an opponent to choose and discard 1 card. For each of Tarkin's Elite Stormtroopers that is still alive, that player discards an additional card.</p>	<div>SPECIAL</div>  <p><b>Grand Moff Tarkin</b></p> <p><b>Fear</b></p> <p>Play anytime during your turn. Pick an opponent to choose and discard 1 card. For each of Tarkin's Elite Stormtroopers that is still alive, that player discards an additional card..</p>	<div>SPECIAL</div>  <p><b>Grand Moff Tarkin</b></p> <p><b>Order To Terminate</b></p> <p>Play anytime during your turn. Choose an opponent. Tarkin and opponent reveal their hands and discard all cards with a defense value greater than 1.</p>



<p><b>SPECIAL</b></p>  <p><b>Grand Moff Tarkin</b> Imperial Command</p> <p>Play anytime during your turn. Move all Stormtroopers up to 6 spaces each. Move Tarkin up to 6 spaces. Draw a card.</p>	<p><b>SPECIAL</b></p>  <p><b>Grand Moff Tarkin</b> Imperial Command</p> <p>Play anytime during your turn. Move all Stormtroopers up to 6 spaces each. Move Tarkin up to 6 spaces. Draw a card.</p>	<p><b>SPECIAL</b></p>  <p><b>Grand Moff Tarkin</b> Imperial Command</p> <p>Play anytime during your turn. Move all Stormtroopers up to 3 spaces each. Move Tarkin up to 3 spaces. Draw a card.</p>	<p> Defend</p>  <p><b>Grand Moff Tarkin</b> You Overestimate Their Chances</p> <p>Play when Tarkin is defending. If this attack would be enough to destroy Tarkin, Tarkin is destroyed. If this attack would not be enough to destroy Tarkin, Tarkin takes no damage.</p>
<p><b>SPECIAL</b></p>  <p><b>Grand Moff Tarkin</b> Fire When Ready</p> <p>Play anytime during your turn. Tarkin and Elite Stormtroopers each do 2 points of damage to every target they can attack.</p>	<p><b>SPECIAL</b></p>  <p><b>Grand Moff Tarkin</b> Fire When Ready</p> <p>Play anytime during your turn. Tarkin and Elite Stormtroopers each do 2 points of damage to every target they can attack.</p>	<p> Attack 5</p>  <p><b>Grand Moff Tarkin</b> Intimidate</p> <p>Play when Tarkin is attacking. If the defender plays a defense card, he must discard an additional card or defense is not valid.</p>	<p> Attack 8</p>  <p><b>Grand Moff Tarkin</b> Gloat</p> <p>Play when Tarkin is attacking. If the defending player plays a defense card, the value of the defense card is doubled.</p>



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