

Grand Moff Tarkin

No one thrived more under the fear and tyranny that was Palpatine's Empire than Wilhuff Tarkin. One of the most influential Moffs and perhaps the most recognizable symbol of the Empire after Lord Vader, Tarkin became known for his ruthless procedure and imperial doctrine.

The Tarkin presented here is the confident commander we see in Episode IV. *Put All Sections On Alert* and *Reinforcements* ensure that when he gives the order to *Fire When Ready*, it will be an attack no one can brush off easily. *Fear Will Keep Them In Line* allows you to slow down your opponent until you get the cards you need, and *Our Moment of Triumph* is the perfect finisher.

Grand Moff Tarkin™

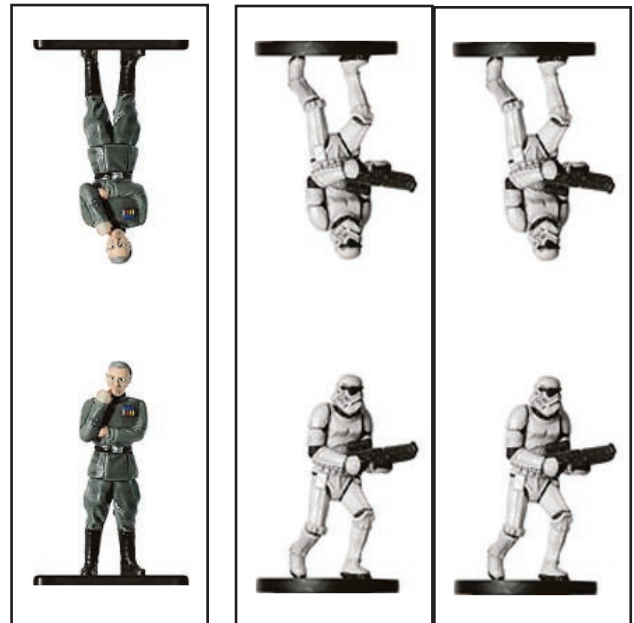


	1	2	3	4
5	6	7	8	9
10	11	12	13	

Stormtroopers™




	1	2	3	
	1	2	3	



SPECIAL



Grand Moff Tarkin

FEAR WILL KEEP THEM IN LINE

Play anytime on your turn.
Choose an opponent. You and the chosen opponent reveal your hands.
Both of you discard all cards with a defense value greater than 2.

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Attack 4*



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FIRE WHEN READY

Play when Tarkin is attacking.
*Add 2 to the attack value for each Stormtrooper that can also attack the target.

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PUT ALL SECTIONS ON ALERT

Play anytime on your turn.
Move all Stormtroopers in play up to 4 spaces each.
Draw a card. You may draw an additional card for each Stormtrooper still in play.

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REINFORCEMENTS

Play anytime on your turn.
Restore any destroyed Stormtroopers to play in any empty space adjacent to Tarkin.

Attack **10**




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OUR MOMENT OF TRIUMPH

Play when Tarkin is attacking.
If the target of OUR MOMENT OF TRIUMPH is not destroyed after the attack, Tarkin receives 3 damage.

Defend **3**



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THIS IS AN AWFUL RISK

Play when Tarkin is defending.
After taking the attacker's damage, if any, you may move Tarkin up to 3 spaces.

Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **2**



