

Grand Moff Tarkin and Storm Troopers v4.0

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This deck is for the Imperial officer Grand Moff Tarkin as he was during Episode IV. Tarkin's theme is his ability to maneuver and control his Stormtroopers around the board to make maximum effectiveness out of what are normally worthless minors. Since Tarkin himself is not much of a combatant in the movies, his cards reflect this as he is stuck with a Yellow basic deck and no power combat cards, while his stormtroopers have a weak deck. This makes his deck the weakest possible Hasbro combination in terms of basic cards; therefore, his specials are bit more potent, and can be extremely powerful if used in certain combinations. Position Tarkin and his troopers correctly, and you can do 6 points of direct damage each to 3 characters in one action. Position yourself wrong, and your opponent will take Tarkin and his troopers down quickly with only 14 and 4 hit points respectively. In team games, he will dominate if paired with Darth Vader, as it should be. When printing, be sure your PDF viewer is set to 100% to ensure proper margin alignment. Print the card fronts directly onto card stock, then turn the sheet over and print the card backs directly on the reverse side, they should line up. Cut out the cards and enjoy!



SPECIAL



Grand Moff Tarkin

FIRE WHEN READY

Play anytime on your turn.

Tarkin and all allied Stormtroopers each do 2 damage to all enemy characters they can attack.

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MILITARY STRATEGIST

Play anytime on your turn.

Move Tarkin and all Stormtroopers up to 5 spaces each. Draw a card.

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Move Tarkin and all Stormtroopers up to 5 spaces each. Draw a card.

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Grand Moff Tarkin

REINFORCEMENTS

Play anytime on your turn.

Place any destroyed, allied Stormtroopers back in play on any empty space and at full health.

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Grand Moff Tarkin

ALL SECTIONS ON ALERT

Play anytime on your turn.

If any allied Stormtroopers remain, choose an opponent. That opponent must discard 3 cards at random.

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ALL SECTIONS ON ALERT

Play anytime on your turn.

If any allied Stormtroopers remain, choose an opponent. That opponent must discard 3 cards at random.

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Grand Moff Tarkin

IMPERIAL MEDIC

Play anytime on your turn.

Heal up to 3 damage to Tarkin. Draw 2 cards.

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IMPERIAL MEDIC

Play anytime on your turn.

Heal up to 3 damage to Tarkin. Draw 2 cards.



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **2**

