

General Grievous



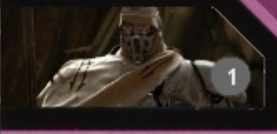
	1	2	3	4	5
6	7	8	9	10	11
12	13	14			

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Magna Guards



	1	2	3	4	
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	1	2	3	4	
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SPECIAL



General Grievous

YOUR EFFORTS ARE FUTILE

Play anytime on your turn.

Move Grievous and each Magna Guard up to 6 spaces, draw 2 cards

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Attack
5



General Grievous

I AM NOT A DROID!

Play when Grievous is attacking.

The player controlling the defending character must choose and discard a card.

Attack
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Attack
5



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I AM NOT A DROID!

Play when Grievous is attacking.

The player controlling the defending character must choose and discard a card.

Attack
7



General Grievous

ARROGANCE

Play when Grievous is attacking.

If this attack does no damage, the defending character may immediately attack General Grievous normally, before play continues. This attack does not count as an action.

Attack
7



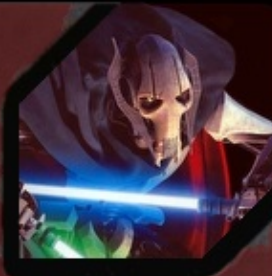
General Grievous

ARROGANCE

Play when Grievous is attacking.

If this attack does no damage, the defending character may immediately attack General Grievous normally, before play continues. This attack does not count as an action.

5
Defend



General Grievous

YOU ARE DOOMED

Play when Grievous is defending.

All secondary effects of the attacking card are negated

5
Defend



General Grievous

YOU ARE DOOMED

Play when Grievous is defending.

All secondary effects of the attacking card are negated

2*
Defend



General Grievous

COWARDLY RETREAT

Play when Grievous is defending.

Grievous may swap places with any allied minor character. The minor is the new target of the attack and all applicable secondary effects, but may not defend.

SPECIAL



General Grievous

CRUSH THEM!

Play anytime on your turn.

Playing this card does not count as an action. Until the beginning of your next turn Grievous' Magna Guards may use Grievous' cards as if they were their own.

Attack
5
1
Defend



Attack
5
1
Defend



Attack
4
1
Defend



Attack
4
2
Defend



Attack
4
2
Defend



Attack
3
3
Defend







