

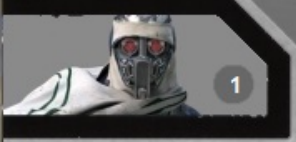


Grievous, Jedi Hunter



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15		

Magna Guards



	1	2	3	4	
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	1	2	3	4	
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 <p>Attack 2*</p> <p>General Grievous JEDI HUNTER</p> <p>Play when Grievous is attacking. The attack value of this card is multiplied by the number of arms Grievous currently has.</p>	 <p>Attack 2*</p> <p>General Grievous JEDI HUNTER</p> <p>Play when Grievous is attacking. The attack value of this card is multiplied by the number of arms Grievous currently has.</p>	 <p>Attack 2*</p> <p>General Grievous JEDI HUNTER</p> <p>Play when Grievous is attacking. The attack value of this card is multiplied by the number of arms Grievous currently has.</p>
<p>SPECIAL</p>  <p>General Grievous GENERAL'S ORDERS</p> <p>Play anytime on your turn. Move Manga Guard 1 up to 5 spaces. Move Manga Guard 2 up to 5 spaces. Move Grievous up to 5 spaces. Draw a card.</p>	<p>SPECIAL</p>  <p>General Grievous GENERAL'S ORDERS</p> <p>Play anytime on your turn. Move Manga Guard 1 up to 5 spaces. Move Manga Guard 2 up to 5 spaces. Move Grievous up to 5 spaces. Draw a card.</p>	<p>SPECIAL</p>  <p>General Grievous GENERAL'S ORDERS</p> <p>Play anytime on your turn. Move Manga Guard 1 up to 5 spaces. Move Manga Guard 2 up to 5 spaces. Move Grievous up to 5 spaces. Draw a card.</p>
 <p>Defend 0*</p> <p>General Grievous COWARDLY DEFENSE</p> <p>Play when Grievous is defending. Grievous may exchanges places on the board with either Manga Guard. That Manga Guard becomes the target of the attack and all its effects and may defend.</p>	 <p>Defend 0*</p> <p>General Grievous COWARDLY DEFENSE</p> <p>Play when Grievous is defending. Grievous may exchanges places on the board with either Manga Guard. That Manga Guard becomes the target of the attack and all its effects and may defend.</p>	<p>SPECIAL</p>  <p>General Grievous TWIRLING SABER CHARGE</p> <p>Play anytime on your turn. Grievous may move up to 3 spaces in a straight line. All characters adjacent to Grievous at any point after this card is played take 3 damage.</p>



SPECIAL



General Grievous

TWIRLING SABER CHARGE

Play anytime on your turn.
 Grievous may move up to 3 spaces in a straight line. All characters adjacent to Grievous at any point after this card is played take 3 damage.

Attack
6



General Grievous

UNORTHODOX ATTACK

Play when Grievous is attacking.
 If this attack is defended, the defense value of that card is divided in half, rounding down.

Attack
5



General Grievous

YOU LOSE JEDI

Play when Grievous is attacking.
 After attacking, move Grievous to any empty space.



