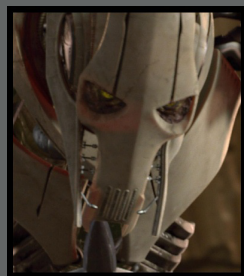


## General Grievous

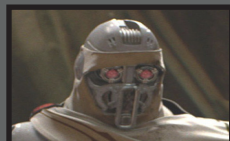


|        |      |    |    |    |    |
|--------|------|----|----|----|----|
| 4 Arms | Blue | 1  | 2  | 3  |    |
| 3 Arms |      | 4  | 5  | 6  | 7  |
| 2 Arms |      | 8  | 9  | 10 | 11 |
| 1 Arm  |      | 12 | 13 | 14 | 15 |

## Magna Guards



|      |   |   |   |   |     |
|------|---|---|---|---|-----|
| Blue | 1 | 2 | 3 | 4 | Red |
|------|---|---|---|---|-----|



|      |   |   |   |   |     |
|------|---|---|---|---|-----|
| Blue | 1 | 2 | 3 | 4 | Red |
|------|---|---|---|---|-----|

The above battle card is for players who start at blue and progress to red.

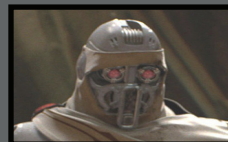
The battle card on the right is for players who like to start at red and move down to blue.

## General Grievous

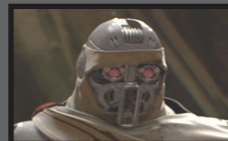


|        |      |    |    |    |     |
|--------|------|----|----|----|-----|
| 1 Arm  | Blue | 1  | 2  | 3  | 4   |
| 2 Arms |      | 5  | 6  | 7  | 8   |
| 3 Arms |      | 9  | 10 | 11 | 12  |
| 4 Arms |      | 13 | 14 | 15 | Red |

## Magna Guards



|      |   |   |   |   |     |
|------|---|---|---|---|-----|
| Blue | 1 | 2 | 3 | 4 | Red |
|------|---|---|---|---|-----|



|      |   |   |   |   |     |
|------|---|---|---|---|-----|
| Blue | 1 | 2 | 3 | 4 | Red |
|------|---|---|---|---|-----|

Notes: Some cards refer to the number of arms Grievous has. The number of arms Grievous has can be seen on his hit point chart. Once Grievous has sustained 4 damage points, Grievous only has 3 arms, at 8 damage points he has 2 arms, etc.

If both Magnaguards are destroyed, Grievous can play their cards as heal cards like any other major character. This effectively enables Grievous to “grow back” limbs that he has already lost.

|  |   |   |
|--|---|---|
|  <p><b>Attack</b><br/>2*</p> <p><b>Grievous</b><br/>JEDI HUNTER</p> <p>Play when Grievous is attacking.<br/>The attack value of this card is multiplied by the number of arms Grievous currently has.</p>   |  <p><b>Attack</b><br/>2*</p> <p><b>Grievous</b><br/>JEDI HUNTER</p> <p>Play when Grievous is attacking.<br/>The attack value of this card is multiplied by the number of arms Grievous currently has.</p>   |  <p><b>Attack</b><br/>2*</p> <p><b>Grievous</b><br/>JEDI HUNTER</p> <p>Play when Grievous is attacking.<br/>The attack value of this card is multiplied by the number of arms Grievous currently has.</p>  |
| <p><b>SPECIAL</b></p>  <p><b>Grievous</b><br/>GENERAL'S ORDERS</p> <p>Play anytime on your turn.<br/>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><b>SPECIAL</b></p>  <p><b>Grievous</b><br/>GENERAL'S ORDERS</p> <p>Play anytime on your turn.<br/>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><b>SPECIAL</b></p>  <p><b>Grievous</b><br/>GENERAL'S ORDERS</p> <p>Play anytime on your turn.<br/>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><b>Defend</b><br/>0*</p> <p><b>Grievous</b><br/>COWARDLY DEFENSE</p> <p>Play when Grievous is defending.<br/>Grievous may exchanges places on the board with either Manga Guard. That Manga Guard becomes the target of the attack and takes full damage.</p> |  <p><b>Defend</b><br/>0*</p> <p><b>Grievous</b><br/>COWARDLY DEFENSE</p> <p>Play when Grievous is defending.<br/>Grievous may exchanges places on the board with either Manga Guard. That Manga Guard becomes the target of the attack and takes full damage.</p> | <p><b>SPECIAL</b></p>  <p><b>Grievous</b><br/>TWIRLING SABER CHARGE</p> <p>Play anytime on your turn.<br/>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



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



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



New Card

YOU LOSE JEDI

Play when Card is attacking.

After attacking, move Grievous to any empty space.

Attack  
5  
Defend  
1



Attack  
5  
Defend  
1



Attack  
4  
Defend  
2



Attack  
4  
Defend  
2



Attack  
4  
Defend  
1



Attack  
3  
Defend  
3







