

Cyborg General Grievous and Magnaguard Droids v3.0

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This deck is meant to represent General Grievous as he appears in Episode III. He is paired with a couple of his specially designed Magnaguard droids, which use the “unofficial” official custom basic melee minor set of basic cards. Grievous’ deck has several cards that are similar to Count Dooku’s set of cards in the original game, and this is intended since it was Dooku who trained General Grievous in sword fighting. This deck was the result of a collaboration, and hopefully we’ve hit the right balance of accurately depicting the character as well as making him balanced with the original 12. As with all my decks, when printing from Adobe Acrobat, be sure to adjust the print setting to 100%, and then print the card fronts directly onto card stock. Then turn the sheets over and print the card backs on the reverse side. The margins should line up. Cut out the cards and enjoy!



Attack
7



Cyborg General Grievous
DOOKU'S TRAINING

Play when Grievous is attacking.
Draw a card.

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Cyborg General Grievous
ANNIHILATOR BLASTER

Play when Grievous is attacking.
*Play this card face-up. You may play any basic combat card (face-down) against a target at long-range, as if Grievous has a blaster. Draw a card.

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Defend



Cyborg General Grievous
COWARDLY DEFENSE

Play when Grievous is defending.
*If any Magnaguards are alive, Grievous exchanges places with one of them, and takes no damage. Instead, the moved Magnaguard takes the attack and may defend as normal.


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SPECIAL



Cyborg General Grievous
GENERAL'S ORDERS

Play anytime on your turn.
Move Grievous up to 6 spaces. Then move Magnaguard 1 up to 4 spaces and move Magnaguard 2 up to 4 spaces.

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Cyborg General Grievous

TWIRLING SABER CHARGE

Play anytime on your turn.

Move Grievous up to 3 spaces. Any characters adjacent to any square in Grievous' path take 2 damage (includes starting and ending spaces, and only once per character).

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Attack **5**

Defend **1**



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Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**



Attack **3**

Defend **3**





