

LEADER UNIT GROUND

6 ♦ **GENERAL GRIEVOUS**  
GENERAL OF THE DROID ARMIES



4 SEPARATIST • OFFICIAL 8

**On Attack:** You may give a **DROID** unit 1 and **SENTINEL** for this phase.

DAVID BURSAN

LEADER

♦ **GENERAL GRIEVOUS**  
GENERAL OF THE DROID ARMIES

**Action** [🌀]: Give a **DROID** unit **SENTINEL** for this phase. (Units in its arena can't attack your non-Sentinel units or your base.)

**Epic Action:** If you control 6 or more resources, deploy this leader. (Flip him, ready him, and move him to the ground arena.)

SEPARATIST • OFFICIAL

DAVID BURSAN

BASE

30

**REHOTE VILLAGE**



SORGAN

NATCHA NGANTVEERT

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UNIT GROUND

7 **MULTI-TROOP TRANSPORT**



3 SEPARATIST • VEHICLE • TANK 6

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

**On Attack:** Create a Battle Droid token.

KYLE PETCHOCK

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TWI-EN 068/257

UNIT GROUND

7 **MULTI-TROOP TRANSPORT**



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UNIT GROUND

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UNIT GROUND

8 **HAILFIRE TANK**



7 SEPARATIST • DROID • VEHICLE • TANK 6

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SEBASTIÁN GUIDOBONO

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TWI-EN 233/257

UNIT GROUND

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UNIT GROUND

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3 UNIT GROUND

◆ GENERAL GRIEVOUS  
TROPHY COLLECTOR



4 SEPARATIST • OFFICIAL 4

Ignore the aspect penalty on each **LIGHTSABER** upgrade you play on this unit.

**On Attack:** If this unit has 4 or more **LIGHTSABER** upgrades attached to him, defeat 4 enemy units.

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3 UNIT GROUND

◆ GENERAL GRIEVOUS  
TROPHY COLLECTOR



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◆ GENERAL GRIEVOUS  
TROPHY COLLECTOR



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9 UNIT GROUND

BATTLE DROID LEGION



6 SEPARATIST • DROID • TROOPER 5

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

**When Defeated:** Create 3 Battle Droid tokens.

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3 UNIT GROUND

BATTLE DROID ESCORT



1 SEPARATIST • DROID • TROOPER 1

**When Played/When Defeated:** Create a Battle Droid token.

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3 UNIT GROUND

BATTLE DROID ESCORT



1 SEPARATIST • DROID • TROOPER 1

**When Played/When Defeated:** Create a Battle Droid token.

ESLIAN ABOSHADI © LFL © FFG TWI • EN 229/257

3 UNIT GROUND

BATTLE DROID ESCORT



1 SEPARATIST • DROID • TROOPER 1

**When Played/When Defeated:** Create a Battle Droid token.

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8

UNIT

SPACE

◆

THE INVISIBLE HAND

IMPOSING FLAGSHIP

4

SEPARATIST • VEHICLE • CAPITAL SHIP

7

**When Played:** Create 4 Battle Droid tokens.

**On Attack:** Exhaust any number of friendly **SEPARATIST** units. Deal 1 damage to the defending player's base for each unit exhausted this way.

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8

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SPACE

◆

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1

UNIT

SPACE

◆

SOULLESS ONE

CUSTOMIZED FOR GRIEVOUS

1

SEPARATIST • VEHICLE • FIGHTER

2

**On Attack:** You may exhaust a friendly **DROID** unit or General Grievous (*leader or unit*). If you do, this unit gets  $-2/-0$  for this attack.

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1

UNIT

SPACE

◆

SOULLESS ONE

CUSTOMIZED FOR GRIEVOUS

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SEPARATIST • VEHICLE • FIGHTER

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1

UNIT

SPACE

◆

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9

UNIT

SPACE

◆

MALEVOLENCE

GRIEVOUS'S SECRET WEAPON

7

SEPARATIST • VEHICLE • CAPITAL SHIP

7

**EXPLOIT 4**  
**RESTORE 2**

**When Played:** Give an enemy unit  $-4/-0$  for this phase. It can't attack for this phase.

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9

UNIT

SPACE

◆

MALEVOLENCE

GRIEVOUS'S SECRET WEAPON

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SEPARATIST • VEHICLE • CAPITAL SHIP

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9

UNIT

SPACE

◆

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5

EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.

ESLAM ABOSHADY

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5

EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.

ESLAM ABOSHADY

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078/252

5

EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.

ESLAM ABOSHADY

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078/252

4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

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077/252

4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

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077/252

4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

©LFL ©FFG

SDR • EN

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6

EVENT

RIVAL'S FALL

TACTIC

Defeat a unit.

DAVID NASH

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SHD • EN

079/252

6

EVENT

RIVAL'S FALL

TACTIC

Defeat a unit.

DAVID NASH

©LFL ©FFG

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079/252

6

EVENT

RIVAL'S FALL

TACTIC

Defeat a unit.

DAVID NASH

©LFL ©FFG

SHD • EN

079/252

**2** EVENT

**GRIEVOUS REASSEMBLY**

SUPPLY

Heal 3 damage from a unit. Create a Battle Droid token.



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**2** EVENT

**GRIEVOUS REASSEMBLY**

SUPPLY

Heal 3 damage from a unit. Create a Battle Droid token.



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**2** EVENT

**GRIEVOUS REASSEMBLY**

SUPPLY

Heal 3 damage from a unit. Create a Battle Droid token.



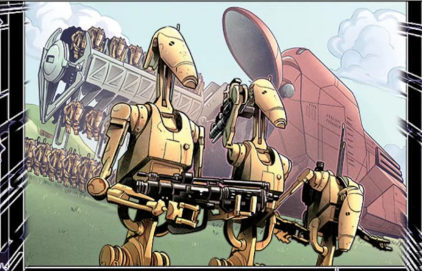
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**2** EVENT

**DROID DEPLOYMENT**

SUPPLY

Create 2 Battle Droid tokens.



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**DROID DEPLOYMENT**

SUPPLY

Create 2 Battle Droid tokens.



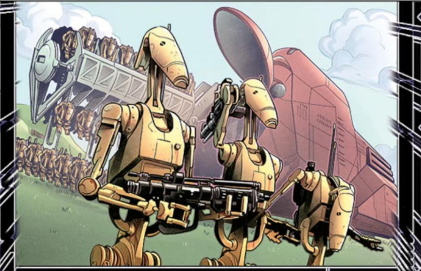
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**2** EVENT

**DROID DEPLOYMENT**

SUPPLY

Create 2 Battle Droid tokens.



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**5** EVENT

**DEATH BY DROIDS**

TACTIC

Defeat a unit that costs **5** or less. Create 2 Battle Droid tokens.



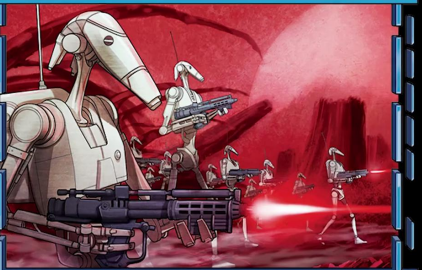
CHRISTIAN PAPZOGLAKIS © LFL © FF6 TWI-EN 078/257

**5** EVENT

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Defeat a unit that costs **5** or less. Create 2 Battle Droid tokens.



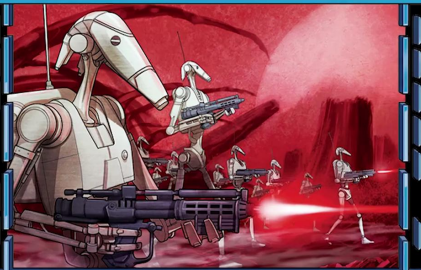
CHRISTIAN PAPZOGLAKIS © LFL © FF6 TWI-EN 078/257

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**4** EVENT

**ON THE DOORSTEP**

SUPPLY

Create 3 Battle Droid tokens and ready them.



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**4** EVENT

**ON THE DOORSTEP**

SUPPLY

Create 3 Battle Droid tokens and ready them.



AMAD MIR © LFL © FFG TWI • EN 190/257

**4** EVENT

**ON THE DOORSTEP**

SUPPLY

Create 3 Battle Droid tokens and ready them.



AMAD MIR © LFL © FFG TWI • EN 190/257

**4** EVENT

**PRISONER OF WAR**

TACTIC

A friendly unit captures an enemy non-leader, non-VEHICLE unit. If the enemy unit costs less than the friendly unit, create 2 Battle Droid tokens. (Put the captured card facedown under the friendly unit until that unit leaves play.)



AMAD MIR © LFL © FFG TWI • EN 220/257

**4** EVENT

**PRISONER OF WAR**

TACTIC

A friendly unit captures an enemy non-leader, non-VEHICLE unit. If the enemy unit costs less than the friendly unit, create 2 Battle Droid tokens. (Put the captured card facedown under the friendly unit until that unit leaves play.)



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**4** UPGRADE

◆ **GRIEVOUS'S WHEEL BIKE**



While playing this upgrade on General Grievous, it costs **2** less to play.  
Attach to a non-VEHICLE unit.  
Attached unit gains **OVERWHELM**.

**+3** ◆ **GRIEVOUS'S WHEEL BIKE** **+3**  
VEHICLE

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VEHICLE

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