

# The Grand Inquisitor

by CRFR787



Attack 2



**Grand Inquisitor™**

**PATIENCE**

Play when the Inquisitor is attacking.  
Playing this card does not count as an action. If a defense card was played, the opponent controlling the attacked character must discard a card at random.

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Attack 3



**Grand Inquisitor™**

**DEADLY PRECISION**

Play when the Inquisitor is attacking.  
Name a numerical value. The opponent controlling the attacked character must discard a card with a matching attack or defense value, or reveal a hand containing no such card.

Attack 3



**Grand Inquisitor™**

**DEADLY PRECISION**

Play when the Inquisitor is attacking.  
Name a numerical value. The opponent controlling the attacked character must discard a card with a matching attack or defense value, or reveal a hand containing no such card.

Attack 4



**Grand Inquisitor™**

**PAIN CAN BREAK ANYONE**

Play when the Inquisitor is attacking.  
If this card does damage, look at the hand of the opponent controlling the attacked character, and choose a card belonging to the attacked character. The opponent must discard that card.

Attack 4




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**PAIN CAN BREAK ANYONE**

Play when the Inquisitor is attacking.  
If this card does damage, look at the hand of the opponent controlling the attacked character, and choose a card belonging to the attacked character. The opponent must discard that card.

3\* Defend




**Grand Inquisitor™**

**SO PREDICTABLE**

Play when the Inquisitor is defending.  
\*Predict the attack value of the attack played. If you are correct, cancel any effects on the attack card, ignore its attack value, and the attacking character receives 2 damage.

3\* Defend



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\*Predict the attack value of the attack played. If you are correct, cancel any effects on the attack card, ignore its attack value, and the attacking character receives 2 damage.



**2**  
Defend

**Grand Inquisitor™**

**WORTHY OF MY TIME**

Play when the Inquisitor is defending.  
Place this card next to the Character Chart of the attacking character. Double the attack value of the next Basic Combat card the Inquisitor uses to attack that character.



**SPECIAL**

**Grand Inquisitor™**

**HUNT THEM DOWN**

Play anytime on your turn.  
Move the Inquisitor and Stormtroopers each up to 6 spaces. If either ends movement adjacent to an enemy major character, the opponent controlling that character must reveal their hand.




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**Attack**  
**5**

**1**  
Defend



**Attack**  
**5**

**1**  
Defend




**Attack**  
**5**

**1**  
Defend




**Attack**  
**4**

**1**  
Defend



**Attack**  
**4**

**2**  
Defend



**Attack**  
**4**

**2**  
Defend



