



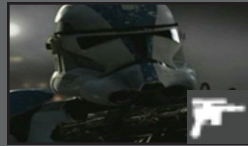
Primary	Minor #1	Minor #2
Primary	Minor #1	Minor #2

Ki-Adi-Mundi

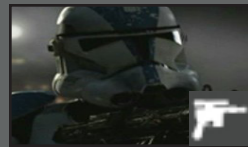


	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16			

ARC Troopers



	1	2	3	4	
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	1	2	3	4	
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Ki-Adi-Mundi

a deck for

**EPIC
DUELS
GAME**

by Roman Farraday
romannfarraday
@yahoo.com.

Attack
5
Defend
1



Attack
5
Defend
1



Attack
4
Defend
1



Attack
4
Defend
2



Attack
4
Defend
2



Attack
3
Defend
3



Attack
3
Defend
3





 <p>Attack 2 Defend 3</p>	 <p>Attack 2 Defend 3</p>	 <p>Attack 1 Defend 4</p>	 <p>Attack 1 Defend 4</p>
 <p>Ki-Adi-Mundi CLONE COMMANDER</p> <p>Attack 5</p> <p>Play when Ki-Adi-Mundi is attacking. Each ARC Trooper does 2 damage to each character it can attack.</p>	 <p>Ki-Adi-Mundi CLONE COMMANDER</p> <p>Attack 5</p> <p>Play when Ki-Adi-Mundi is attacking. Each ARC Trooper does 2 damage to each character it can attack.</p>	 <p>Ki-Adi-Mundi CLONE COMMANDER</p> <p>Attack 5</p> <p>Play when Ki-Adi-Mundi is attacking. Each ARC Trooper does 2 damage to each character it can attack.</p>	 <p>Ki-Adi-Mundi JEDI WATCHMAN</p> <p>Attack 7</p> <p>Play when Ki-Adi-Mundi is attacking. ARC Troopers may not be attacked until after your next turn.</p>

 <p>Attack 7</p> <p>Ki-Adi-Mundi</p> <p>JEDI WATCHMAN</p> <p>Play when Ki-Adi-Mundi is attacking.</p> <p>ARC Troopers may not be attacked until your next turn.</p>	 <p>3 Defend</p> <p>Ki-Adi-Mundi</p> <p>FORCE DEFENSE</p> <p>Play when Ki-Adi-Mundi is defending.</p> <p>Attacker may not attack Ki-Adi-Mundi again until your next turn.</p>	 <p>3 Defend</p> <p>Ki-Adi-Mundi</p> <p>FORCE DEFENSE</p> <p>Play when Ki-Adi-Mundi is defending.</p> <p>Attacker may not attack Ki-Adi-Mundi again until your next turn.</p>	<p>SPECIAL</p>  <p>Ki-Adi-Mundi</p> <p>JEDI FOCUS</p> <p>Play any time on your turn.</p> <p>Choose an adjacent ARC Trooper to recover all of its hit points. If both ARCs are destroyed, Ki-Adi-Mundi recovers 3 hit points. Draw a card.</p>
<p>SPECIAL</p>  <p>Ki-Adi-Mundi</p> <p>ANTICIPATION</p> <p>Play any time on your turn.</p> <p>Move Ki-Adi-Mundi and both Clone Troopers up to 3 spaces each. Playing this card does not count as an action.</p>	<p>SPECIAL</p>  <p>Ki-Adi-Mundi</p> <p>ANTICIPATION</p> <p>Play any time on your turn.</p> <p>Move Ki-Adi-Mundi and both Clone Troopers up to 3 spaces each. Playing this card does not count as an action.</p>	<p>SPECIAL</p>  <p>Ki-Adi-Mundi</p> <p>FORCE PULL</p> <p>Play when Ki-Adi-Mundi is defending.</p> <p>Choose any character Ki-Adi-Mundi could attack with a blaster, but including allies. Move that character adjacent to Ki-Adi-Mundi. Draw a card.</p>	<p>SPECIAL</p>  <p>Ki-Adi-Mundi</p> <p>FORCE PULL</p> <p>Play when Ki-Adi-Mundi is defending.</p> <p>Choose any character Ki-Adi-Mundi could attack with a blaster, but including allies. Move that character adjacent to Ki-Adi-Mundi. Draw a card.</p>
