

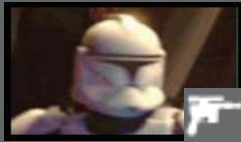
Primary	Minor #1	Minor #2
Primary	Minor #1	Minor #2

Kit Fisto

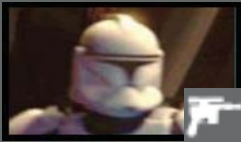


	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15				

Clone Troopers



	1	2	3	
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	1	2	3	
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Kit Fisto

a deck for

**EPIC
DUELS
GAME**

by Roman Farraday
romannfarraday
@yahoo.com. Includes
ideas by PD Magnus.

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 1</p> <p>Defend 2</p>	 <p>Attack 1</p> <p>Defend 2</p>	 <p>Attack 1</p> <p>Defend 2</p>	 <p>Attack 1</p> <p>Defend 2</p>
 <p>Attack 5*</p> <p>Kit Fisto</p> <p>LIGHTSABER FLURRY</p> <p>Play when Kit Fisto is attacking.</p> <p>*Reveal all other Lightsaber Flurry cards in your hand. For each card you reveal, attack value increases by 2.</p>	 <p>Attack 5*</p> <p>Kit Fisto</p> <p>LIGHTSABER FLURRY</p> <p>Play when Kit Fisto is attacking.</p> <p>*Reveal all other Lightsaber Flurry cards in your hand. For each card you reveal, attack value increases by 2.</p>	 <p>Attack 5*</p> <p>Kit Fisto</p> <p>LIGHTSABER FLURRY</p> <p>Play when Kit Fisto is attacking.</p> <p>*Reveal all other Lightsaber Flurry cards in your hand. For each card you reveal, attack value increases by 2.</p>	 <p>Attack 5*</p> <p>Kit Fisto</p> <p>LIGHTSABER FLURRY</p> <p>Play when Kit Fisto is attacking.</p> <p>*Reveal all other Lightsaber Flurry cards in your hand. For each card you reveal, attack value increases by 2.</p>

<p>6 Defend</p>  <p>Kit Fisto</p> <p>RICOCHET</p> <p>Play when Kit Fisto is defending. Fisto does 2 damage to any one character he could attack if he had a blaster.</p>	<p>6 Defend</p>  <p>Kit Fisto</p> <p>RICOCHET</p> <p>Play when Kit Fisto is defending. Fisto does 2 damage to any one character he could attack if he had a blaster.</p>	<p>SPECIAL</p>  <p>Kit Fisto</p> <p>FORCE PUSH</p> <p>Play any time on your turn. Fisto does 2 damage to one adjacent character. Then move that character anywhere on the board.</p>	<p>SPECIAL</p>  <p>Kit Fisto</p> <p>FORCE PUSH</p> <p>Play any time on your turn. Fisto does 2 damage to one adjacent character. Then move that character anywhere on the board.</p>
<p>Attack 6</p>  <p>Kit Fisto</p> <p>CLONE CHARGE</p> <p>Play when Kit Fisto is attacking. After attacking, Fisto may exchange places with one of his Clone Troopers.</p>	<p>SPECIAL</p>  <p>Kit Fisto</p> <p>CLONE COMMANDER</p> <p>Play any time on your turn. Move each Clone Trooper up to 4 spaces. Move Fisto up to 4 spaces. Draw a card.</p>	<p>SPECIAL</p>  <p>Kit Fisto</p> <p>CLONE COMMANDER</p> <p>Play any time on your turn. Move each Clone Trooper up to 4 spaces. Move Fisto up to 4 spaces. Draw a card.</p>	<p>SPECIAL</p>  <p>Kit Fisto</p> <p>NAUTOLEAN INSIGHT</p> <p>Play any time on your turn. Choose an opponent. That opponent must place all of his cards face up until they are played or discarded. When the opponent draws new cards, he keeps them in his hand as normal.</p>

