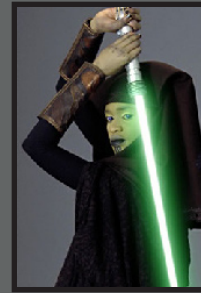




Luminara Unduli



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

Barriss Offee



	1	2	3	4	5	6
7	8	9				

This deck depicts Jedi Knight Luminara Unduli and her padawan, Barriss Offee. Since the two look somewhat similar, I have used the deck's color scheme to try and keep them more clearly separate. The accent color of each Jedi's cards matches that Jedi's lightsaber blade. In addition, there are five cards that can be used by either Jedi; these cards have a purple accent.

This deck is version 1.4, slightly less powerful than an extensively play-tested version, and should be considered final. It was designed by Roman Farraday and laid out by Rich Pizor. Respective emails for questions, comments, and etc:

romanfarraday@yahoo.com
richpizor@adelphia.net

Luminara Unduli & Barriss Offee

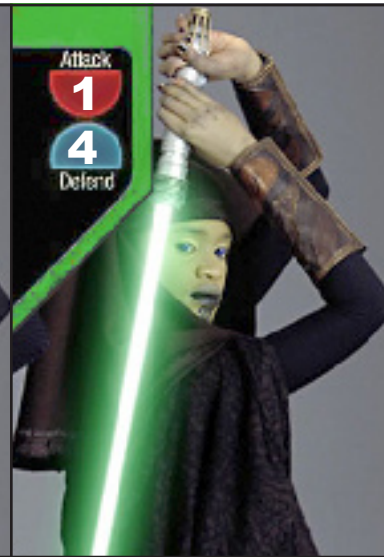
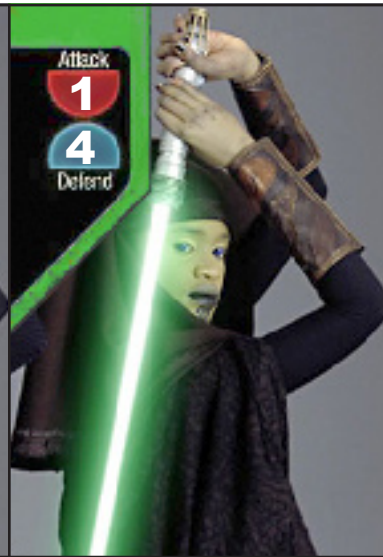
a deck for

EPIC DUELS GAME

Design by Roman Farraday
romanfarraday@yahoo.com

Layout by Rich Pizor
richpizor@adelphia.net





Luminara Unduli
Jedi Agility

Play when Luminara is attacking or defending.

If used when attacking, playing this card does not cost an action. If used when defending, draw a card.

A card featuring Luminara Unduli holding a green lightsaber. The top left corner has a red shield with the number 3 and the word "Attack" above it, and a blue circle with the number 3 and the word "Defend" below it.

Luminara Unduli
Blade of the Heart

Play when Luminara is attacking or defending.

You must discard one of Luminara's basic combat cards at the time that you reveal this card; if Luminara has no basic cards to discard, this card cannot be played.

A card featuring Luminara Unduli holding a green lightsaber. The top left corner has a red shield with the number 8 and the word "Attack" above it, and a blue circle with the number 8 and the word "Defend" below it.

Luminara Unduli
Jedi Agility

Play when Luminara is attacking or defending.

If used when attacking, playing this card does not cost an action. If used when defending, draw a card.

A card featuring Luminara Unduli holding a green lightsaber. The top left corner has a red shield with the number 3 and the word "Attack" above it, and a blue circle with the number 3 and the word "Defend" below it.

Luminara Unduli
Jedi Agility

Play when Luminara is attacking or defending.

If used when attacking, playing this card does not cost an action. If used when defending, draw a card.

A card featuring Luminara Unduli holding a green lightsaber. The top left corner has a red shield with the number 3 and the word "Attack" above it, and a blue circle with the number 3 and the word "Defend" below it.



Attack
7



Barriss Offee
Force Control

Play when Barriss is attacking.
You may move Barriss and target up to 3 spaces each.

Attack
4



Barriss Offee
Kiss of Death

Play when Barriss is attacking.
If this card is not blocked, you may look at controlling player's hand and choose an opposing card to discard.


SPECIAL



Barriss Offee
Jedi Healing

Barriss may heal herself up to 4 points. If Luminara is adjacent to Barriss, Luminara may heal 4 points instead of Barriss.

SPECIAL




Luminara & Barriss
Force Bubble

Luminara & Barriss each do 2 points of damage to all characters adjacent to them, including allies, but not including each other. Luminara & Barriss cannot attack or take damage from any source until their next turn.

Attack
3


3
Defend



Luminara & Barriss
Tandem Fighting

Play when Barriss and/or Luminara is attacking or defending.
If both Barriss and Luminara are adjacent to the target (when playing as an attack) or attacker (when playing as a defense), the relevant value is tripled.


SPECIAL



Luminara & Barriss
Jedi Leap

Luminara & Barriss may each move up to 5 spaces, ignoring enemies and obstacles, but must end movement on a valid space. If they are adjacent when this card is played, and when their movement is completed, draw a card.


SPECIAL



Luminara & Barriss
Jedi Leap

Luminara & Barriss may each move up to 5 spaces, ignoring enemies and obstacles, but must end movement on a valid space. If they are adjacent when this card is played, and when their movement is completed, draw a card.

SPECIAL



Luminara & Barriss
Force Bubble

Luminara & Barriss each do 2 points of damage to all characters adjacent to them, including allies, but not including each other. Luminara & Barriss cannot attack or take damage from any source until their next turn.

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