

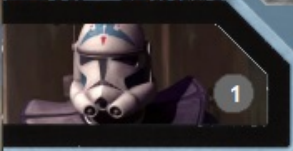
Ki-Adi Mundi



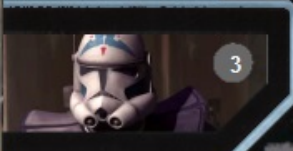
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6	7	8	9	10	11
12	13	14	15	16	



ARC Troopers



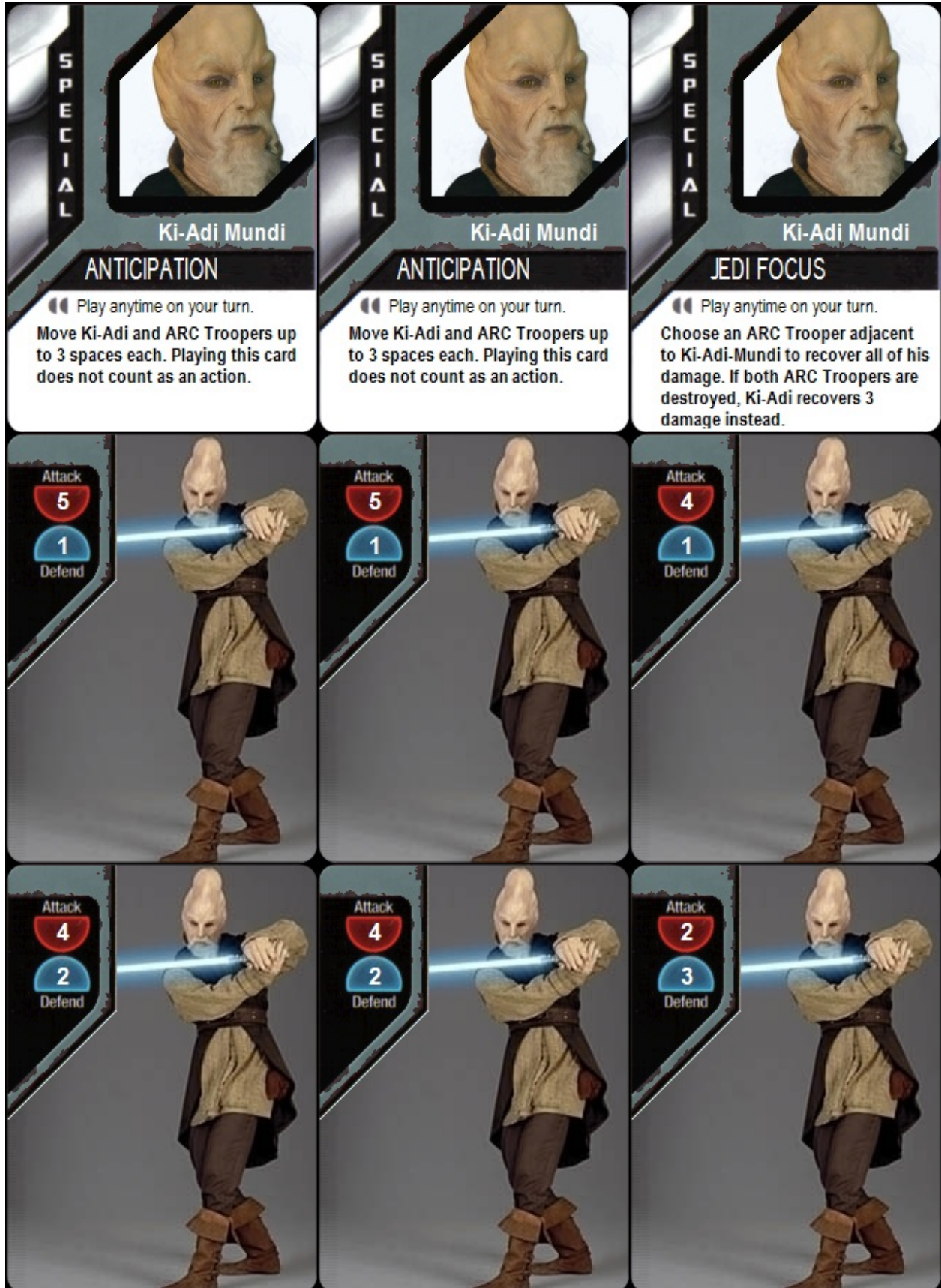
	1	2	3	4	
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	1	2	3	4	
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 <p>Attack 5</p> <p>Ki-Adi Mundi CLONE GENERAL</p> <p>Play when Ki-Adi is attacking. After Ki-Adi attacks, each ARC Trooper does 2 damage to all characters it can attack.</p>	 <p>Attack 5</p> <p>Ki-Adi Mundi CLONE GENERAL</p> <p>Play when Ki-Adi is attacking. After Ki-Adi attacks, each ARC Trooper does 2 damage to all characters it can attack.</p>	 <p>Attack 5</p> <p>Ki-Adi Mundi CLONE GENERAL</p> <p>Play when Ki-Adi is attacking. After Ki-Adi attacks, each ARC Trooper does 2 damage to all characters it can attack.</p>
 <p>Attack 7</p> <p>Ki-Adi Mundi JEDI WATCHMAN</p> <p>Play when Ki-Adi is attacking. ARC Troopers cannot be attacked until your next turn.</p>	 <p>Attack 7</p> <p>Ki-Adi Mundi JEDI WATCHMAN</p> <p>Play when Ki-Adi is attacking. ARC Troopers cannot be attacked until your next turn.</p>	 <p>3 Defend</p> <p>Ki-Adi Mundi FORCE DEFENSE</p> <p>Play when Ki-Adi is defending. Attacking character cannot attack Ki-Adi again until his/her next turn.</p>
 <p>3 Defend</p> <p>Ki-Adi Mundi FORCE DEFENSE</p> <p>Play when Ki-Adi is defending. Attacking character cannot attack Ki-Adi again until his/her next turn.</p>	 <p>SPECIAL</p> <p>Ki-Adi Mundi FORCE PULL</p> <p>Play anytime on your turn. Choose any character Ki-Adi could attack at range but may include allies. Move that character in a straight line towards Ki-Adi until it is adjacent, but not through enemies or obstacles. Draw a card.</p>	 <p>SPECIAL</p> <p>Ki-Adi Mundi FORCE PULL</p> <p>Play anytime on your turn. Choose any character Ki-Adi could attack at range but may include allies. Move that character in a straight line towards Ki-Adi until it is adjacent, but not through enemies or obstacles. Draw a card.</p>



SPECIAL



Ki-Adi Mundi

ANTICIPATION

Play anytime on your turn.
Move Ki-Adi and ARC Troopers up to 3 spaces each. Playing this card does not count as an action.

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Play anytime on your turn.
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SPECIAL

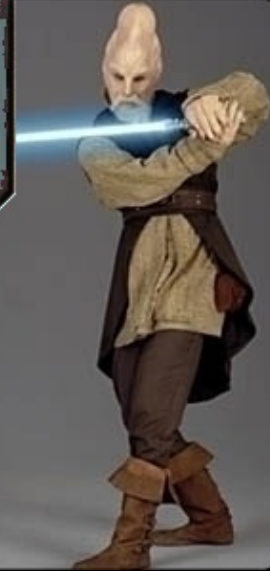


Ki-Adi Mundi

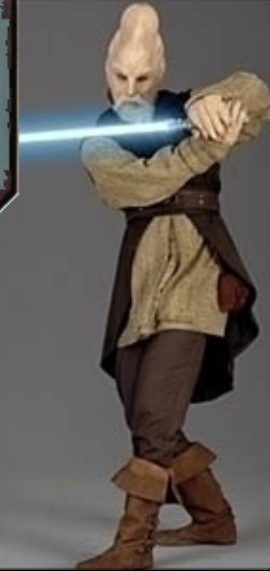
JEDI FOCUS

Play anytime on your turn.
Choose an ARC Trooper adjacent to Ki-Adi-Mundi to recover all of his damage. If both ARC Troopers are destroyed, Ki-Adi recovers 3 damage instead.

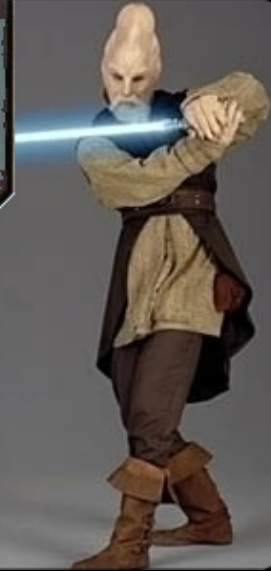
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5
1
Defend



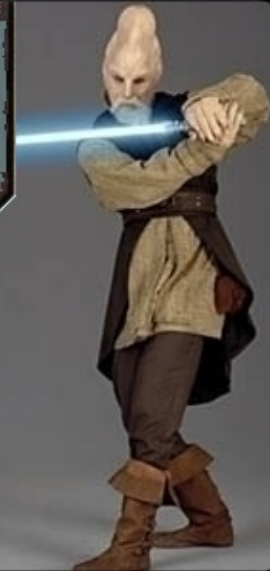
Attack
5
1
Defend



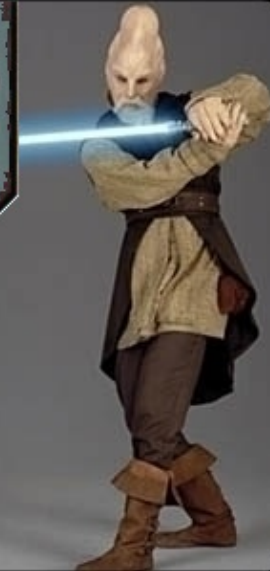
Attack
4
1
Defend



Attack
4
2
Defend



Attack
4
2
Defend



Attack
2
3
Defend

