

The **Iridorian Mercenary** from the popular video game Star Wars: Knights of the Old Republic introduces what appears to be a new race to the Star Wars universe in Iridorian. As they are new, there is very little information about them, only what little the Iridorian boasts about himself and what his fellow mercenaries have to say about him. As KOTOR was to have taken place about 4 thousand years before the Star Wars of A New Hope, it's possible Iridorians no longer exist in the Star Wars universe as we know it.

This is version 1.0 and is created by Roman Farraday and laid out by fooyongfoo. The Iridorian Mercenary is not a stand-alone deck, but rather part of PD Magnus' "Bounty Hunters" decks, which allow you to mix-and-match various bounty hunters from Empire Strikes Back. It should be interesting to introduce The Iridorian into the fold.

# The Iridorian

by Roman Farraday  
layout: fooyongfoo

a (Bounty Hunter)  
deck for



using Rich Pizor's  
Templates

Attack  
5



The Iridorian

**Battle Fever**

After attack is resolved, ALL characters besides the Iridorian take 2 damage.

Attack  
5



The Iridorian

**Battle Fever**

After attack is resolved, ALL characters besides the Iridorian take 2 damage.

Attack  
5



The Iridorian

**Battle Fever**

After attack is resolved, ALL characters besides the Iridorian take 2 damage.

Attack  
5



The Iridorian

**Battle Fever**

After attack is resolved, ALL characters besides the Iridorian take 2 damage.

SPECIAL



The Iridorian

**Uncomfortable In My Prescense**

Move all characters adjacent to Iridorian 3 spaces away. Draw 2 cards.

SPECIAL



The Iridorian

**Uncomfortable In My Prescense**

Move all characters adjacent to Iridorian 3 spaces away. Draw 2 cards.


Attack  
7



The Iridorian

**Blood On Your Tongue**

If target character is destroyed, recover one point of damage for each recorded point of damage above what was needed.

<p><b>Attack</b> <b>7</b></p>  <p><b>The Iridorian</b></p> <p><b>Blood On Your Tongue</b></p> <p>If target character is destroyed, recover one point of damage for each recorded point of damage above what was needed.</p>	<p><b>SPECIAL</b></p>  <p><b>The Iridorian</b></p> <p><b>Not For Hire</b></p> <p>Target must choose 2 cards to discard.</p>	<p><b>SPECIAL</b></p>  <p><b>The Iridorian</b></p> <p><b>Not For Hire</b></p> <p>Target must choose 2 cards to discard.</p>	<p><b>SPECIAL</b></p>  <p><b>The Iridorian</b></p> <p>Perhaps the Mandalorian or the Echani Can Help You</p> <p>Choose a target. If, after playing this card, the player controlling the target has fewer cards than the player controlling the Iridorian, target takes 1 point of damage for each card fewer.</p>
<p><b>Defend</b> <b>0</b></p>  <p><b>The Iridorian</b></p> <p><b>Welcome The Excitement</b></p> <p>Iridorian takes full damage from the attack. If Iridorian survives, attacker takes the same amount of damage just dealt to the Iridorian.</p>			