

Qui-Gon Jinn

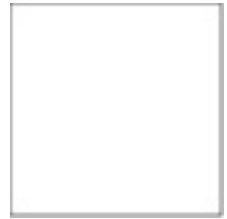


	1	2	3	4	5
6	7	8	9	10	11
12	13	14			

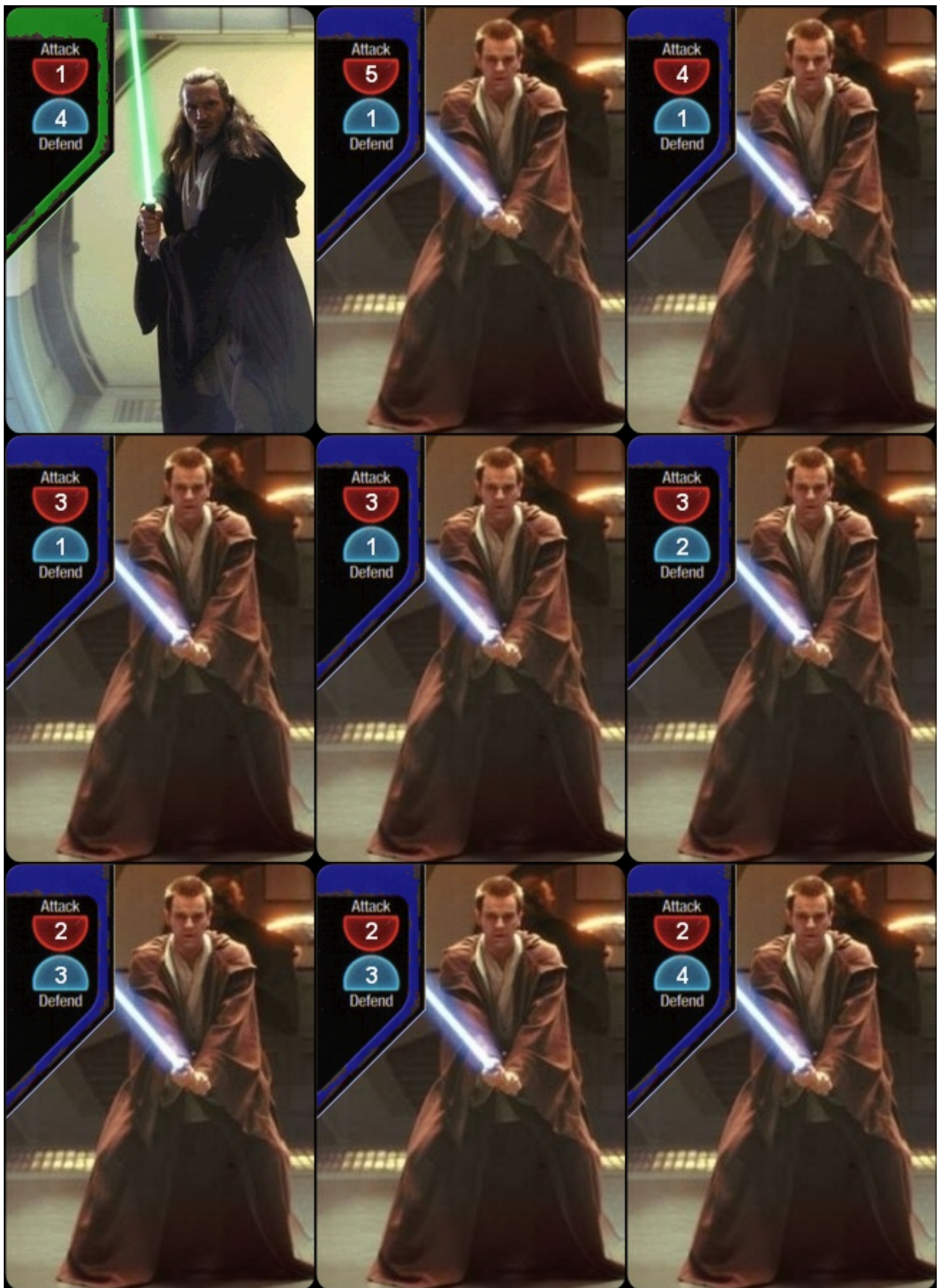
Padawan Obi-Wan

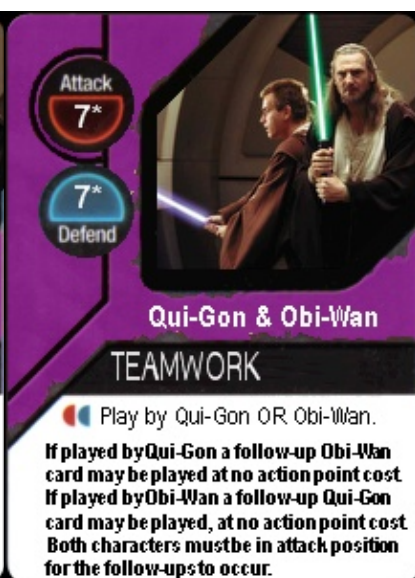
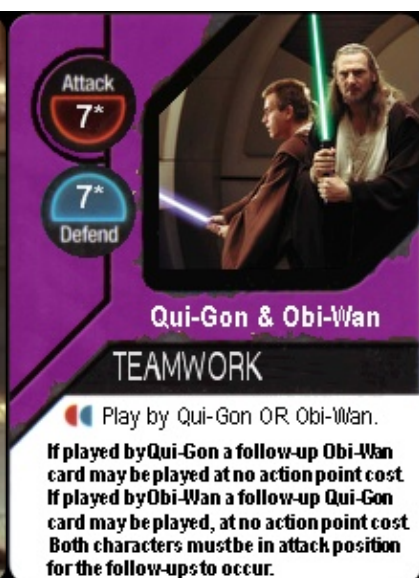


	1	2	3	4	5
6	7	8	9	10	









Attack

3*

0*

Defend



Qui-Gon Jinn

DUEL OF THE FATES

Play when attacking or defending.

IF PLAYED AS AN ATTACK: Obi-Wan becomes a Jedi & Qui-Gon is destroyed.

IF PLAYED AS A DEFEND: If Qui-Gon does not survive the attack, then Obi-Wan becomes a Jedi.

IF OBI-WAN BECOMES A JEDI: He becomes the Main character & uses Qui-Gon's cards instead of his own. Shuffle your discard back into your draw pile & draw 1 card.

Attack

3*

3*

Defend




Padawan Obi-Wan

QUICK LEARNER

Play when attacking or defending.

If attacking or defending against a Jedi or Sith character, Obi-Wan takes the card resolved against him, if any, into his hand. That card is returned to the owners discard after it is played.

SPECIAL




Padawan Obi-Wan

APT PUPIL

Play anytime on your turn.

Obi-Wan may look through any Jedi or Sith discard pile to take 1 card to resolve as if it were his own. Playing these 2 cards counts as only 1 action.

SPECIAL



Padawan Obi-Wan

APT PUPIL

Play anytime on your turn.

Obi-Wan may look through any Jedi or Sith discard pile to take 1 card to resolve as if it were his own. Playing these 2 cards counts as only 1 action.

