

# Kit Fisto and Clone Troopers v3.0

## Creator: Scott Hagarty

This deck is for the Jedi Knight Kit Fisto. It is meant to represent him as he was seen throughout the prequels and Clone Wars cartoon, and it is a complete revised edition. I made a few changes from the 2.0 edition by scrapping the “underwater” theme entirely and reworking the rest of the cards. He is a master swordsman (chosen by Mace Windu to confront Sidious in Ep. III), and his Power Combat cards can be very strong. Use the Unorthodox Attacks to break through basic combat card defense as well as for instant trooper kills. His specials utilize his tentacle abilities to sense the opponent’s next move as well as use the force to throw enemies around the board. You can print the card fronts directly on card stock. Be sure your PDF viewer is adjusted to 100%, or else the margins won’t line up properly. Turn the sheet over and print the card backs directly on the reverse side of the card stock, and cut out the cards. They should line up!



Attack  
**4\***



Kit Fisto

**UNORTHADOX ATTACK**

Play when Kit Fisto is attacking.

\*If a defense card is played, subtract 2 from the defense value on the defending character's card.

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**4\***



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**4\***



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**UNORTHADOX ATTACK**

Play when Kit Fisto is attacking.

\*If a defense card is played, subtract 2 from the defense value on the defending character's card.

Attack  
**7**



Kit Fisto

**FORM 1 TECHNIQUE**

Play when Kit Fisto is attacking.

Draw 2 cards.

Attack  
**7**



Kit Fisto

**FORM 1 TECHNIQUE**

Play when Kit Fisto is attacking.

Draw 2 cards.

Defend  
**6**



Kit Fisto

**REFLECTING DEFENSE**

Play when Kit Fisto is defending.

The attacker receives 2 damage.

Defend  
**6**



Kit Fisto

**REFLECTING DEFENSE**

Play when Kit Fisto is defending.

The attacker receives 2 damage.

SPECIAL



Kit Fisto

**FORCE PUSH**

Play anytime on your turn.

Move any character adjacent to Kit to any empty space. That character receives 2 damage.

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**FORCE PUSH**

Play anytime on your turn.

Move any character adjacent to Kit to any empty space. That character receives 2 damage.

SPECIAL



Kit Fisto

TENTACLE DETECTION

Play anytime on your turn.

Choose an opponent to reveal their hand. Look at the top 3 cards of their draw pile, then replace them in any order.

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Play anytime on your turn.

Choose an opponent to reveal their hand. Look at the top 3 cards of their draw pile, then replace them in any order.

SPECIAL



Kit Fisto

FORCE WATER

Play anytime on your turn.

Any enemy character that Kit could attack if he had a blaster, receives 3 damage. Move that character up to 3 spaces.

Attack

5

1

Defend

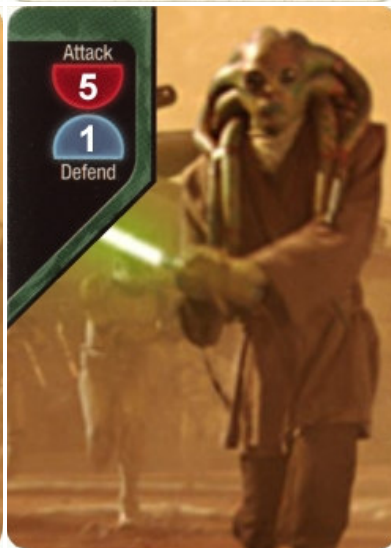


Attack

5

1

Defend

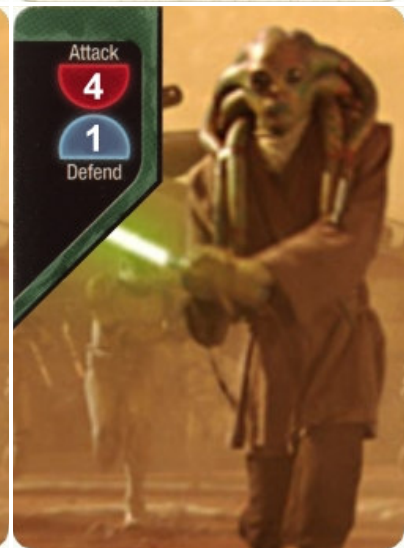


Attack

4

1

Defend



Attack

4

2

Defend




Attack

4

2

Defend



Attack

3

3

Defend

