

Mara Jade v1.4

Creator: Scott Hagarty

Mara Jade is one of the most well-known expanded universe characters of all time. She is a creation of Timothy Zahn and has appeared in various media from video games, collectible card games, comics and books. This deck is meant to depict her as the Emperor's Hand, fully seduced by the dark side of The Force and doing the Emperor's Bidding. This deck utilizes the custom "purple" deck, a strong shooter/melee hybrid basic set. As she was described as being equally adept at using both a blaster and a lightsaber, this deck has her using both. Her basic cards are shooter cards, but some of her power combat cards require her to be adjacent to her target to use them. Her cards allow for interesting combos and a "bluffing" style game usually works best. Print the card fronts directly onto cardstock, turn the sheet over and print the card backs on the reverse side. Be sure the margins are set to 100% to ensure proper alignment. Cut out the cards and enjoy!



Attack
6*



Mara Jade

EMPEROR'S ASSASSIN

Play when Mara Jade is attacking.

*This attack must be played against an adjacent target. After attacking, move Mara up to 5 spaces. Mara may move through enemy characters.

Attack
6*



Mara Jade

EMPEROR'S ASSASSIN

Play when Mara Jade is attacking.

*This attack must be played against an adjacent target. After attacking, move Mara up to 5 spaces. Mara may move through enemy characters.

Attack
6*



Mara Jade

EMPEROR'S ASSASSIN

Play when Mara Jade is attacking.

*This attack must be played against an adjacent target. After attacking, move Mara up to 5 spaces. Mara may move through enemy characters.

Attack
2*



Mara Jade

CLEVER STRIKE

Play when Mara Jade is attacking.

*This attack must be played against an adjacent target. If a defense card is played, the player controlling the defending character must choose and discard 3 cards.

Attack
2*



Mara Jade

CLEVER STRIKE

Play when Mara Jade is attacking.

*This attack must be played against an adjacent target. If a defense card is played, the player controlling the defending character must choose and discard 3 cards.

Attack
3



Mara Jade

RAPID FIRE

Play when Mara Jade is attacking.

Playing this card does not count as an action.

Attack
3



Mara Jade

RAPID FIRE

Play when Mara Jade is attacking.

Playing this card does not count as an action.

SPECIAL



Mara Jade

STEALTH

Play anytime on your turn.

Move Mara Jade up to 4 spaces. Mara may move through enemy characters. Draw a card.

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Mara Jade

STEALTH

Play anytime on your turn.

Move Mara Jade up to 4 spaces. Mara may move through enemy characters. Draw a card.







