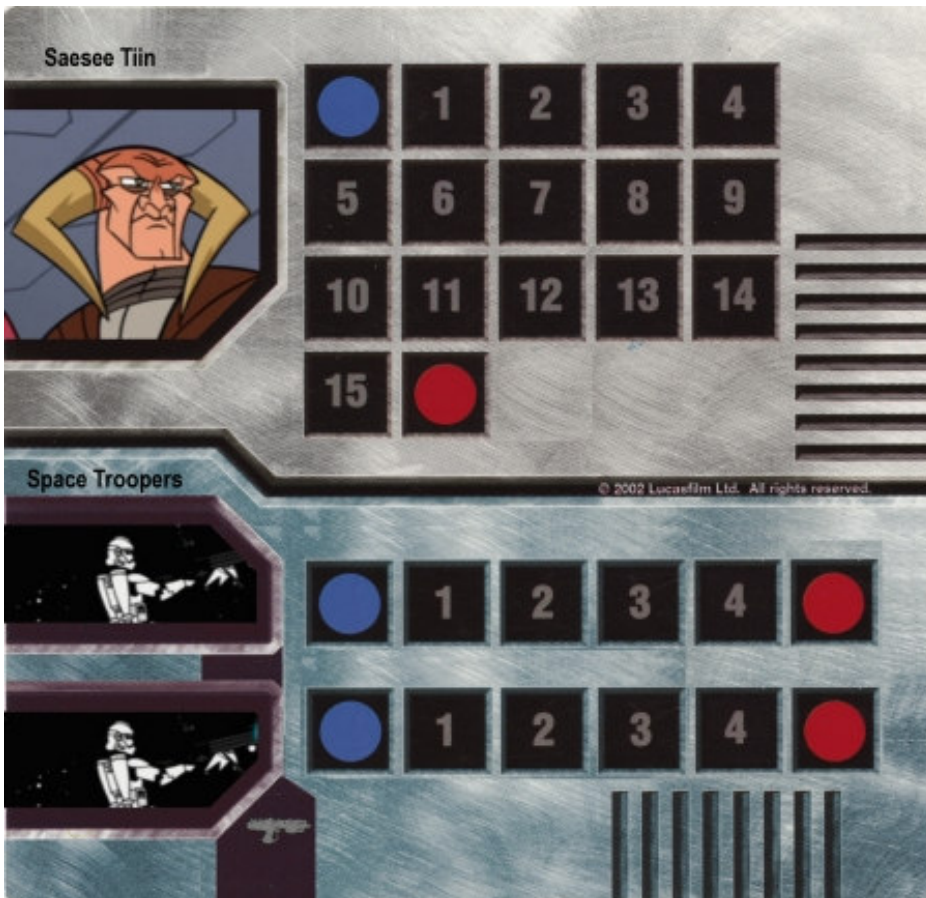


Saesee Tiin and Space Troopers v1.0

Creator: Scott Hagarty

Saesee Tiin was a powerful Jedi who was on the Jedi Council throughout the prequel trilogy. He had no speaking lines in the films, however he was one of four Jedi hand-picked by Mace Windu to confront Darth Sidious in Episode III, and his character was expanded upon in the Clone Wars cartoon (where he finally had speaking lines). Saesee was hard-headed, stern and often silent. He was fanatically devoted to the Jedi Order and was one of their best pilots (thanks to his telepathic abilities). In this deck he is paired with a couple of Space Troopers as he was seen fighting with in the Clone Wars cartoon. The special idea with this deck is Saesee's ability to see his opponents cards most of the time. He has a wide variety of attacks to choose from, so ideally his opponent will be constantly guessing which defense cards to play, while conversely, Saesee will know exactly which ones to play. As always, print the card fronts directly onto cardstock, turn the sheet over and then print the card backs on the reverse side. They should line up, check your margins if they don't. Then cut out the cards and enjoy!



Attack
4*



Saesee Tiin

CUNNING ATTACK

Play when Saesee is attacking.

*If this card is played as your first action, the attack value is 7 instead of 4.

Attack
4*



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CUNNING ATTACK

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*If this card is played as your first action, the attack value is 7 instead of 4.

Attack
4*



Saesee Tiin

CUNNING ATTACK

Play when Saesee is attacking.

*If this card is played as your first action, the attack value is 7 instead of 4.

Attack
0



Saesee Tiin

UNORTHADOX STRIKE

Play when Saesee is attacking.

If the target played a defense card, after the attack is resolved, they receive 3 damage.

Attack
0



Saesee Tiin

UNORTHADOX STRIKE

Play when Saesee is attacking.

If the target played a defense card, after the attack is resolved, they receive 3 damage.

Attack
4



Saesee Tiin

ANTICIPATION

Play when Saesee is attacking.

If Saesee does damage with this card then playing this card does not count as an action.

5
Defend



Saesee Tiin

UNWAVERING RESOLVE

Play when Saesee is defending.

Draw a card.

5
Defend



Saesee Tiin

UNWAVERING RESOLVE

Play when Saesee is defending.

Draw a card.

SPECIAL



Saesee Tiin

JEDI DISCIPLE

Play anytime on your turn.

Draw 4 cards.

SPECIAL



Saesee Tiin

IKTOCHIAN TELEPATHY

Play anytime on your turn.

Choose an opponent. They must reveal their hand, and all revealed cards must remain revealed until after they are played. Playing this card does not count as an action.

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Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**



Attack **3**

Defend **3**





