

## Qui-Gon Jinn - by Vash the Stampede



Qui-Gon Jinn, a hero of Episode I, is one of the most obvious inclusions in any Epic Duels expansion. The online community began developing decks for him while the game was still available on the shelf. He was a revered though maverick and unconventional Jedi Master, once a Padawan to Count Dooku, and later the master to Padawan Obi-Wan Kenobi and briefly to Anakin Skywalker. A philosophical warrior, Qui-Gon believed heavily in what he referred to as the “Living Force,” a method of focusing on the moment rather than contemplating the Force in all its degrees. He was also among the finest swordsmen of the Jedi Order.

This deck is one of the few that actually promotes aggressiveness, as many of Qui-Gon’s cards are more powerful when he has 3 cards or less. Jar-Jar’s clumsiness is actually an asset in this deck, as it reduces your hand size to 3 so that Qui-Gon can be at his most powerful. The inclusion of a Qui-Gon deck that involved Jar-Jar was heavily debated but ultimately, narrowly selected.









**Attack**  
1

**Defend**  
4

**Qui-Gon Jinn**  
**WILL OF THE FORCE**

Play when Qui-Gon is attacking.  
\*If you have fewer than 3 cards in your hand, the attack value of this card is 8. After attacking, draw cards until you have 3 cards in your hand.

**Attack**  
4\*

**Qui-Gon Jinn**  
**WILL OF THE FORCE**

Play when Qui-Gon is attacking.  
\*If you have fewer than 3 cards in your hand, the attack value of this card is 8. After attacking, draw cards until you have 3 cards in your hand.

**SPECIAL**

**Qui-Gon Jinn**  
**THE LIVING FORCE**

Play anytime on your turn.  
Qui-Gon recovers up to 3 damage. If you have fewer than 3 cards in your hand, until the end of your next turn, anytime Qui-Gon receives damage from an attack card, reduce that damage by 3. Draw cards until you have 3 cards in your hand.

**SPECIAL**

**Qui-Gon Jinn**  
**THE LIVING FORCE**

Play anytime on your turn.  
Qui-Gon recovers up to 3 damage. If you have fewer than 3 cards in your hand, until the end of your next turn, anytime Qui-Gon receives damage from an attack card, reduce that damage by 3. Draw cards until you have 3 cards in your hand.

**SPECIAL**

**Qui-Gon Jinn**  
**ATARU MASTER**

Play anytime on your turn.  
Move Qui-Gon up to 6 spaces. If you have fewer than 3 cards in your hand, until the end of your next turn, anytime Qui-Gon receives damage, he may move up to 3 spaces. Draw cards until you have 3 cards in your hand.

**SPECIAL**

**Qui-Gon Jinn**  
**ATARU MASTER**

Play anytime on your turn.  
Move Qui-Gon up to 6 spaces. If you have fewer than 3 cards in your hand, until the end of your next turn, anytime Qui-Gon receives damage, he may move up to 3 spaces. Draw cards until you have 3 cards in your hand.

**Attack**  
0

**Jar Jar Binks**  
**CLUMSY BOOMER TOSS**

Play when Jar Jar is attacking.  
All characters adjacent to the defending character receive 3 damage. Discard every card in your hand, except 3 cards.

**Attack**  
0

**Jar Jar Binks**  
**CLUMSY BOOMER TOSS**

Play when Jar Jar is attacking.  
All characters adjacent to the defending character receive 3 damage. Discard every card in your hand, except 3 cards.



