Ki-Adi-Mundi v1.1

Creator: Scott Hagarty

Ki-Adi-Mundi was a Jedi Master featured prominently in the prequel trilogy. He was on the Jedi Council in all three prequel Episodes, as well as the Clone Wars cartoon. This deck is meant to depict him as he was shown in all 3 episodes, as a Jedi Master with high powered thinking skills and intuition. He had a binary brain which allowed him to think through situations from a logical approach, which didn't always serve him well (as he logically concluded that the Sith could not have returned in Episode I). His deck idea is "intuition", that is, knowing what cards his opponent has, and being able to manipulate the deck to force specific cards to be discarded. On top of that he has formiddlable lightsaber skills and a bit of added defense, as he was the Jedi Watchman of his home planet Cerea (the watchman were in charge of their planet's defenses). As always, print the card fronts on cardstock, turn the sheets over and print the card backs on the reverse side. Be sure your PDF viewer's margins are set to 100%, then cut out the cards and Enjoy!

Attack
7
Ki-Adi-Mundi
JEDI MASTER
Play when Ki-Adi-Mundi is attacking.
After attacking move Ki-Adi-Mundi up to 6 spaces.

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Ki-Adi-Mundi
JEDI MASTER
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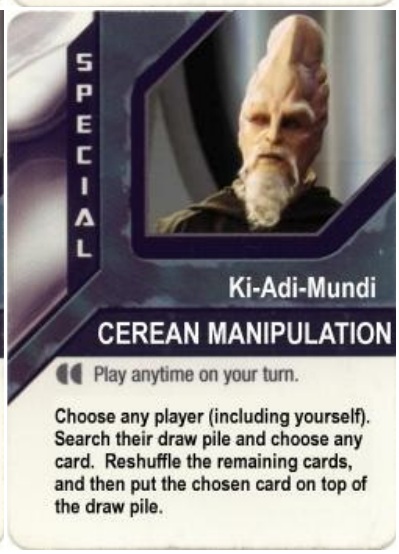
After attacking move Ki-Adi-Mundi up to 6 spaces.

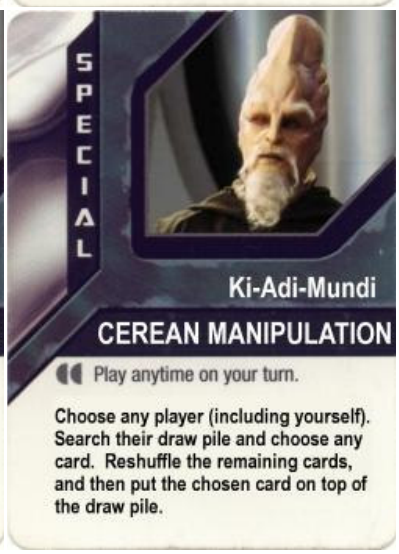
Attack
5*
Ki-Adi-Mundi
INTUITION ATTACK
Play when Ki-Adi-Mundi is attacking.
*If a defense card was played, then the player controlling the defending character must discard it, and it has no effect. The defending character may choose another card to defend with instead.

Attack
5*
Ki-Adi-Mundi
INTUITION ATTACK
Play when Ki-Adi-Mundi is attacking.
*If a defense card was played, then the player controlling the defending character must discard it, and it has no effect. The defending character may choose another card to defend with instead.

5
Defend
Ki-Adi-Mundi
JEDI WATCHMAN
Play when Ki-Adi-Mundi is defending.
The player controlling the attacking character must reveal their hand. For each Special and Power Combat card revealed, the attacking character receives 1 damage.

5
Defend
Ki-Adi-Mundi
JEDI WATCHMAN
Play when Ki-Adi-Mundi is defending.
The player controlling the attacking character must reveal their hand. For each Special and Power Combat card revealed, the attacking character receives 1 damage.


SPECIAL
Ki-Adi-Mundi
CEREAN MANIPULATION
Play anytime on your turn.
Choose any player (including yourself). Search their draw pile and choose any card. Reshuffle the remaining cards, and then put the chosen card on top of the draw pile.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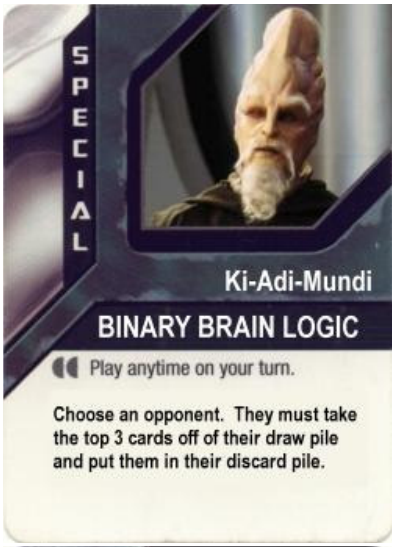
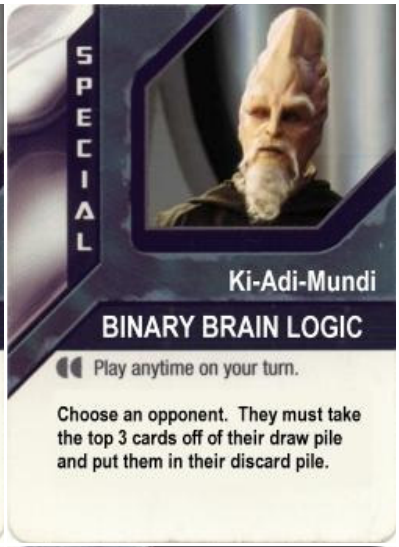

SPECIAL
Ki-Adi-Mundi
BINARY BRAIN LOGIC
Play anytime on your turn.
Choose an opponent. They must take the top 3 cards off of their draw pile and put them in their discard pile.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Ki-Adi-Mundi
BINARY BRAIN LOGIC
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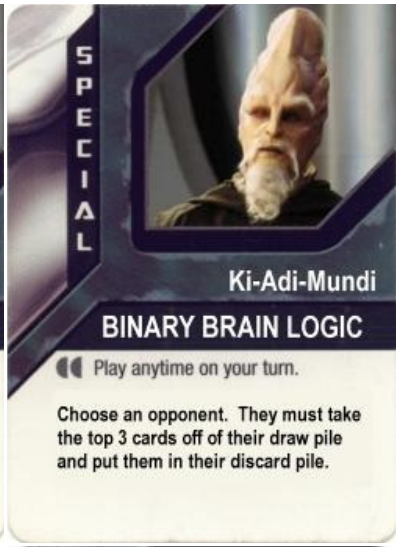
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Ki-Adi-Mundi
BINARY BRAIN LOGIC
Play anytime on your turn.
Choose an opponent. They must take the top 3 cards off of their draw pile and put them in their discard pile.

Attack
5
1
Defend

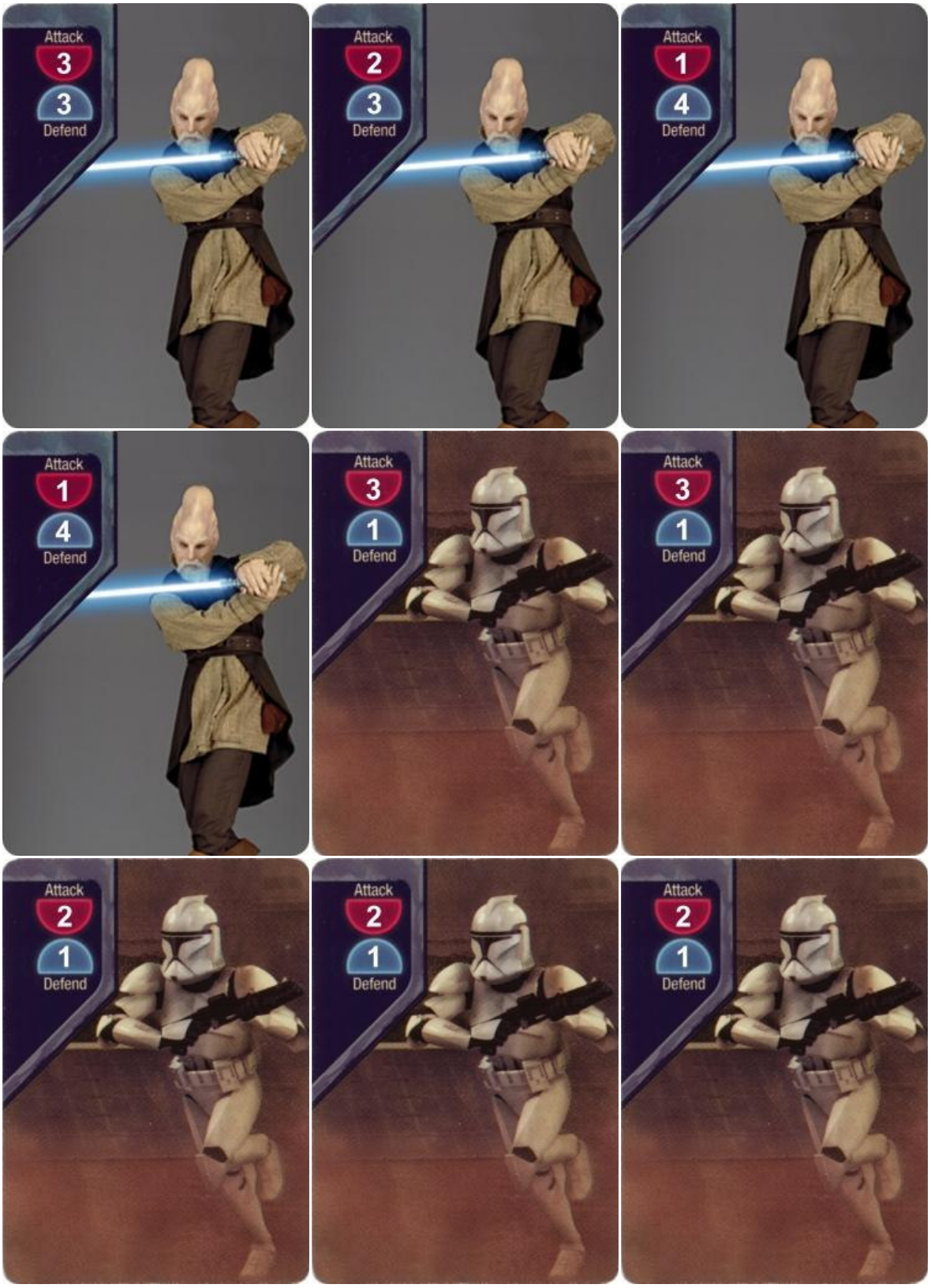
Attack
5
1
Defend

Attack
4
1
Defend

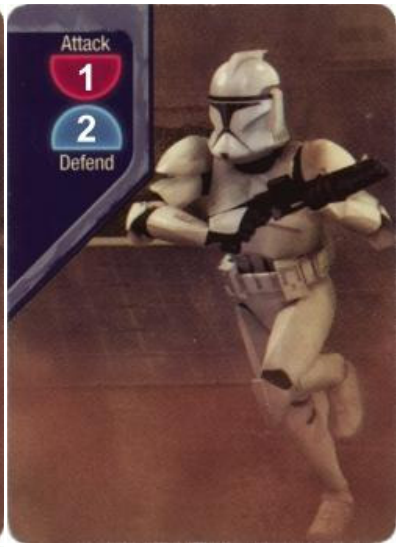
Attack
4
2
Defend

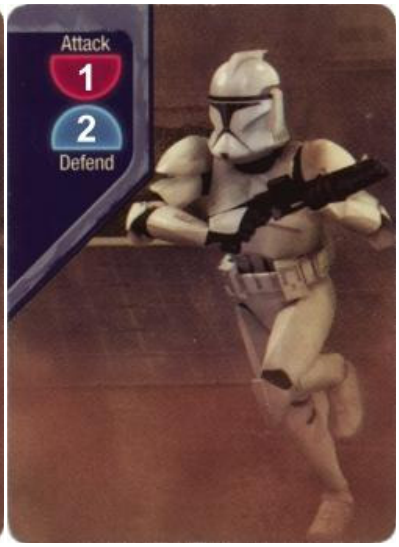
Attack
4
2
Defend

Attack
3
3
Defend


Attack
3
3
Defend
Attack
2
3
Defend
Attack
1
4
Defend
Attack
1
4
Defend
Attack
3
1
Defend
Attack
3
1
Defend
Attack
2
1
Defend
Attack
2
1
Defend
Attack
2
1
Defend

Attack
1
2
Defend


Attack
1
2
Defend


Attack
1
2
Defend

Attack
1
2
Defend

EPIC
DUELS
GAME
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