


Qui-Gon Jinn



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
					

Jar Jar Binks



	1	2	3	4	5
6	7	8			









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.

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*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.

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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.

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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.

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Attack
3*

Jar Jar Binks
BOMBAD GENERAL

Play when Jar Jar is attacking.
*Roll the movement die. If the result is a "5," the attack value of this card is 9. Discard every card in your hand, except 3 cards.



Attack
6

3
Defend

Qui-Gon Jinn
BATTLE PRECOGNITION

Play when attacking or defending.
If you have fewer than 3 cards in your hand, look at the top 4 cards of your draw pile. Discard up to 2 of them and put the rest back on top of your draw pile in any order. After attacking, draw cards until you have 3 cards in your hand.



Attack
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