



Mara Jade	Spy #1	Spy #2
		
Mara Jade	Spy #1	Spy #2

Mara Jade



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

Twi'lek Spies



	1	2	3	
	1	2	3	

This deck represents Mara Jade between the events of the Hand of Thrawn and Return of Thrawn series: Force sensitive, sabre wielding, untrained, smuggling queenpin. She's backed up by a pair of Twi'lek dancers she rescued from slavery and who serve as spies for her. (Use your imagination, dammit! It's remarkably difficult to find generic Star Wars character art!)

Mara fights with both a light saber and a gun. Unless a card specifies otherwise, it can be used to attack at range. When Mara makes an attack adjacent to her target, she is assumed (for the purpose of conditional defense cards) to be making a melee attack with a light saber.

This is version 3.1 and represents something of a radical departure from previous versions. Questions or comments are welcome! Email to richpizor@adelphia.net.

Mara Jade & Twi'lek Spies 3.1

a deck for









**EPIC
DUELS
GAME**

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 <p>Attack 2</p> <p>Defend 2</p>	 <p>Attack 2</p> <p>Defend 2</p>	 <p>Attack 1</p> <p>Defend 3</p>	 <p>Attack 1</p> <p>Defend 3</p>
<p>SPECIAL</p>  <p>Mara Jade Reconnaissance</p> <p>Play anytime during your turn.</p> <p>Mara and each Twi'lek may move up to 6 spaces each. For each character that does not move, draw a card.</p>	<p>SPECIAL</p>  <p>Mara Jade Reconnaissance</p> <p>Play anytime during your turn.</p> <p>Mara and each Twi'lek may move up to 6 spaces each. For each character that does not move, draw a card.</p>	<p>Attack 5</p>  <p>Mara Jade Hit & Fade</p> <p>Play when Mara Jade is attacking.</p> <p>This card must be played as a melee attack. After this attack is resolved, remove Mara from the board. On your next turn, after movement, place Mara on any unoccupied space.</p>	<p>Attack 5</p>  <p>Mara Jade Hit & Fade</p> <p>Play when Mara Jade is attacking.</p> <p>This card must be played as a melee attack. After this attack is resolved, remove Mara from the board. On your next turn, after movement, place Mara on any unoccupied space.</p>

<div>3 Defend</div>  <p>Mara Jade Force Cloak</p> <p>Play when Mara Jade is defending. Mara Jade cannot be the target of an attack until after your next turn.</p>	<div>3 Defend</div>  <p>Mara Jade Force Cloak</p> <p>Play when Mara Jade is defending. Mara Jade cannot be the target of an attack until after your next turn.</p>	<div>* Defend</div>  <p>Mara Jade Fringe Fast Talk</p> <p>Play when Mara Jade is defending. Redirect this attack to another character other than the attacker. That character may defend as normal. If there are only 2 characters on the board, including Mara, you may discard this card to draw another at any time during your turn without using an action.</p>	<div>Attack 7</div>  <p>Mara Jade Lightsaber Swing</p> <p>Play when Mara Jade is attacking. This card must be played as a melee attack. Draw a card.</p>
<div>Attack 0</div>  <p>Mara Jade Confusion</p> <p>Play when Mara Jade is attacking. Playing this card does not cost an action. If the target defends against this attack, the target takes 2 points of damage.</p>	<div>Attack 0</div>  <p>Mara Jade Confusion</p> <p>Play when Mara Jade is attacking. Playing this card does not cost an action. If the target defends against this attack, the target takes 2 points of damage.</p>	<div>Attack 0</div>  <p>Mara Jade Confusion</p> <p>Play when Mara Jade is attacking. Playing this card does not cost an action. If the target defends against this attack, the target takes 2 points of damage.</p>	<div>Attack 7</div>  <p>Mara Jade Lightsaber Swing</p> <p>Play when Mara Jade is attacking. This card must be played as a melee attack. Draw a card.</p>

