


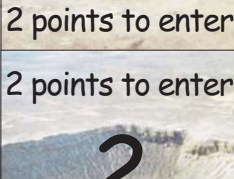
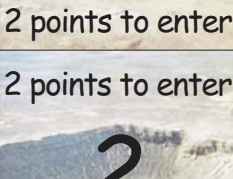
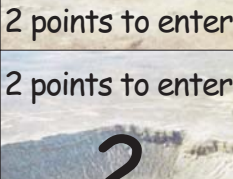
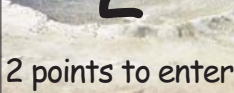
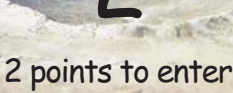
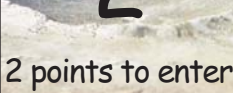



		
leia	Artoo	Threepio
		
Leia	Artoo	Threepio

2 points to enter	2 points to enter	2 points to enter
		
2 points to enter	2 points to enter	2 points to enter
		
2 points to enter	2 points to enter	2 points to enter
		
2 points to enter	2 points to enter	2 points to enter

Princess Leia, Jabba's Captive

Princess Leia



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

The Droids

Artoo



	1	2	3
4	5		

Threepio



	1	2	3
4	5		

This deck represents Princess Leia just after she has been released from Jabba's pleasure barge by Artoo. She is backed up by Artoo and Threepio.

Though the droids are distinct personalities in and of themselves, they share a common pool of basic combat cards. Note that while Leia can attack at range, neither droid can attack. Since this puts Leia at a disadvantage, she automatically draws one card, before taking her two actions, at the beginning of any turn in which both droids are alive and in play.

This is the 1.2 release. It reflects the comments from several people on the Epic Duels Yahooogroup and some playtesting.

Questions? Comments? Mail me at bee@hypersurf.com.

Princess Leia, Jabba's Prisoner









a deck for




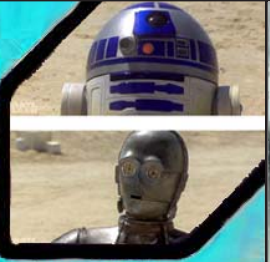

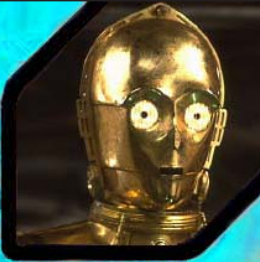




EPIC
DUELS
GAME

by Rich Pizor
bee@hypersurf.com





			
 <p>Princess Leia Chain Choke</p> <p>Play when Leia is attacking. This card must be played as Leia's first action after movement. Leia must end her movement adjacent to her target. Add one to attack value for each space Leia has moved this turn.</p>	 <p>Princess Leia Deck Gun</p> <p>Play when Leia is attacking. All characters adjacent to target (friendly or enemy) take a 3 point attack which can be defended against as normal. Move target to adjacent empty space; ignore this effect if no adjacent spaces are empty. Put a Crater marker in target space.</p>	 <p>Princess Leia Deck Gun</p> <p>Play when Leia is attacking. All characters adjacent to target (friendly or enemy) take a 3 point attack which can be defended against as normal. Move target to adjacent empty space; ignore this effect if no adjacent spaces are empty. Put a Crater marker in target space.</p>	 <p>Princess Leia Deck Gun</p> <p>Play when Leia is attacking. All characters adjacent to target (friendly or enemy) take a 3 point attack which can be defended against as normal. Move target to adjacent empty space; ignore this effect if no adjacent spaces are empty. Put a Crater marker in target space.</p>

  <p>Droids</p> <p>Oh! I've Been Shot!</p> <p>Play when either droid is defending. Droid takes no damage but flies to pieces and is considered out of play; it cannot be attacked, and the space it occupies is considered empty. Turn droid on its side. It does not reenter play until player discards 3 cards to stand it up.</p>	  <p>Droids</p> <p>Oh! I've Been Shot!</p> <p>Play when either droid is defending. Droid takes no damage but flies to pieces and is considered out of play; it cannot be attacked, and the space it occupies is considered empty. Turn droid on its side. It does not reenter play until player discards 3 cards to stand it up.</p>	 <p>Artoo</p> <p>Fire Extinguisher</p> <p>Play any time during your turn.</p> <p>Place this card physically on the board with one edge adjacent to one edge of the space Artoo occupies. All spaces this card touches become a smokescreen that blocks ranged combat but not movement or melee. Remove it at the start of Leia's next turn.</p>	 <p>Threepio</p> <p>It Could Be An Imperial Code</p> <p>Play any time during your turn. Threepio intercepts enemy transmissions. Place this card face up next to Leia's battle card; discard this card if Threepio moves for any reason, takes damage from any source, or leaves play for any reason. As long as this card is in play, all attacks played against Leia, Artoo, or Threepio are played face up.</p>
 <p>Princess Leia</p> <p>You Know Better Than To Trust A Strange Computer!</p> <p>Play any time during your turn. Choose an opponent. Look at that opponent's hand and draw two cards. Opponent discards one of these cards face down. If Artoo is in play, opponent then discards an additional card at random.</p>	 <p>Princess Leia</p> <p>You Know Better Than To Trust A Strange Computer!</p> <p>Play any time during your turn. Choose an opponent. Look at that opponent's hand and draw two cards. Opponent discards one of these cards face down. If Artoo is in play, opponent then discards an additional card at random.</p>	 <p>Princess Leia</p> <p>The Odds Of Survival Are Approximately...</p> <p>Play any time during your turn.</p> <p>Roll the die. On a green number draw two cards; on a purple number draw three cards. If Threepio is in play, draw an additional card.</p>	 <p>Princess Leia</p> <p>The Odds Of Survival Are Approximately...</p> <p>Play any time during your turn.</p> <p>Roll the die. On a green number draw two cards; on a purple number draw three cards. If Threepio is in play, draw an additional card.</p>

STAR
WARS®
EPIC
DUELS
GAME



STAR
WARS®
EPIC
DUELS
GAME



STAR
WARS®
EPIC
DUELS
GAME



STAR
WARS®
EPIC
DUELS
GAME



STAR
WARS®
EPIC
DUELS
GAME



STAR
WARS®
EPIC
DUELS
GAME



STAR
WARS®
EPIC
DUELS
GAME



STAR
WARS®
EPIC
DUELS
GAME

