

Primary	Minor #1	Minor #2
Primary	Minor #1	Minor #2

Phase II Dark Trooper

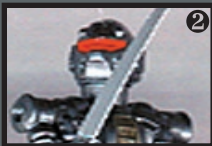


	1	2	3	4
5	6	7	8	9
10	11	12		

Phase I Dark Troopers



	1	2	3	4	
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	1	2	3	4	
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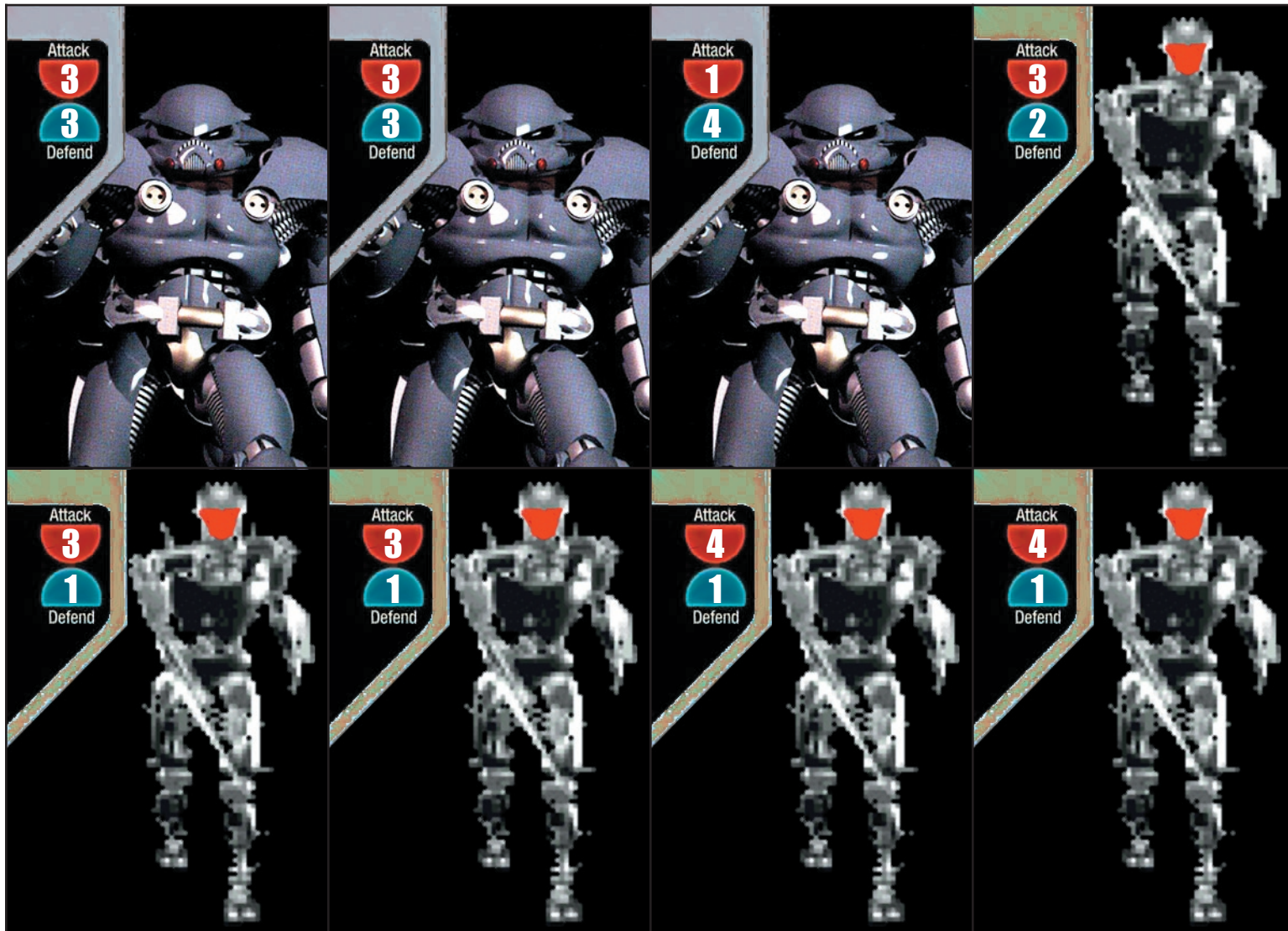
Dark Troopers



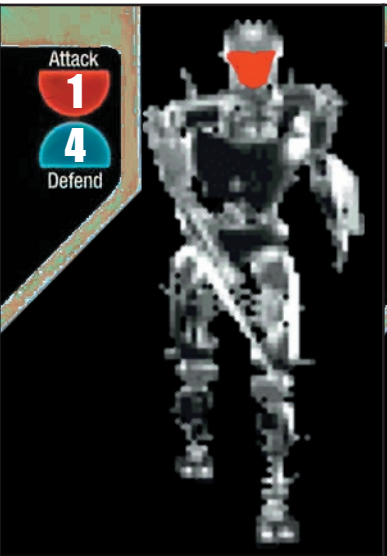
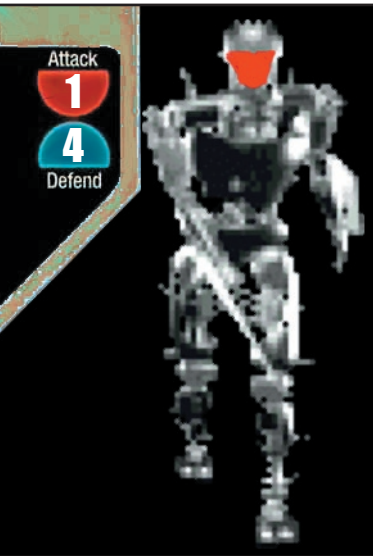
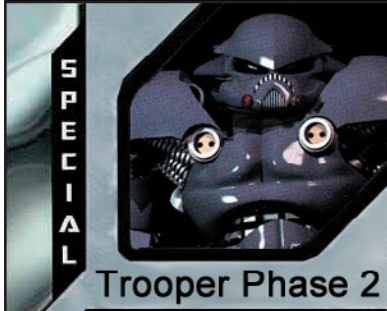
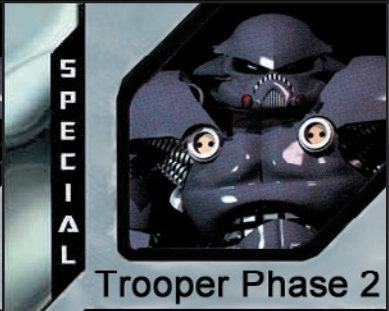
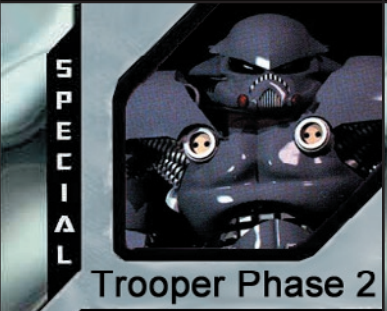

a deck for

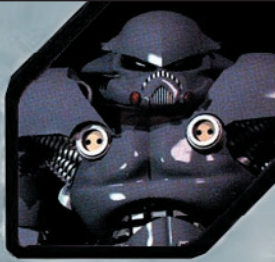


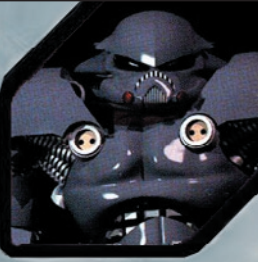



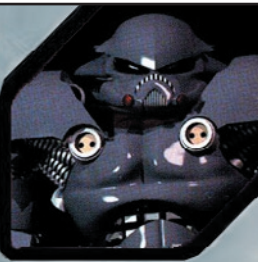
**EPIC
DUELS
GAME**

by Rich Pizor
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<div>SPECIAL</div>  <p>Trooper Phase 2</p> <p>Repulsorlift Pack</p> <p>Play anytime during your turn. Move the Phase II Dark Trooper to any unoccupied space.</p> <p>Draw a card.</p>	<div>SPECIAL</div>  <p>Trooper Phase 2</p> <p>Repulsorlift Pack</p> <p>Play anytime during your turn. Move the Phase II Dark Trooper to any unoccupied space.</p> <p>Draw a card.</p>	<div>SPECIAL</div>  <p>Trooper Phase 2</p> <p>Repulsorlift Pack</p> <p>Play anytime during your turn. Move the Phase II Dark Trooper to any unoccupied space.</p> <p>Draw a card.</p>	<div>SPECIAL</div>  <p>Trooper Phase 2</p> <p>Repulsorlift Pack</p> <p>Play anytime during your turn. Move the Phase II Dark Trooper to any unoccupied space.</p> <p>Draw a card.</p>

<div>SPECIAL</div>  <div>Trooper Phase 2</div> <div>Seeker Rocket</div> <p>Play anytime during your turn.</p> <p>Any enemy pawn on the board takes 4 points of damage. That pawn's owner may prevent damage by choosing and discarding 1 card per point prevented.</p>	<div>SPECIAL</div>  <div>Trooper Phase 2</div> <div>Seeker Rocket</div> <p>Play anytime during your turn.</p> <p>Any enemy pawn on the board takes 4 points of damage. That pawn's owner may prevent damage by choosing and discarding 1 card per point prevented.</p>	<div>Attack 7</div>  <div>Trooper Phase 2</div> <div>Long Range Rocket</div> <p>Play when the Phase II Dark Trooper is attacking.</p> <p>This card can only be played against a target at least 3 spaces away from the Phase II Dark Trooper.</p>	<div>Attack 7</div>  <div>Trooper Phase 2</div> <div>Long Range Rocket</div> <p>Play when the Phase II Dark Trooper is attacking.</p> <p>This card can only be played against a target at least 3 spaces away from the Phase II Dark Trooper.</p>
<div>7 Defend</div>  <div>Dark Troopers</div> <div>Phrik Structure</div> <p>Play when any Dark Trooper is defending.</p>	<div>SPECIAL</div>  <div>Trooper Phase 1</div> <div>Relentless Attack</div> <p>Play anytime during your turn.</p> <p>Move one Phase I Dark Trooper up to 5 spaces. The Trooper must end in position to attack. This card does not cost an action.</p>	<div>SPECIAL</div>  <div>Trooper Phase 1</div> <div>Relentless Attack</div> <p>Play anytime during your turn.</p> <p>Move one Phase I Dark Trooper up to 5 spaces. The Trooper must end in position to attack. This card does not cost an action.</p>	<div>Attack 7</div>  <div>Trooper Phase 2</div> <div>Long Range Rocket</div> <p>Play when the Phase II Dark Trooper is attacking.</p> <p>This card can only be played against a target at least 3 spaces away from the Phase II Dark Trooper.</p>

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