

		
Durge	Lancer #1	Lancer #2
		

This deck represents Durge, a bounty hunter/mercenary who has joined forces with Dooku. He's backed up by two members of the elite squad he commands, the IG Lancers. The Lancers must be adjacent to their target to attack, but gain a +1 bonus on their attack if they move and attack in the same turn.

One slight clarification: For the purposes of the Energy Shield card, a "lightsaber attack" is defined as a melee attack by a lightsaber wielding character. If the attack is specifically something other than a melee attack - such as Vader's Throw Debris card, or a basic card played by Mara Jade as a ranged attack - Energy Shield only serves as a 3 defense.

Durge



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20	21		

IG Lancers



	1	2	3	
	1	2	3	

One of the cards in this deck instructs you to remove it from the game once it has been played. This means the card is treated as if it never existed in the first place. It does not go to the discard pile and it cannot be retrieved by any card that would allow you to search and/or pull from your discard pile. However, if the card is discarded normally, it can be retrieved by such means just like any other card.

This deck is version 2.0; this version is the result of extensive testing but this particular configuration is untested at this writing. Feedback is always welcome! Send questions, comments, complaints, or cookie recipes to richpizor@adelphia.net.

Durge & IG Lancers


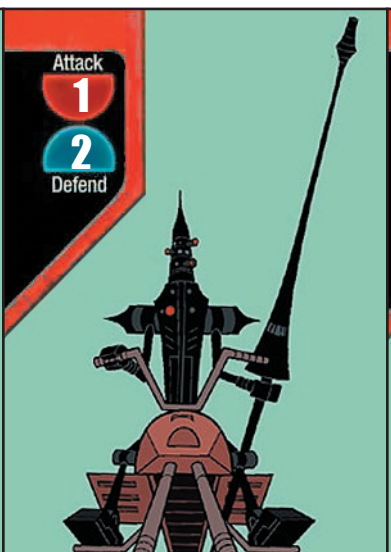
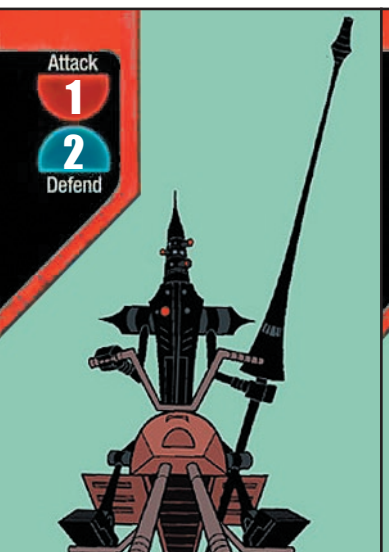





a deck for

**EPIC
DUELS
GAME**

by Rich Pizor
richpizor@adelphia.net

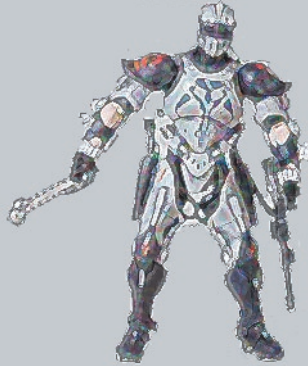




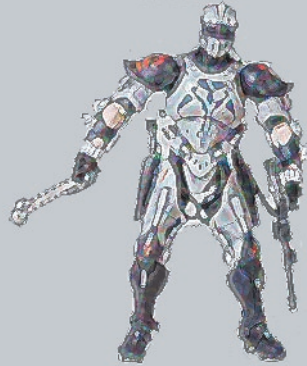
 <p>Attack 1</p> <p>Defend 2</p>	 <p>Attack 1</p> <p>Defend 2</p>	 <p>Attack 1</p> <p>Defend 2</p>	 <p>Attack 1</p> <p>Defend 2</p>
 <p>Attack 7*</p> <p>Durge Twin Blasters</p> <p>Play when Durge is attacking.</p> <p>After the target reveals its defense card (if a defense card is being played), you may choose to reduce the damage to A3 and then immediately play a second A3 attack against any target Durge can hit. This attack may be defended normally.</p>	 <p>Attack 7*</p> <p>Durge Twin Blasters</p> <p>Play when Durge is attacking.</p> <p>After the target reveals its defense card (if a defense card is being played), you may choose to reduce the damage to A3 and then immediately play a second A3 attack against any target Durge can hit. This attack may be defended normally.</p>	 <p>SPECIAL</p> <p>Durge Regeneration</p> <p>Play anytime during your turn.</p> <p>Durge regains 3 points of damage. Draw a card.</p>	 <p>SPECIAL</p> <p>Durge Regeneration</p> <p>Play anytime during your turn.</p> <p>Durge regains 3 points of damage. Draw a card.</p>

<div>SPECIAL</div>  <p>Durge</p> <p>Spiked Flail</p>	<div>0* Defend</div>  <p>Durge</p> <p>Reconstitute</p>	<div>Attack 7*</div>  <p>Durge</p> <p>Twin Blasters</p>	<div>Attack 7*</div>  <p>Durge</p> <p>Twin Blasters</p>
<p>Play anytime during your turn.</p> <p>All pawns adjacent to Durge, including allies, take 4 points of damage.</p>	<p>Play when Durge is defending.</p> <p>After the attack is resolved, move Durge's wound marker to the #15 box, even if this attack would have killed Durge. Lose an action on your next turn. When this card is played, remove it from the game.</p>	<p>Play when Durge is attacking.</p> <p>After the target reveals its defense card (if a defense card is being played), you may choose to reduce the damage to A3 and then immediately play a second A3 attack against any target Durge can hit. This attack may be defended normally.</p>	<p>Play when Durge is attacking.</p> <p>After the target reveals its defense card (if a defense card is being played), you may choose to reduce the damage to A3 and then immediately play a second A3 attack against any target Durge can hit. This attack may be defended normally.</p>
<div>3* Defend</div>  <p>Durge</p> <p>Energy Shields</p>	<div>3* Defend</div>  <p>Durge</p> <p>Energy Shields</p>	<div>Attack 3*</div>  <p>Durge</p> <p>Poison Spikes</p>	<div>Attack 3*</div>  <p>Durge</p> <p>Poison Spikes</p>
<p>Play when Durge is defending.</p> <p>If this card is used to block a light-saber attack, Durge takes no damage.</p>	<p>Play when Durge is defending.</p> <p>If this card is used to block a light-saber attack, Durge takes no damage.</p>	<p>Play when Durge is attacking.</p> <p>If this attack does any damage, place 3 wound counters on the target's picture on its health card. At the start of each of target player's turns, remove 1 wound counter and do one point of damage to target.</p>	<p>Play when Durge is attacking.</p> <p>If this attack does any damage, place 3 wound counters on the target's picture on its health card. At the start of each of target player's turns, remove 1 wound counter and do one point of damage to target.</p>

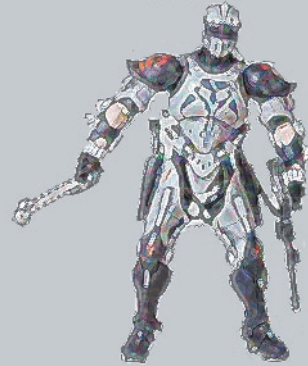
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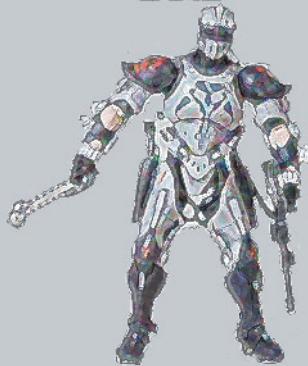
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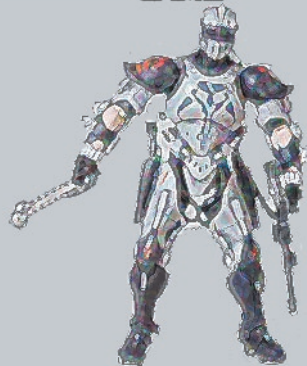
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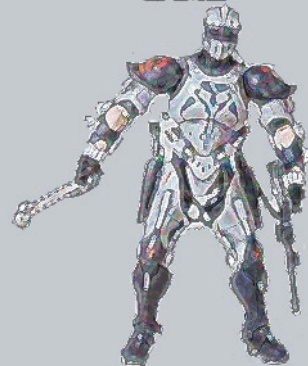
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