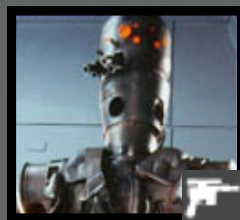


<b>Primary</b>	<b>Minor #1</b>	<b>Minor #2</b>
<b>Primary</b>	<b>Minor #1</b>	<b>Minor #2</b>

IG-88



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

Bossk



	1	2	3	4
5	6	7	8	9
10				

# IG-88 and Bossk

a deck for

**EPIC  
DUELS  
GAME**

by PD Magnus  
Layout and edits by  
romanfarraday  
@yahoo.com

Attack  
**4**

Defend  
**1**



Attack  
**4**

Defend  
**1**



Attack  
**4**

Defend  
**1**



Attack  
**3**

Defend  
**1**



Attack  
**3**

Defend  
**1**



Attack  
**2**

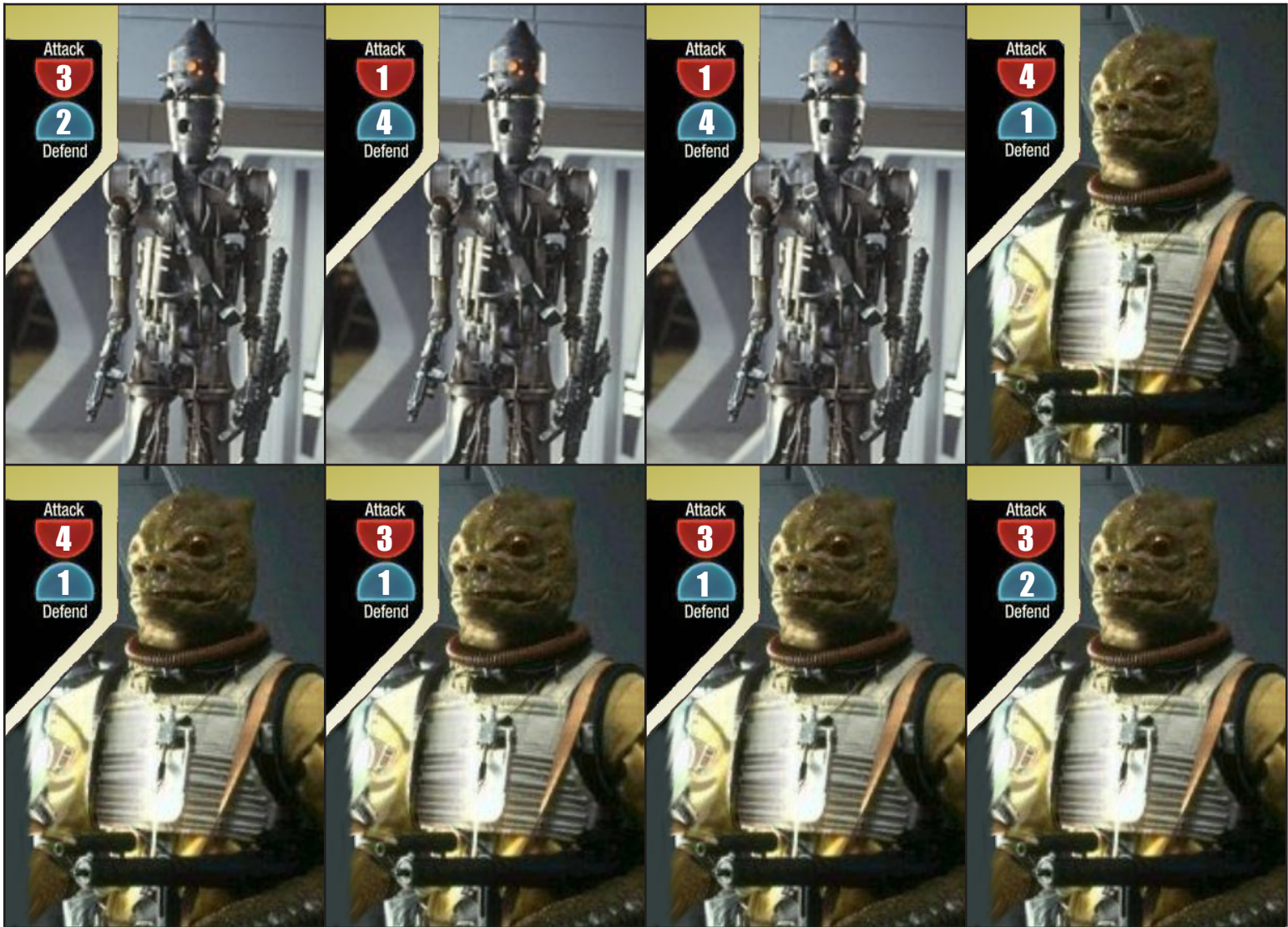
Defend  
**2**



Attack  
**2**

Defend  
**2**





 <p>Attack <b>2</b></p> <p>Defend <b>3</b></p>	 <p>Attack <b>2</b></p> <p>Defend <b>3</b></p>	 <p>Attack <b>1</b></p> <p>Defend <b>4</b></p>	 <p>Attack <b>1</b></p> <p>Defend <b>4</b></p>
 <p><b>IG-88</b></p> <p><b>BRISTLING WITH GUNS</b></p> <p>Play when IG-88 is attacking. IG-88 does 2 damage to all other characters he can attack.</p>	 <p><b>IG-88</b></p> <p><b>BRISTLING WITH GUNS</b></p> <p>Play when IG-88 is attacking. IG-88 does 2 damage to all other characters he can attack.</p>	 <p><b>IG-88</b></p> <p><b>BRISTLING WITH GUNS</b></p> <p>Play when IG-88 is attacking. IG-88 does 2 damage to all other characters he can attack.</p>	<p><b>SPECIAL</b></p>  <p><b>IG-88</b></p> <p><b>FLAMETHROWER</b></p> <p>Play any time on your turn. IG-88 does 3 damage to all adjacent enemies. Then move each affected character up to 3 spaces.</p>

<p>Attack <b>7</b></p>  <p><b>IG-88</b></p> <p><b>PULSE CANNON</b></p> <p>Play when IG-88 is attacking. Any character in the same line of sight behind the target must also defend or take damage. For each space the attack passes through, attack value decreases by 2. Attack does not pass through obstacles.</p>	<p>Attack <b>7</b></p>  <p><b>IG-88</b></p> <p><b>PULSE CANNON</b></p> <p>Play when IG-88 is attacking. Any character in the same line of sight behind the target must also defend or take damage. For each space the attack passes through, attack value decreases by 2. Attack does not pass through obstacles.</p>	<p><b>SPECIAL</b></p>  <p><b>IG-88</b></p> <p><b>GRENADE LAUNCHER</b></p> <p>Play any time on your turn. Grenade Launcher does 4 damage to any one character IG-88 can attack. All characters adjacent to that character receive 3 damage.</p>	<p><b>SPECIAL</b></p>  <p><b>IG-88</b></p> <p><b>GRENADE LAUNCHER</b></p> <p>Play any time on your turn. Grenade Launcher does 4 damage to any one character IG-88 can attack. All characters adjacent to that character receive 3 damage.</p>
<p>Attack <b>7</b></p>  <p><b>Bossk</b></p> <p><b>SCOREKEEPER'S REWARD</b></p> <p>Play when Bossk is attacking. If you destroy the defending character, draw 3 cards.</p>	<p>Attack <b>5</b></p>  <p><b>Bossk</b></p> <p><b>HATRED</b></p> <p>Play when Bossk is attacking. All characters on the board take 2 damage except for Bossk.</p>	<p>Attack <b>4</b></p>  <p><b>Bossk</b></p> <p><b>THRILL OF THE HUNT</b></p> <p>Play when Bossk is attacking. If target takes damage from this card, you may move target up to 4 spaces.</p>	<p>Attack <b>4</b></p>  <p><b>Bossk</b></p> <p><b>THRILL OF THE HUNT</b></p> <p>Play when Bossk is attacking. If target takes damage from this card, you may move target up to 4 spaces.</p>

