

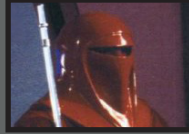
Primary	Minor #1	Minor #2
Primary	Minor #1	Minor #2

Darth Sidious



■	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	■			

Royal Guards



■	1	2	3	4	■
---	---	---	---	---	---



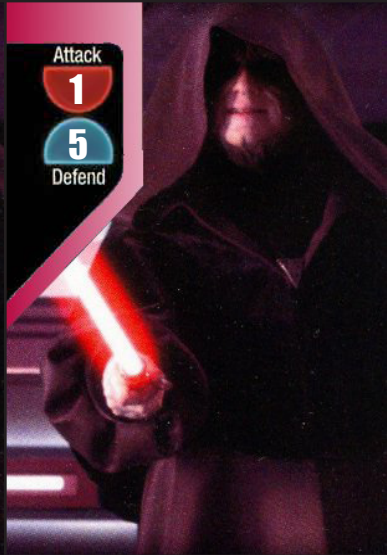
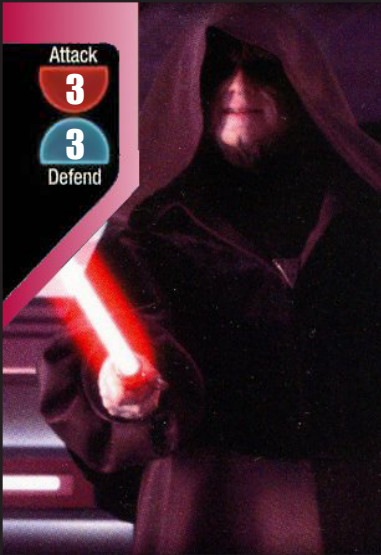
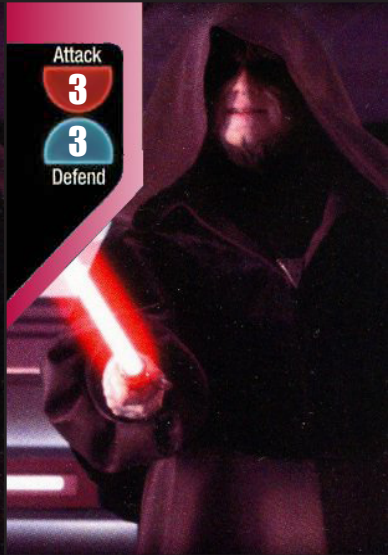
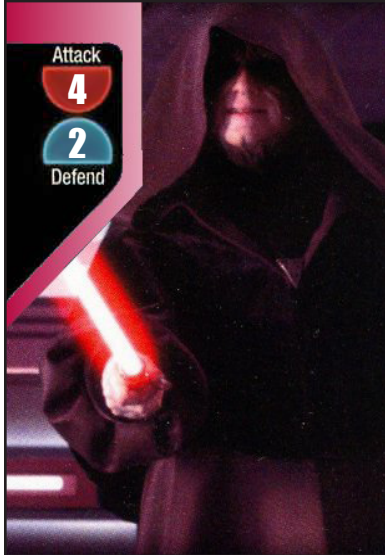
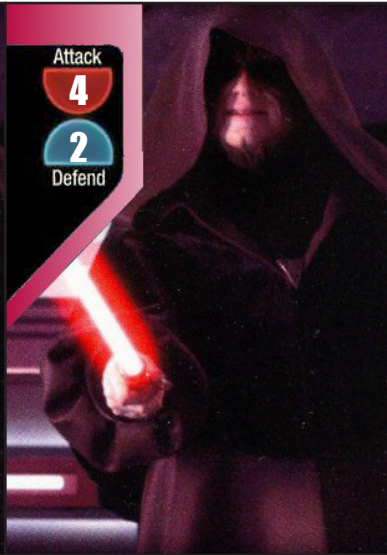
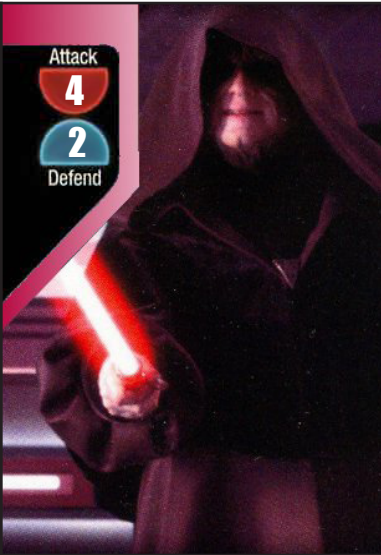
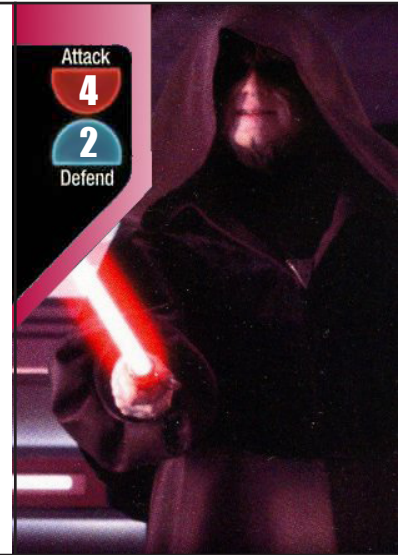
■	1	2	3	4	■
---	---	---	---	---	---

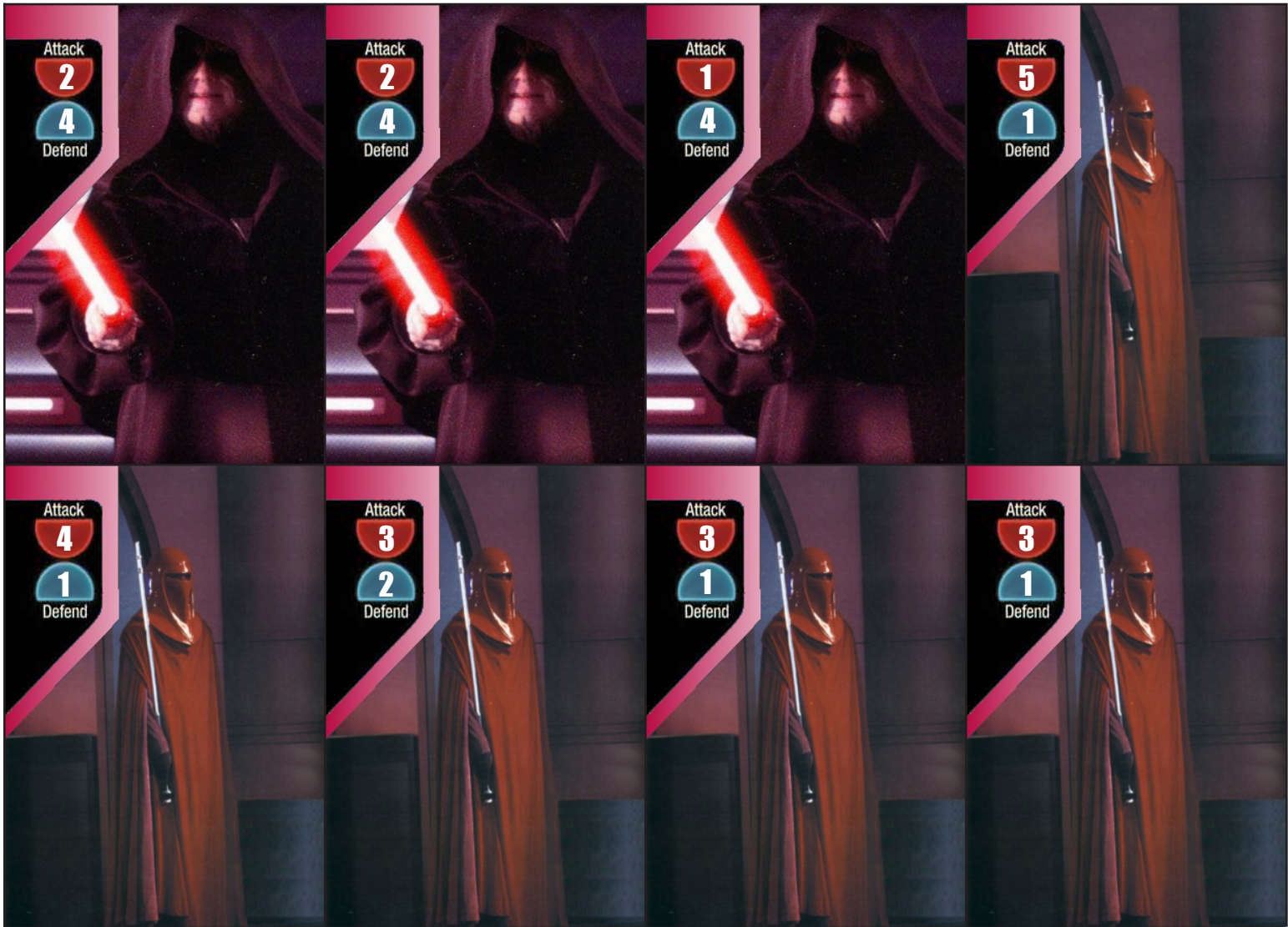
Darth Sidious

a deck for

**EPIC
DUELS
GAME**

by Roman Farraday
romanfarraday
@yahoo.com





 <p>Attack 2</p> <p>Defend 3</p>	 <p>Attack 2</p> <p>Defend 3</p>	 <p>Attack 2</p> <p>Defend 4</p>	 <p>Attack 1</p> <p>Defend 4</p>
 <p>Attack 9</p> <p>Darth Sidious</p> <p>AGGRESSION</p> <p>Play when Sidious is attacking. If this card is defended, Sidious takes damage equal to the attack value of the defense card, up to 4 total.</p>	 <p>Attack 9</p> <p>Darth Sidious</p> <p>AGGRESSION</p> <p>Play when Sidious is attacking. If this card is defended, Sidious takes damage equal to the attack value of the defense card, up to 4 total.</p>	 <p>Attack 9</p> <p>Darth Sidious</p> <p>AGGRESSION</p> <p>Play when Sidious is attacking. If this card is defended, Sidious takes damage equal to the attack value of the defense card, up to 4 total.</p>	<p>SPECIAL</p>  <p>Darth Sidious</p> <p>ORDER 66</p> <p>Play any time on your turn. Sidious' Royal Guards and one set of Clone Troopers, ARC Troopers or StormTroopers do 2 damage to all of one opponent's characters that they can attack, not including each other.</p>

<p>Attack 6</p>  <p>Darth Sidious</p> <p>SITH FURY</p> <p>Play when Sidious is attacking. If target is destroyed, playing this card does not count as an action.</p>	<p>Attack 6</p>  <p>Darth Sidious</p> <p>SITH FURY</p> <p>Play when Sidious is attacking. If target is destroyed, playing this card does not count as an action.</p>	<p>Attack 6</p>  <p>Darth Sidious</p> <p>SITH FURY</p> <p>Play when Sidious is attacking. If target is destroyed, playing this card does not count as an action.</p>	<p>SPECIAL</p>  <p>Darth Sidious</p> <p>UNLIMITED POWER</p> <p>Play any time on your turn. Darth Sidious does 3 damage to one adjacent target. Discard up to 3 Sidious cards. For each card you discard, Sidious and target each take a point of damage.</p>
<p>SPECIAL</p>  <p>Darth Sidious</p> <p>SITH LIGHTNING</p> <p>Play any time on your turn. Do 3 damage to any character on the board. The player controlling the character loses an action on his next turn.</p>	<p>SPECIAL</p>  <p>Darth Sidious</p> <p>SITH LIGHTNING</p> <p>Play any time on your turn. Do 3 damage to any character on the board. The player controlling the character loses an action on his next turn.</p>	<p>5 Defend</p>  <p>Darth Sidious</p> <p>ARE YOU THREATENING ME?</p> <p>Play when Sidious is defending. For each character Sidious can attack, controlling player discards a card.</p>	<p>5 Defend</p>  <p>Darth Sidious</p> <p>ARE YOU THREATENING ME?</p> <p>Play when Sidious is defending. For each character Sidious can attack, controlling player discards a card.</p>

