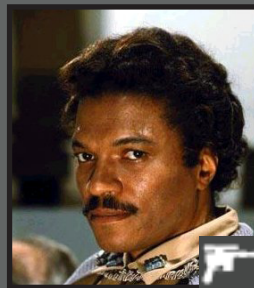


Primary	Minor #1	Minor #2
Primary	Minor #1	Minor #2

Lando Calrissian



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

Lobot



	1	2	3	4
5	6	7	8	9

Lando and Lobot
a deck for

EPIC DUELS GAME

version 2.5 by Roman
Farraday
version 1.0 by PD Magnus
V 2.5 includes ideas
from Justin, b_barth
and fooyongfoo







SPECIAL




Lando Calrissian

I JUST MADE A DEAL

Play any time on your turn.

Choose and discard as many cards as you wish. Choose an opponent to discard an equal number of cards at random.

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Attack 4

4 Defend



Lando Calrissian


ADMINISTRATOR OF THIS FACILITY

Play when Lando is attacking or defending.

If Lobot is still alive, attack and defend values double.

Attack 4

4 Defend



Lando Calrissian

ADMINISTRATOR OF THIS FACILITY

Play when Lando is attacking or defending.

If Lobot is still alive, attack and defend values double.

<p>Attack 1*</p>  <p>Lando Calrissian</p> <p>GAMBLER'S FALLACY</p> <p>Play when Lando is attacking.</p> <p>Roll the die. Add the value of the die to the attack value. If the die is a purple field, target chooses and discards a card.</p>	<p>Attack 1*</p>  <p>Lando Calrissian</p> <p>GAMBLER'S FALLACY</p> <p>Play when Lando is attacking.</p> <p>Roll the die. Add the value of the die to the attack value. If the die is a purple field, target chooses and discards a card.</p>	<p>Attack 1*</p>  <p>Lando Calrissian</p> <p>GAMBLER'S FALLACY</p> <p>Play when Lando is attacking.</p> <p>Roll the die. Add the value of the die to the attack value. If the die is a purple field, target chooses and discards a card.</p>	<p>Attack 5</p>  <p>Lando Calrissian</p> <p>SCOUNDREL'S RETREAT</p> <p>Play when Lando is attacking.</p> <p>Lando may move adjacent to any character.</p>
<p>Attack 5</p>  <p>Lando Calrissian</p> <p>SCOUNDREL'S RETREAT</p> <p>Play when Lando is attacking.</p> <p>Lando may move adjacent to any character.</p>	<p>SPECIAL</p>  <p>Lobot</p> <p>SEND IN THE UGNAUTS</p> <p>Play any time on your turn.</p> <p>Each of one opponent's characters takes 3 damage.</p>	<p>SPECIAL</p>  <p>Lobot</p> <p>BESPIN AMBUSH</p> <p>Play any time on your turn.</p> <p>Draw 3 cards. If you are on the Carbon Freezing Chamber map, draw 4 cards.</p>	<p>SPECIAL</p>  <p>Lobot</p> <p>BESPIN AMBUSH</p> <p>Play any time on your turn.</p> <p>Draw 3 cards. If you are on the Carbon Freezing Chamber map, draw 4 cards.</p>

