

EPIC DUELS GAME



GEEKTOPIA Tweaks

This set of tweaks to 8 of the original 12 decks of Star Wars Epic Duels is designed to make the decks more balanced, more representative of their relative level of power in the films, and more fun. They also correct some of the obvious imbalances in the game, though we certainly left some of them still in. These tweaks were designed specifically to interact with our Core Geektopia Custom Decks, or they can stand alone.

If you play with card sleeves, you can print these onto cardstock and play. You can print the Dengar battle card onto cardstock and lay it over the Greedo portion of the Boba Fett battle card.

If you don't, you will need an extra deck for each character. Print these cards onto full-page Avery sticker paper, available at office supply stores or online. These cards will blend well into an original deck over time. Sticker Dengar over the Greedo portion of a Boba card.

What might not be clear from just seeing the cards:

- Mace's 4 MASTERFUL FIGHTING cards are to replace 2 WISDOM cards in addition to 2 MASTERFUL FIGHTING cards.
- Dooku's 2 DARK LIGHTNING cards are to replace 1 GIVE ORDERS and the 1 FORCE DRAIN cards.
- Jango's KAMINO SABER DART is to replace his FLAMETHROWER.
- The Dengar cards are to replace Greedo's.

Attack
6*



Luke Skywalker™

JUSTICE

Play any time on your turn.

*If Leia has been destroyed, the attack value of this card is 10.

Attack
6*



Luke Skywalker™

JUSTICE

Play any time on your turn.

*If Leia has been destroyed, the attack value of this card is 10.

SPECIAL



Princess Leia Organa™

LUKE'S IN TROUBLE

Play any time on your turn.

Move Leia adjacent to Luke. Luke recovers 4 damage. If Luke has been destroyed, Leia recovers 4 damage.

SPECIAL



Princess Leia Organa™

LUKE'S IN TROUBLE

Play any time on your turn.

Move Leia adjacent to Luke. Luke recovers 4 damage. If Luke has been destroyed, Leia recovers 4 damage.

Attack
6



Mace Windu™

MASTERFUL FIGHTING

Play when Mace is attacking.

Draw a card.

Attack
6



Mace Windu™

MASTERFUL FIGHTING

Play when Mace is attacking.

Draw a card.

Attack
6



Mace Windu™

MASTERFUL FIGHTING

Play when Mace is attacking.

Draw a card.

Attack
6



Mace Windu™

MASTERFUL FIGHTING

Play when Mace is attacking.

Draw a card.



Attack
5



Obi-Wan Kenobi™

FORCE™ CONTROL

Play when Obi-Wan is attacking.
After attacking, you may move Obi-Wan and the attacked character up to 3 spaces each.

Attack
5



Obi-Wan Kenobi™

FORCE™ CONTROL

Play when Obi-Wan is attacking.
After attacking, you may move Obi-Wan and the attacked character up to 3 spaces each.

SPECIAL




Count Dooku™

DARK LIGHTNING

Play any time on your turn.
Choose any character. That character receives 3 damage. The player controlling this character must choose and discard a card.

SPECIAL




Count Dooku™

DARK LIGHTNING

Play any time on your turn.
Choose any character. That character receives 3 damage. The player controlling this character must choose and discard a card.

SPECIAL




Count Dooku™

FORCE™ PUSH

Play any time on your turn.
Move any character adjacent to Dooku to any empty space. That character receives 2 damage.

SPECIAL




Count Dooku™

FORCE™ PUSH

Play any time on your turn.
Move any character adjacent to Dooku to any empty space. That character receives 2 damage.

SPECIAL




Count Dooku™

GIVE ORDERS

Play any time on your turn.
Move Dooku up to 4 spaces. Then move Super Battledroid 1 up to 4 spaces and move Super Battledroid 2 up to 4 spaces. Draw a card.

SPECIAL



Count Dooku™

GIVE ORDERS

Play any time on your turn.
Move Dooku up to 4 spaces. Then move Super Battledroid 1 up to 4 spaces and move Super Battledroid 2 up to 4 spaces. Draw a card.

Attack
9




Jango Fett™

KAMINO SABER DART

Play when Jango is attacking.
If the defending character is destroyed, draw 3 cards.

Attack
3*



Zam Wesell™

SNIPER SHOT

Play when Zam is attacking.
*SNIPER SHOT does double any damage.

Attack
3*



Zam Wesell™

SNIPER SHOT

Play when Zam is attacking.
*SNIPER SHOT does double any damage.

Attack
3*



Zam Wesell™

SNIPER SHOT

Play when Zam is attacking.
*SNIPER SHOT does double any damage.

Attack
7



Dengar

UNCONTROLLED RAGE

Play when Dengar is attacking.
After attacking, Dengar takes 2 damage.

Attack
5




Dengar

GRUDGE

Play when Dengar is attacking.
If Han Solo is the target of this attack, draw 3 cards. If another character with a name is the target of this attack, draw 2 cards.

Defend



Dengar

PAYBACK

Play when Dengar is defending.
Dengar takes full damage from the attack. If he survives, Dengar deals the same amount of damage back to the attacker.

Attack
3

Defend
2

