

STAR WARS EPIC DUELS CARD TEXT

EPIC
DUELS
GAME

CARD TEXT BY VASH THE STAMPEDE ASSEMBLED BY BMLDESIGNS

Creating custom cards is always a challenge. One of the more challenging aspects is the “wording” on a custom card. The space provided on a card is limited, and therefore it becomes difficult to choose the right wording to keep the text at a minimum and still get your point across. What follows is a listing of Editing Conventions that the Hasbro cards contain. In addition, several editing mistakes and inconsistencies in the cards themselves have been found, and are listed after the conventions.

Textual Conventions

General

-Playing this card does not count as an action.

Cards that don't count as an action always have this exact text.

-Recovers...X damage.

“Recover” is used to describe healing. An example on a card, is “Chewbacca recovers up to 4 damage”.

-Up to

This phrase is used to describe movement and healing. It's use is for flexibility, which allows the user to choose a range of movement or healing within a certain limit or condition, such as “up to 5 spaces” or “up to 4 damage”.

-Any empty space

Used to describe any unoccupied space for a target's movement destination.

-May

The use of “may” usually indicates when an effect is optional. Effects such as “you may move”, or “you may draw” etc, are usually optional effects.

-Player controlling the “attacking/defending” character

For effects that target a character and then the player associated with that character, this text is used.

Power Combat Secondary Effects

-After Attacking

This term is used before any movement of any kind.

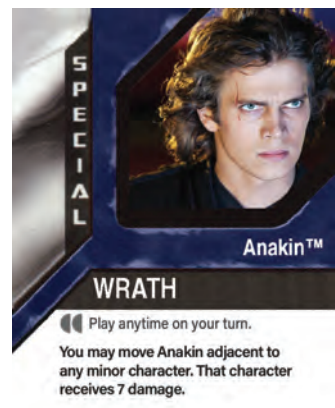
-Takes damage from this card

This phrase is used whenever an effect requires conditional damage from the attack. None of the cards contain “from this attack” or “from {insert character name}”.

Special Card Effects

-{Insert card name} does X damage

Cards that represent some sort of special “tool” or “weapon” usually insert the card name, into the effect instructions, such as “Thermal Detonator does 4 damage” and “Flamethrower does 2 damage” etc.



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