


This deck was among the first batch of custom decks I ever created and was untouched for years, because I considered it one of my better attempts at custom deck making. But, after appearing in an online tournament early on, and then after years of use, this deck has proven that it was ready for a tweak. The changes are subtle, but make a huge difference on the feel and playability of the design. **AMBUSH ATTACK** was tweaked and a support card was added in **FACILITY ADMINISTRATOR (SMUGLER'S DISGUISE)** was dropped). And, the old **SCOUNDREL'S DEFENSE** was renamed and tweaked slightly. **LUCKY SHOT** was tweaked as a result of the other changes, and **GAMBLER** was also renamed and tweaked to have a far less negative effect on the deck. Included in the deck tweak is a complete redo of the artwork, along other improved card names. All the changes make the deck a bit more powerful and cohesive overall.

Attack
4*




Lando Calrissian

AMBUSH ATTACK

Play when Lando is attacking.

*Add 2 to the attack value for each Bespin Guard that can also attack the defender.

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Play when Lando is attacking.

*Add 2 to the attack value for each Bespin Guard that can also attack the defender.

Attack
5




Lando Calrissian

FACILITY ADMINISTRATOR

Play when Lando is attacking.

After attacking move Lando and each Bespin Guard up to 5 spaces each.

Attack
5




Lando Calrissian

FACILITY ADMINISTRATOR

Play when Lando is attacking.

After attacking move Lando and each Bespin Guard up to 5 spaces each.

Attack
5*




Lando Calrissian

LUCKY SHOT

Play when Lando is attacking.

*Roll the die. If green, add the amount shown on the die to the attack value. If purple, subtract the amount shown on the die from the attack value.

Attack
5*




Lando Calrissian

LUCKY SHOT

Play when Lando is attacking.

*Roll the die. If green, add the amount shown on the die to the attack value. If purple, subtract the amount shown on the die from the attack value.

Defend
2*




Lando Calrissian

I HAD NO CHOICE

Play when Lando is defending.

*Lando may exchange spaces with any ally. If Lando exchanges spaces, he receives no damage from the attack. The ally receives the attack instead, and may defend as normal.

Defend
2*




Lando Calrissian

I HAD NO CHOICE

Play when Lando is defending.

*Lando may exchange spaces with any ally. If Lando exchanges spaces, he receives no damage from the attack. The ally receives the attack instead, and may defend as normal.

SPECIAL




Lando Calrissian

SCOUNDREL'S GAMBLE

Play anytime on your turn.

Choose any character, then roll the die. If green, that character receives damage equal to the number on the die. If purple, discard this card and it has no effect.

SPECIAL




Lando Calrissian

SCOUNDREL'S GAMBLE

Play anytime on your turn.

Choose any character, then roll the die. If green, that character receives damage equal to the number on the die. If purple, discard this card and it has no effect.

SPECIAL

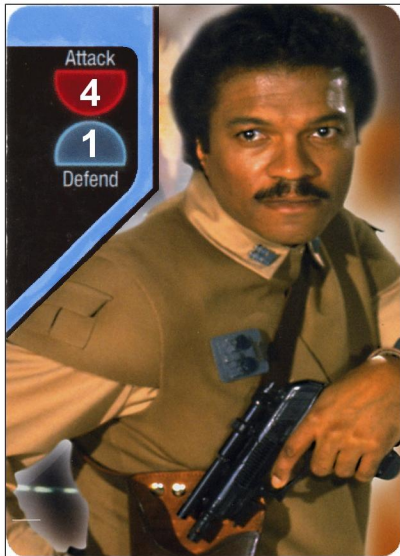


Lando Calrissian

I'VE JUST MADE A DEAL

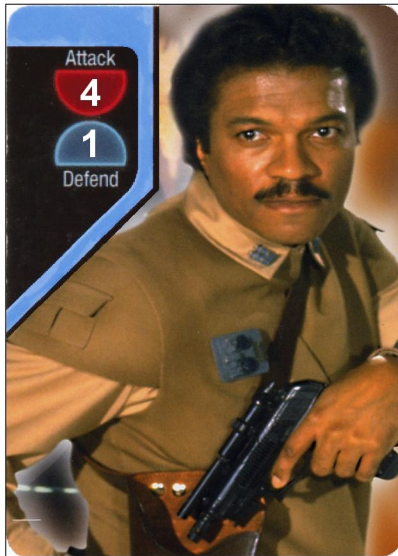
Play anytime on your turn.

During the rest of this turn, if you roll the die, every time purple comes up you may re-roll as if purple had never been rolled. Playing this card does not count as an action.



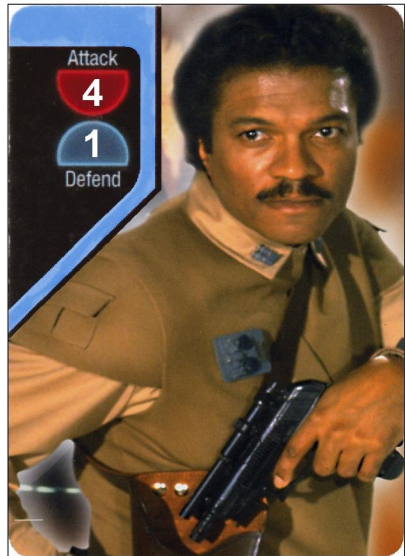
Attack
4

1
Defend



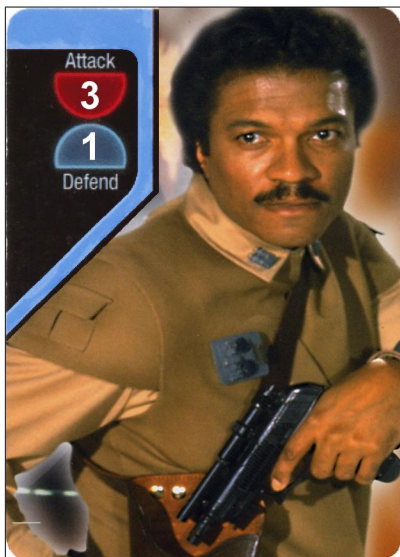
Attack
4

1
Defend



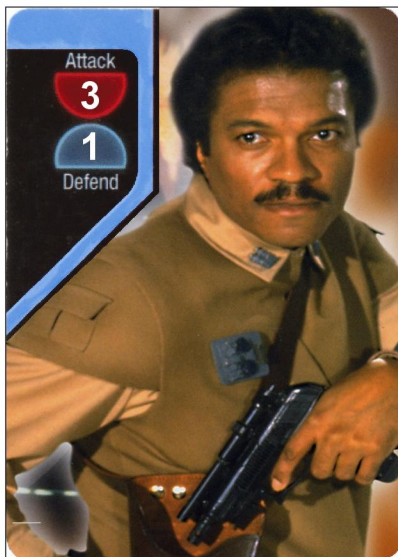
Attack
4

1
Defend



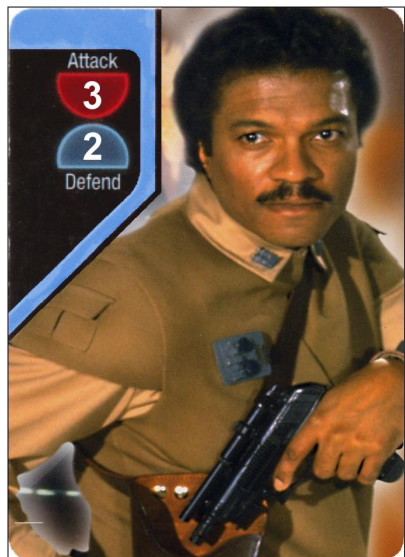
Attack
3

1
Defend



Attack
3

1
Defend



Attack
3

2
Defend

