

Calo Nord 1.1 from Knights of the Old Republic by docmogs01.

This deck represent the galaxy renowned bounty hunter Calo Nord who makes several appearances in the game Knights of the Old Republic game on the Xbox and PC.



He's a fiery character who uses a lot of grenades, detonators and mines to achieve his goals. I've tried to incorporate these traits in his deck and as a result he is huge when it comes to direct damage. He has a thermal detonator that allows detonation on himself if your ever feeling suicidal. Hunter's trap is a minelayer

card and Calo can detonate the mine by discarding a card at the cost of an action. It also goes off if someone lands or passes over the square where the mine lays. The mine will also go off if a grenade or detonator affects the square the mine rests on. In that way Calo can detonate the mine by putting next to a character, retreating and throwing a grenade on the victim. Makes the card a little more useful. I'd recommend using battle point marker as a mine but a coin or any thing that fits on a square would work. Calo is stocked with heavy weapons. His cryoban grenades allow him to keep distance, his flash mines give him more direct damage and It's Showtime is his big killer with movement. 1,2,3 allows him to hit more than one target in one action or to hit one character 3 times. This deck is now tested and he's very moderate in intensity even with all his direct damage. However, he will increase in potency in team play.

Cheers

Docmogs .

P.S there is a second base deck for Calo at the bottom of this document. It's no different other than the graphics. I made two because my roommate wanted the other pic on the card. I can't decide which I like more so I put them both on.

Attack 2\*



Calo Nord

1, 2, 3.

Play anytime on your turn.

After resolving the attack, Calo can make two more 2 point attacks against any characters he can attack. The attacks may be defended as normal.

Attack 2\*



Calo Nord

1, 2, 3.

Play anytime on your turn.

After resolving the attack, Calo can make two more 2 point attacks against any characters he can attack. The attacks may be defended as normal.

Attack 4



Calo Nord

IT'S SHOWTIME!

Play anytime on your turn.

Add 2 to the attack for each Rodian bounty hunter who can attack the same target. Move Calo and the Rodians up to 4 spaces each.

Attack 4



Calo Nord

IT'S SHOWTIME!

Play anytime on your turn.

Add 2 to the attack for each Rodian bounty hunter who can attack the same target. Move Calo and the Rodians up to 4 spaces each.

SPECIAL



Calo Nord

CRYOBAN GRENADE

Play anytime on your turn.

Choose a character that Calo can attack, that character receives 2 damage. All adjacent characters receive 1 damage. Any character affected cannot move on their next turn.

SPECIAL



Calo Nord

CRYOBAN GRENADE

Play anytime on your turn.

Choose a character that Calo can attack, that character receives 2 damage. All adjacent characters receive 1 damage. Any character affected cannot move on their next turn.

SPECIAL



Calo Nord

CRYOBAN GRENADE

Play anytime on your turn.

Choose a character that Calo can attack, that character receives 2 damage. All adjacent characters receive 1 damage. Any character affected cannot move on their next turn.

SPECIAL



Calo Nord

HUNTERS TRAP

Play anytime on your turn.

Place a mine on any square adjacent to Calo and move him 4 spaces. The mine does 4 damage to that and all adjacent squares. The mine is detonated when a character passes over it, the square is affected by a grenade or Calo discards a card at the cost of an action.

SPECIAL



Calo Nord

HUNTERS TRAP

Play anytime on your turn.

Place a mine on any square adjacent to Calo and move him 4 spaces. The mine does 4 damage to that and all adjacent squares. The mine is detonated when a character passes over it, the square is affected by a grenade or Calo discards a card at the cost of an action.



**SPECIAL**



Calo Nord

**HUNTERS TRAP**

Play anytime on your turn.

Place a mine on any square adjacent to Calo and move him 4 spaces. The mine does 4 damage to that and all adjacent squares. The mine is detonated when a character passes over it, the square is affected by a grenade or Calo discards a card at the cost of an action.

**SPECIAL**



Calo Nord

**FLASH MINE**

Play anytime on your turn.

Choose a character that Calo can attack. That character cannot defend until his next turn.

**SPECIAL**



Calo Nord

**THERMAL DETONATOR**

Play anytime on your turn.

Choose a character Calo can attack, he may also choose himself. That character and all adjacent take 4 damage.



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **2**







