

## Jango Fett and Zam Wesell- An Original 12 Mod by gydracreator

Of the original 12 characters, Jango seemed to be the least picked character. Now, I found playing as Jango can be enjoyable, as it forces you to play very strategically. Granted, not very many games could be won using Jango. So in order to increase his usage, Jango will be the first character in the Epic Duels Original 12 mod, with his partner, Zam.

One of the problems with Jango's Deck in the Original Version is over reliance on Zam. This is overcome by making Assassination available to both Jango and Zam. Furthermore, Zam's Sniper Shot has been changed. Initially starting at 0 Attack, the further away the opponet, the stronger the attack gets. There might be a limit set on how high the value can go, for those that play on large maps. Jango's Strategy is still hit and run, but he is much more capable with an upgraded Flamethrower and the unoffical Yellow ++ Deck.



This deck has not been play-tested, so I have no idea how balanced it is. If you test it out, please give feedback by emailing me at [gydracreator@yahoo.com](mailto:gydracreator@yahoo.com) . Thanks!



After Attacking, you may move Jango Fett to any empty space.



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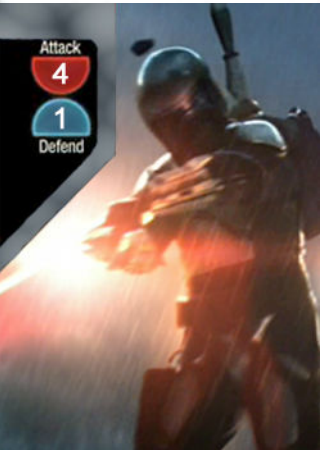
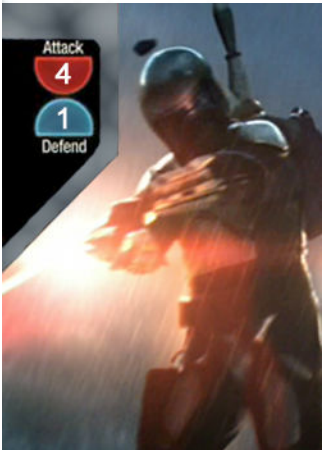
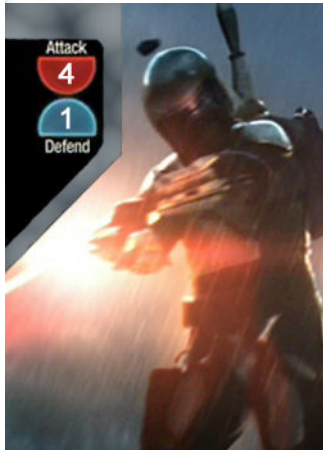
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Draw 3 cards. If Jango is playing on the Kaminoan Platform, draw 4 cards instead of 3.





**Jango Fett**

**Wrist Cable**

Wrist Cable does 2 damage to any one character Jango Fett can attack. The player controlling the attacked character gets 1 less action on his/her next turn.



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**Jango Fett**

**Fire Up The Jetpack**

You may move Jango Fett to any empty space.

Playing this card does not count as an action.



**Jango Fett/Zam Wesell**

**Assassination**

After attacking move the character that used this card to any empty space.

This card may be played against allies.



**Zam Wesell**

**Sniper Shot**

Attack value is equal to the number of empty squares between Zam and the target. If target is diagonal, each space counts as 2.



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