# LANDO CALRISSIAN DECK V2.0

# FOR EPIC DUELS

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Somehow the game designers for Epic Duels left out everyone's favorite con-man, the Mayor of Cloud City. I've attempted to right that wrong by pairing him with 2 Bespin Guards and giving him some "special" cards. Enjoy, and let me know what you think.

For authentic cards, print out 3 copies of the "backs" on the 5th page and stick them to the back of the other cards before you cut them out. Print these out on a good, heavy paper or light card stock, round off the corners and it doesn't get much better than that.

- Justin

# **DESIGN NOTES:**

Many variations of this deck led to the first version, which proved to still be too powerful.

This latest verion is still undergoing playtesting, but seems to be on the right track. Lando relies heavily on his guards to pull off his big attacks so use them wisely!

Have Fun Justin



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**Lando Calrissian** 

### LOBOT'S ADVANTAGE

Play anytime on your turn.

Lando does 2 points of damage to all characters that he may attack.

Draw 1 card, plus 1 additional card for each Bespin Guard remaining.



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#### **AMBUSH**

Play anytime on your turn.

Move Lando up to 6 spaces. Move all Bespin Guards adjacent to one character.

Draw 2 cards.



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#### HAVING TROUBLE WITH YOUR DROID?

Play anytime on your turn.

Choose any minor character. That minor character receives 3 points of damage.



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### **COORDINATED ATTACK**

Play when Lando is attacking.

Lando does 5 damage.

Add 2 for each Bespin Guard that may attack the same character.





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**Lando Calrissian** 

### I'VE JUST MADE A DEAL

Play anytime on your turn.

Discard as many cards as you wish.

All players must discard the same number of cards as Lando discards.





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# I'VE JUST MADE A DEAL

Play anytime on your turn.

Discard as many cards as you wish.

All players must discard the same number of cards as Lando discards.





**Lando Calrissian** 

HE'S A CARD PLAYER, GAMBLER. SCOUNDREL. YOU'D LIKE HIM

Play when Lando is defending.

Lando keeps the attacker's card and adds it to his hand. When played, apply it to Lando's characters as if it were his own card.



E JUST MADE A DEAI

Discard as many cards as you wish. Play anytime on your turn.

All players must discard the same number of cards as Lando discards

Lando Calrissian

Lando keeps the attacker's card and adds it to his hand. When played, apply it to Lando's characters as if it were his own card. Play when Lando is defending.

Any card that Lando keeps, he adds to his hand and plays as if it were his own card. i.e. If it applies to an opponent's main character, play it as if it applies to Lando, if it applies to an opponent's minor character, play it as if it applies to the Guards.

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