

10YA Custom Set



In the summer of 2002, Hasbro released Star Wars Epic Duels upon the world. Fans across the globe have been discussing, tweaking and adding their own custom creations to the board game ever since. In 2009, at the New York City Toy Fair, Hasbro teased fans with a demo expansion to Epic Duels, but unfortunately, that expansion never came to fruition, and no official expansion has been created by Hasbro to date. In 2012, in celebration of the 10th anniversary of the release of this board game, fans at the Epic Duels Forum came together to vote on the best of available custom add-ons to release as an unofficial fan expansion to Epic Duels.

The Custom Set contains 12 decks and 2 maps intended to be combined with the original Hasbro game. After months of intense discussion, what you have here are the “best of the best” in custom materials as voted on by the Epic Duels Forum. The following characters, maps and designers are represented in this set:

Aayla Secura and Clone Troopers by **Sultan of Dorkistan**
Ahsoka Tano and Captain Rex by **Geektopia**
Ki-Adi-Mundi and Clone Troopers by **Vash the Stampede**
Lando Calrissian and Bespin Guards by **Darth Trumpetus**
Luminara Unduli and Barris Offee by **Geektopia**
Qui-Gon Jinn and Jar Jar Binks by **Vash the Stampede**

Asajj Ventress and Battle Droids by **2ππ/EU Extras**
Cad Bane and Assassin Droids by **Palamon**
General Grievous and Magnaguards by **Geektopia**
Grand Moff Tarkin and Stormtroopers by **Darth Trumpetus**
Jabba the Hutt and Gamorrean Guards by **Darth Trumpetus**
Nute Gunray and Droidekas by **Geektopia**

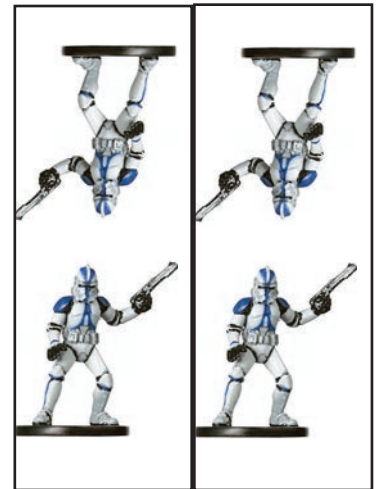
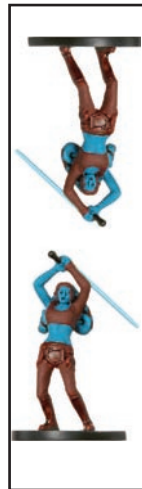
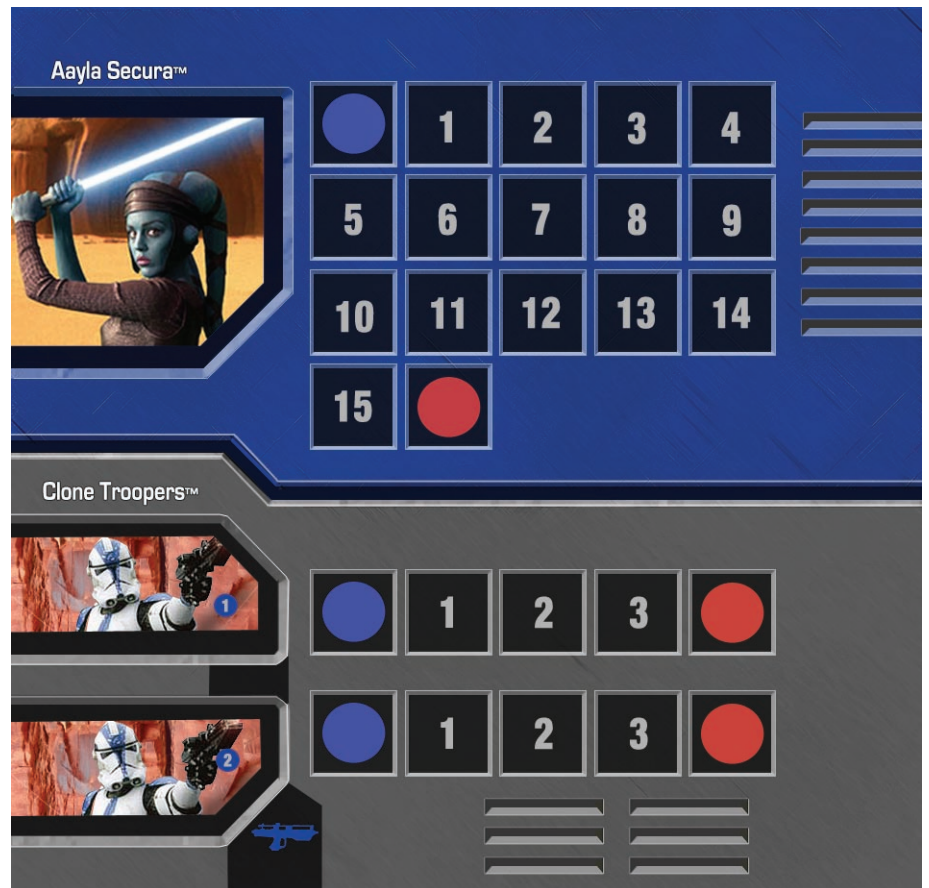
Mustafar Lava Flow Map by **Sultan of Dorkistan**
Ruined Jedi Temple Map by **Sultan of Dorkistan**

All of the original PDFs are merged together in this one massive document for convenience, and ease of downloading. Printing quality, labeling and artwork design will vary depending on designer, but all materials are balanced, and of the highest game-play quality.

Aayla Secura

By the time the Clone Wars broke out, Aayla Secura had achieved the status of Jedi Knight. Skilled in the physical applications of the Force, Aayla was an early master of Form IV lightsaber combat, a style intended to lure combatants in, expending their energy.

The Aayla presented here does just that. Use her *Illusory Strikes* to drain your opponent's defense cards while simultaneously building your hand. Once you've set them up, finish with *Empty Mind*. *Force Leap* serves to put Aayla where you want her when you need her there, and *Masterful Defense* helps both build up *Empty Mind* and to keep Aayla alive.



Attack 1



Aayla Secura

ILLUSORY STRIKE

Play when Aayla is attacking.
Playing this card does not count as an action.

Draw a card.

Attack 1



Aayla Secura

ILLUSORY STRIKE

Play when Aayla is attacking.
Playing this card does not count as an action.

Draw a card.

Attack 1



Aayla Secura

ILLUSORY STRIKE

Play when Aayla is attacking.
Playing this card does not count as an action.

Draw a card.

Attack 1



Aayla Secura

ILLUSORY STRIKE

Play when Aayla is attacking.
Playing this card does not count as an action.

Draw a card.

SPECIAL



Aayla Secura

FORCE LEAP

Play anytime on your turn.
Move Aayla up to 5 spaces. Aayla can ignore obstacles and opponent characters when moving with FORCE LEAP, but her movement must end in a legal, empty space.

SPECIAL



Aayla Secura

MIND OVER BODY

Play anytime on your turn.
Discard up to 3 cards.
For each card you discard, Aayla recovers 2 health.
If you have no cards in your hand after playing this card, draw 3 cards.

Defend 3*



Aayla Secura

MASTERFUL DEFENSE

Play when Aayla is defending.
*If the attacker is adjacent to Aayla, the defense value is 5.

Draw a card.

Defend 3*



Aayla Secura

MASTERFUL DEFENSE

Play when Aayla is defending.
*If the attacker is adjacent to Aayla, the defense value is 5.

Draw a card.

Defend 3*



Aayla Secura

MASTERFUL DEFENSE

Play when Aayla is defending.
*If the attacker is adjacent to Aayla, the defense value is 5.

Draw a card.



Attack **3***

Aayla Secura

EMPTY MIND

Play when Aayla is attacking.
*You may discard up to 7 cards. For each card you discard, increase the attack value by 1.



Attack **3***

Aayla Secura

EMPTY MIND

Play when Aayla is attacking.
*You may discard up to 7 cards. For each card you discard, increase the attack value by 1.



Attack **3***

Aayla Secura

EMPTY MIND

Play when Aayla is attacking.
*You may discard up to 7 cards. For each card you discard, increase the attack value by 1.



Attack **5**

Defend **1**



Attack **5**

Defend **1**




Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

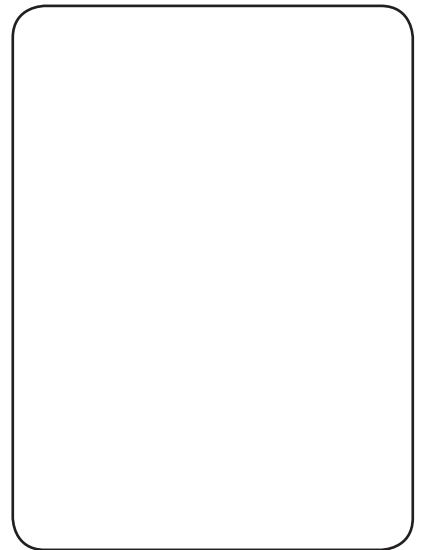
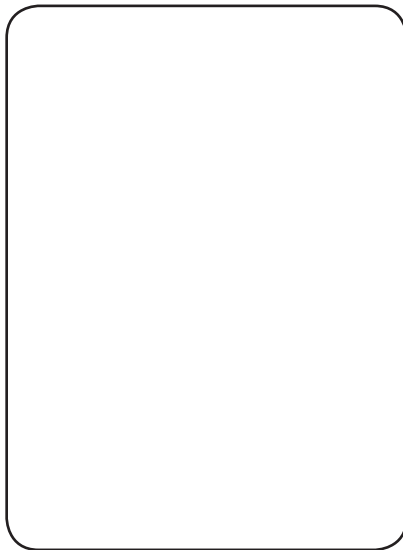
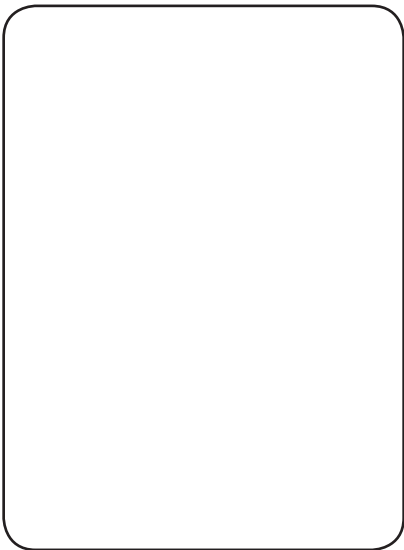
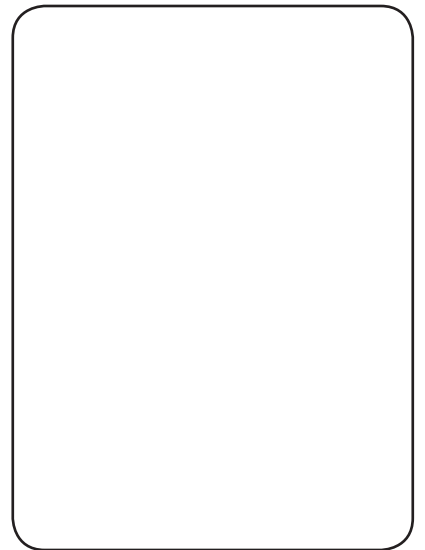
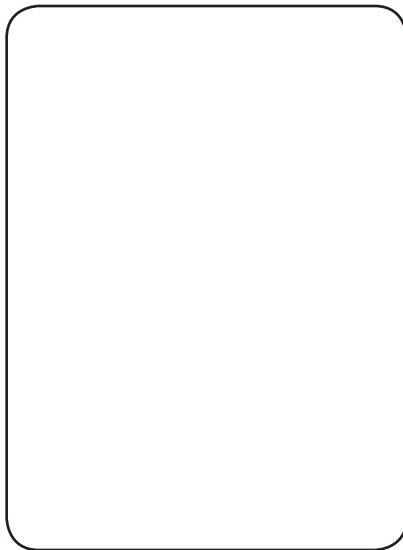
Defend **2**

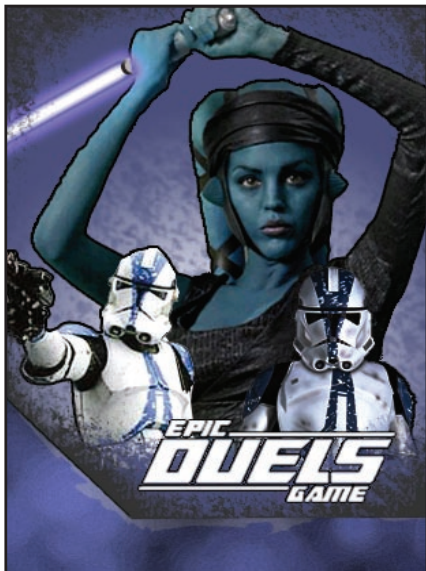
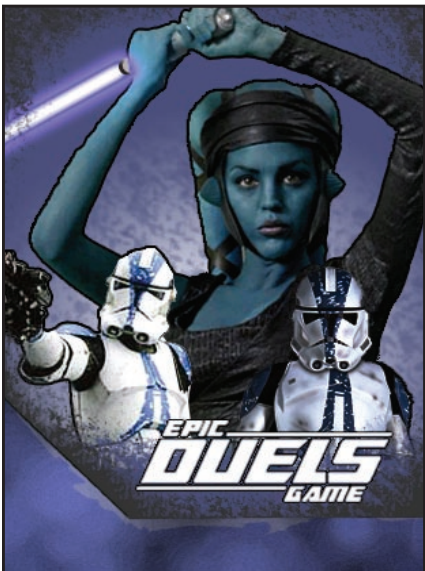


Attack **3**

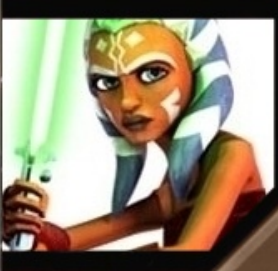
Defend **3**







Ahsoka Tano



●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	●		

Captain Rex



●	1	2	3	4	5
6	7	8	9	●	



Attack
8*



Ahsoka Tano
HEADSTRONG

Play when Tano is attacking.
*Subtract 2 from the attackvalue for each HEADSTRONG in your discard pile.

Attack
8*



Ahsoka Tano
HEADSTRONG

Play when Tano is attacking.
*Subtract 2 from the attackvalue for each HEADSTRONG in your discard pile.

Attack
8*



Ahsoka Tano
HEADSTRONG

Play when Tano is attacking.
*Subtract 2 from the attackvalue for each HEADSTRONG in your discard pile.

Attack
5



Ahsoka Tano
ADVANCED ABILITIES

Play when Tano is attacking.
You may play this attack face up to move Ahsoka up to 5 spaces before attacking.

Attack
5



Ahsoka Tano
ADVANCED ABILITIES

Play when Tano is attacking.
You may play this attack face up to move Ahsoka up to 5 spaces before attacking.

5
Defend



Ahsoka Tano
SWITCH AND FEINT

Play when Tano is defending.
You may reshuffle your discard pile into your draw pile.

5
Defend



Ahsoka Tano
SWITCH AND FEINT

Play when Tano is defending.
You may reshuffle your discard pile into your draw pile.

SPECIAL



Ahsoka Tano
LIGHTSABER SWEEP

Play anytime on your turn.
Ahsoka does 2 damage to all characters she can attack. Then move Ahsoka up to 5 spaces.

Attack
3



Captain Rex
TWIN BLASTERS

Play when Rex is attacking.
Immediately after attack is resolved, Rex may attack again with a basic combat card without using an action.



Attack 3

Captain Rex
TWIN BLASTERS

Play when Rex is attacking.
Immediately after attack is resolved, Rex may attack again with a basic combat card without using an action.



Attack 3

Captain Rex
TWIN BLASTERS

Play when Rex is attacking.
Immediately after attack is resolved, Rex may attack again with a basic combat card without using an action.



Attack 6

Captain Rex
CAPTAIN OR SIR

Play when Rex is attacking.
After attacking move Rex to any vacant space.



Attack 5
Defend 1



Attack 5
Defend 1



Attack 5
Defend 1



Attack 5
Defend 1



Attack 4
Defend 1



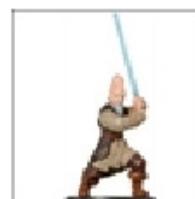
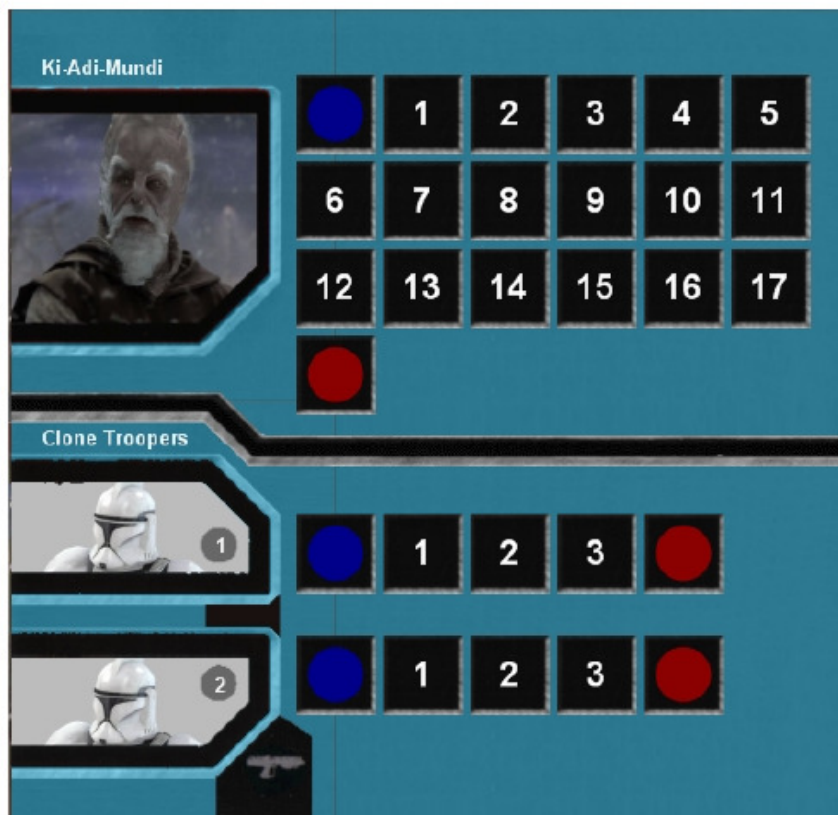
Attack 4
Defend 2







Ki-Adi-Mundi - by Vash the Stampede



Ki-Adi-Mundi is a Cerean Jedi Master who appears in Episodes I, II and III and also in the Clone Wars cartoon series. He serves on the Jedi High Council and is among the highest ranking Jedi, surpassed only by Yoda and Mace Windu. Ki-Adi-Mundi is an extremely wise and stoic Jedi well known for his strong judgment, practical thinking and courage. Of course, he is also an extremely skilled lightsaber duelist and master of the Ataru form with very fast reflexes.

This deck utilizes the discard pile in a unique way, representing Ki-Adi-Mundi going into various trances that augment his combat ability. New mechanics such as these are common to Vash the Stampede's decks and like nearly all of them, the deck's power level is balanced.







Attack
1

Defend
2



Attack
5

Defend
5

Ki-Adi-Mundi
JEDI WATCHMAN

Play when attacking or defending.
If a Special or Power Combat card is the top card of your discard pile, you may replace it with any other card from your discard pile. After this card is played, place it on the bottom of your discard pile.



Attack
5

Defend
5

Ki-Adi-Mundi
JEDI WATCHMAN

Play when attacking or defending.
If a Special or Power Combat card is the top card of your discard pile, you may replace it with any other card from your discard pile. After this card is played, place it on the bottom of your discard pile.



Attack
5

Defend
5

Ki-Adi-Mundi
JEDI WATCHMAN

Play when attacking or defending.
If a Special or Power Combat card is the top card of your discard pile, you may replace it with any other card from your discard pile. After this card is played, place it on the bottom of your discard pile.



SPECIAL

Ki-Adi-Mundi
HERO OF CERA

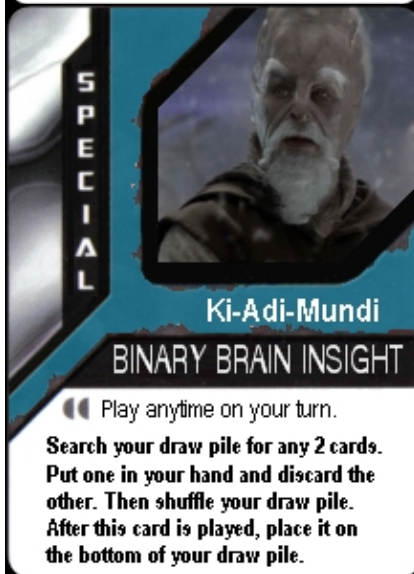
Play anytime on your turn.
Choose and place up to 3 cards on the bottom of your discard pile. Choose any character. For every card discarded, the chosen character receives 1 damage. After this card is played, place it on the bottom of your discard pile.



SPECIAL

Ki-Adi-Mundi
HERO OF CERA

Play anytime on your turn.
Choose and place up to 3 cards on the bottom of your discard pile. Choose any character. For every card discarded, the chosen character receives 1 damage. After this card is played, place it on the bottom of your discard pile.



SPECIAL

Ki-Adi-Mundi
BINARY BRAIN INSIGHT

Play anytime on your turn.
Search your draw pile for any 2 cards. Put one in your hand and discard the other. Then shuffle your draw pile. After this card is played, place it on the bottom of your draw pile.



SPECIAL

Ki-Adi-Mundi
FORCE TRANCE - ENLIGHTENMENT

Play anytime on your turn.
Draw 2 cards. If this card is the top card of your discard pile, you may draw a card before you roll the movement die at the beginning of your turn.



SPECIAL

Ki-Adi-Mundi
FORCE TRANCE - CLAIRVOYANCE

Play anytime on your turn.
Choose any player. The chosen player must discard a card at random. If this card is the top card of your discard pile, the chosen player must discard a card before you roll the movement die at the beginning of your turn.

Attack
5



Ki-Adi-Mundi
FORCE TRANCE - COMBAT

Play when Ki-Adi-Mundi is attacking.

If this card is the top card of your discard pile, increase the attack values of all your combat cards by 2.

Attack
5



Ki-Adi-Mundi
FORCE TRANCE - COMBAT

Play when Ki-Adi-Mundi is attacking.

If this card is the top card of your discard pile, increase the attack values of all your combat cards by 2.

SPECIAL



Ki-Adi-Mundi
FORCE TRANCE - RECOVERY

Play anytime on your turn.

Ki-Adi-Mundi recovers up to 2 damage. If this card is the top card of your discard pile, any time Ki-Adi-Mundi receives damage from an attack card, reduce that damage by 2.

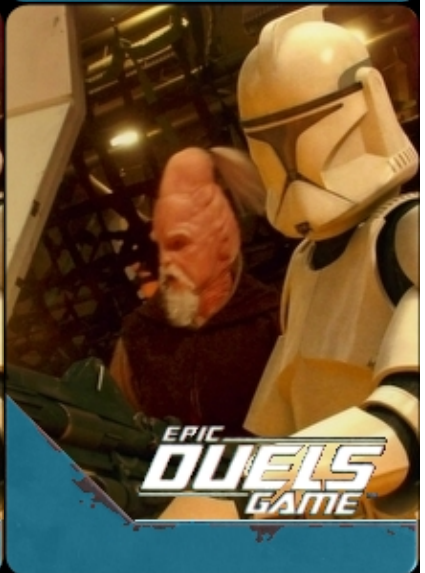
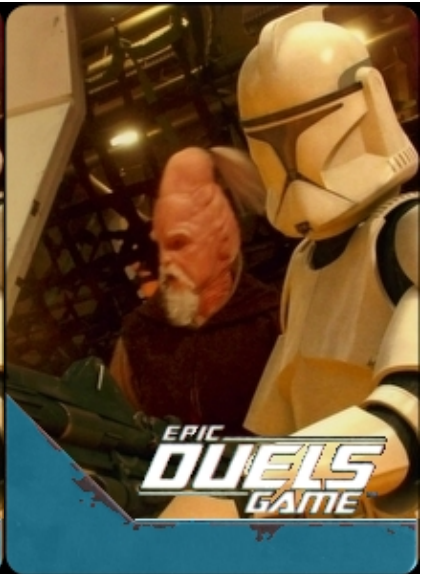
SPECIAL



Ki-Adi-Mundi
FORCE TRANCE - RECOVERY

Play anytime on your turn.


Ki-Adi-Mundi recovers up to 2 damage. If this card is the top card of your discard pile, any time Ki-Adi-Mundi receives damage from an attack card, reduce that damage by 2.





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.

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.

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.

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

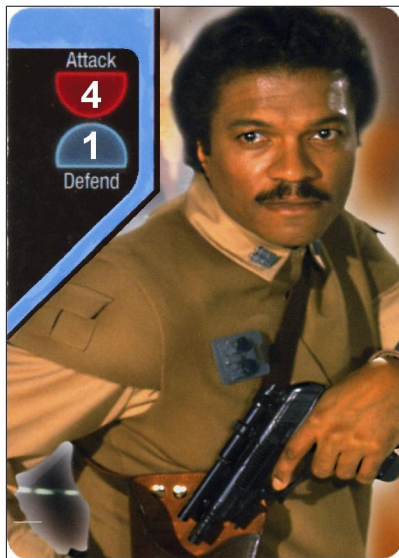


Lando Calrissian

I'VE JUST MADE A DEAL

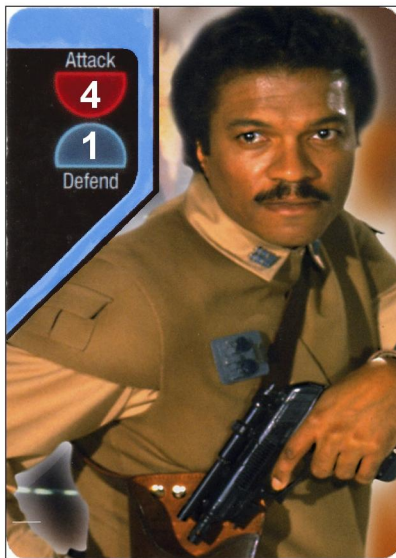
Play anytime on your turn.

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.



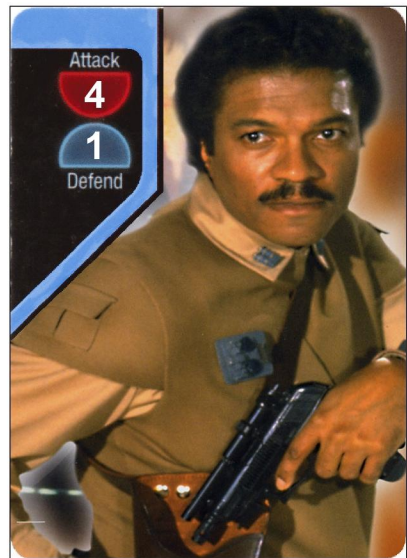
Attack
4

1
Defend



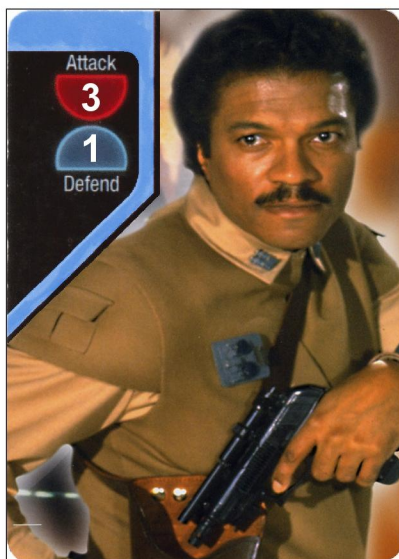
Attack
4

1
Defend



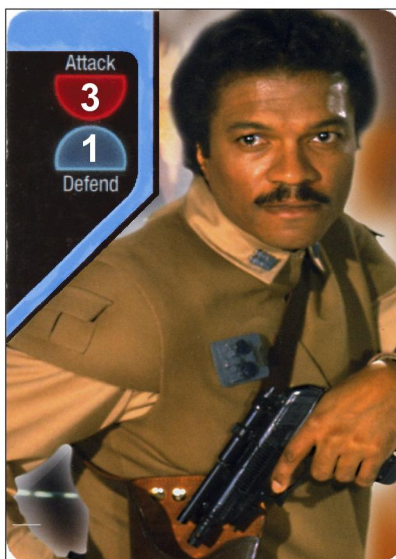
Attack
4

1
Defend



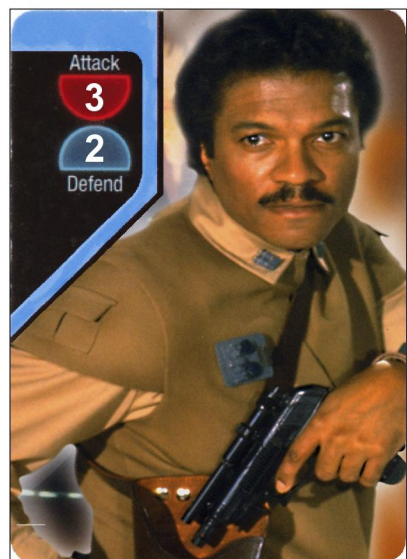
Attack
3

1
Defend



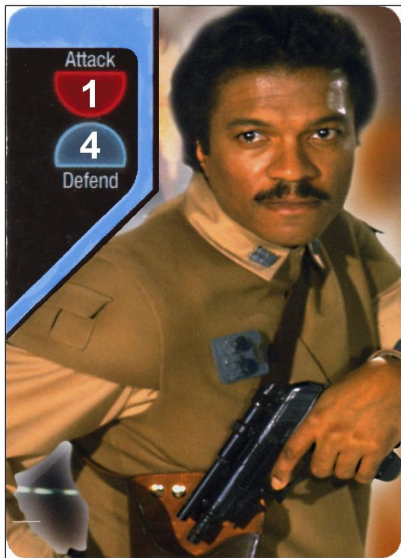
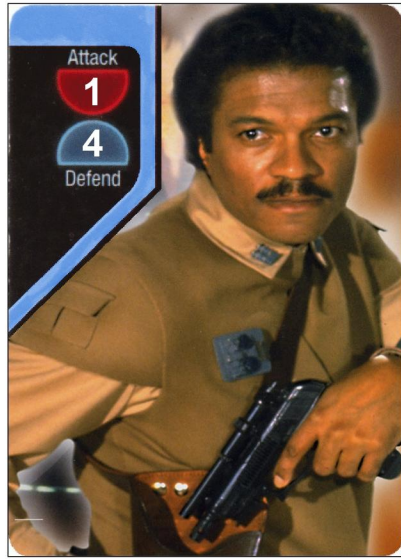
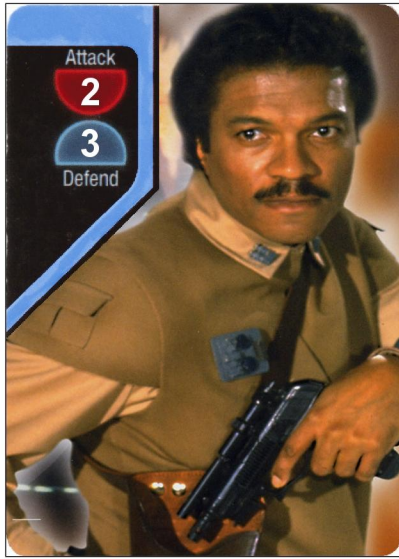
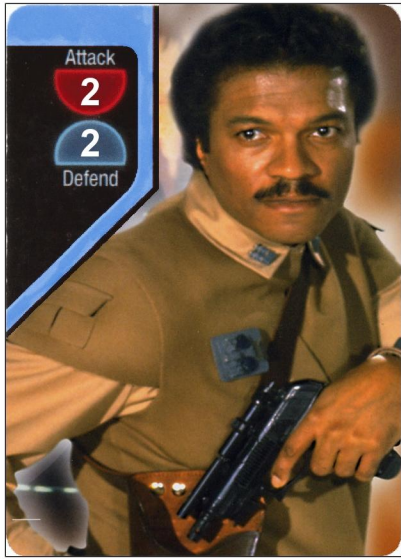
Attack
3

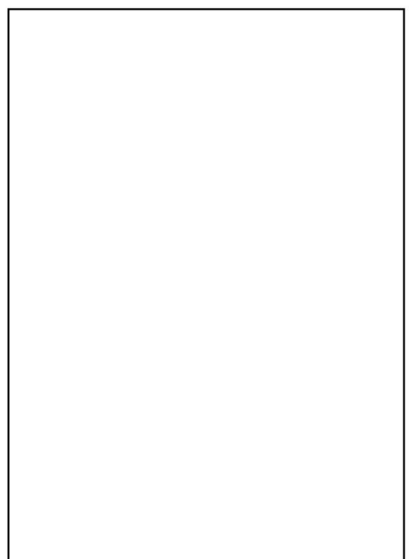
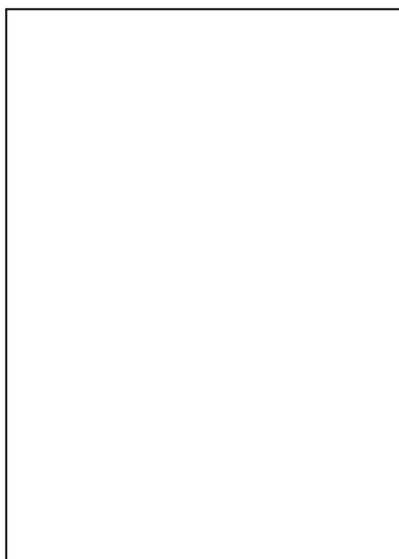
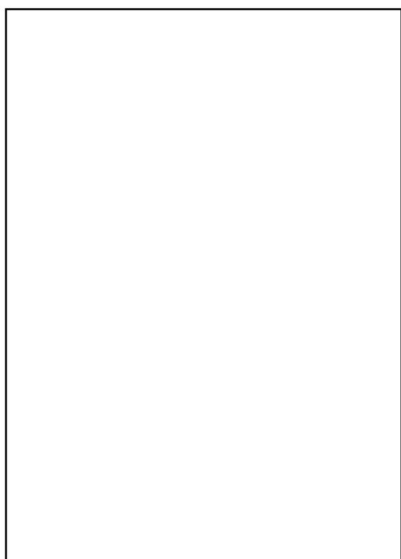
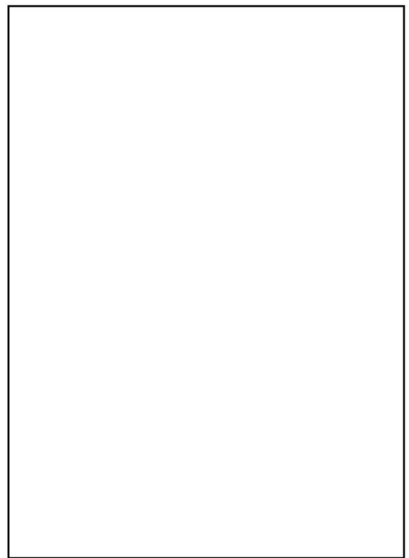
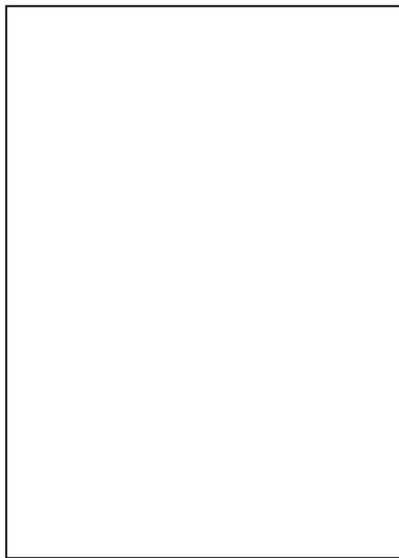
1
Defend

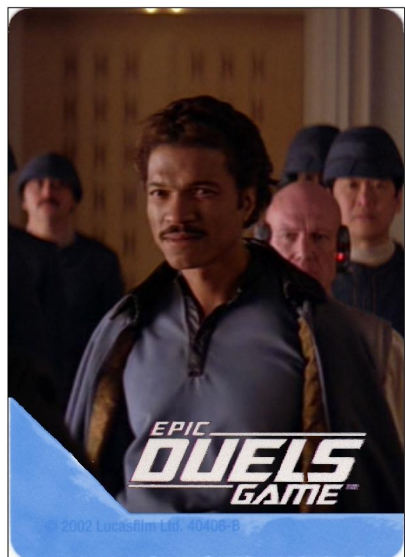
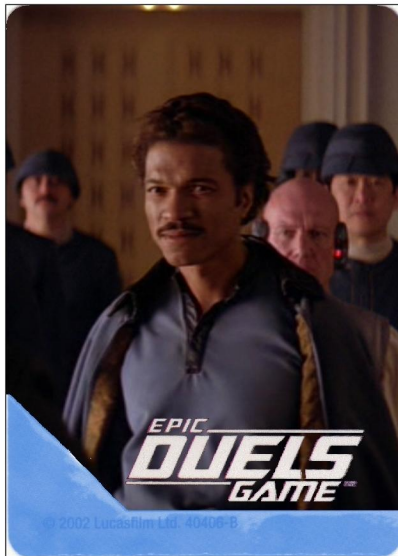
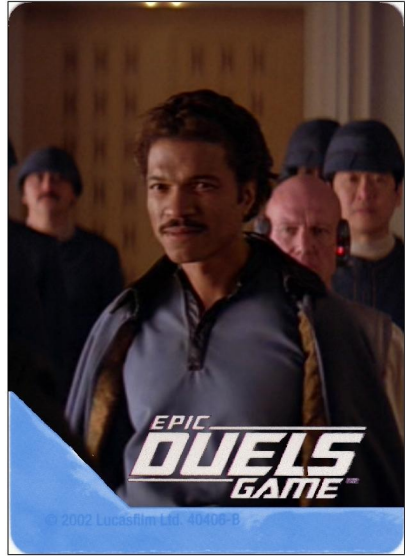
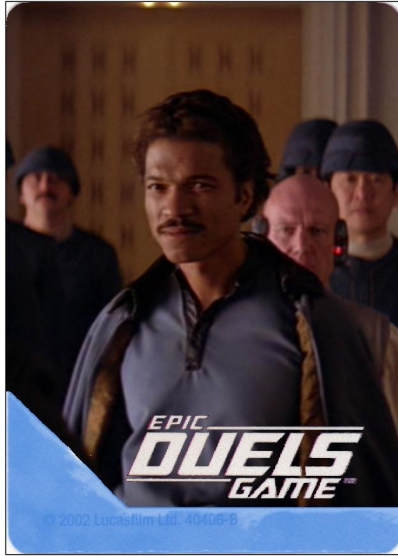
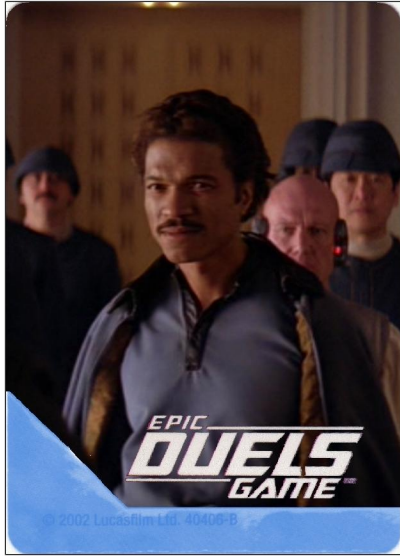


Attack
3

2
Defend







Luminara Unduli - by Geektopia



Luminara Unduli is a Mirialan Jedi Master who appeared briefly in Episodes I and II and is a prominently featured character in the Clone Wars Cartoon Series, along with her Padawan, Barriss Offee. She is known for turning her body into a twisting, agile weapon through disciplined, demanding physical training and is a master of the lightsaber. She and Barriss are linked in a way that the force flows through them as one, and they specialize in tandem fighting.

This deck was developed in 2004 in a collaboration between Roman Farraday and Rich Pizor, who met initially through the Yahoo! Group while both were living in the Los Angeles area, and has been refined over many years of Geektopia play. It introduced the concept of a melee minor and shared cards, was considered revolutionary at the time, and kicked off Geektopia's creation of 40+ custom decks. It is still considered by many to be one of the best custom decks ever developed and remains a favorite among Geektopia, despite competition from 40+ other decks.

Attack 3
Defend 3

Luminara Unduli
JEDI AGILITY

Play when attacking or defending.
If used as an attack, playing this card does not count as an action. If used as defense, draw a card.

Attack 3
Defend 3

Luminara Unduli
JEDI AGILITY

Play when attacking or defending.
If used as an attack, playing this card does not count as an action. If used as defense, draw a card.

Attack 3
Defend 3

Luminara Unduli
JEDI AGILITY

Play when attacking or defending.
If used as an attack, playing this card does not count as an action. If used as defense, draw a card.

Attack 8*
Defend 8*

Luminara Unduli
BLADE OF THE HEART

Play when attacking or defending.
*After you reveal this card, you must discard a Luminara basic card or the attack and defense values of this card are 1.

Attack 7

Barriss Offee
FORCE CONTROL

Play when Offee is attacking.
After attacking, move Barriss and the attacked character up to 2 spaces.

Attack 4

Barriss Offee
KISS OF DEATH

Play when Offee is attacking.
If this card is not blocked, look at the hand of the opponent controlling the attacked character. Then choose one card. Your opponent must discard the chosen card.

SPECIAL

Barriss Offee
JEDI HEALER

Play anytime on your turn.
Barriss recovers up to 3 damage. If Luminara is adjacent to Barriss, Luminara may recover up to 3 damage instead of Barriss.

Attack 3*
Defend 3*

Luminara or Barriss
TANDEM FIGHTING

Play when attacking or defending.
*If Luminara and Barriss are both adjacent to the attacked character when attacking, or adjacent to each other when defending, the attack and defense values of this card are 9.

SPECIAL

Luminara or Barriss
FORCE BUBBLE

Play anytime on your turn.
Luminara and Barriss each do 2 damage to all adjacent characters except each other. Luminara and Barriss may not take damage from any source until their next turn.



SPECIAL

Luminara or Barriss
FORCE BUBBLE

Play anytime on your turn.
Luminara and Barriss each do 2 damage to all adjacent characters except each other. Luminara and Barriss may not take damage from any source until their next turn.



SPECIAL

Luminara or Barriss
JEDI LEAP

Play anytime on your turn.
Move Luminara and Barriss up to 5 spaces each. Ignore enemies and obstacles while they move. If they start and end adjacent to each other, draw a card.



SPECIAL

Luminara or Barriss
JEDI LEAP

Play anytime on your turn.
Move Luminara and Barriss up to 5 spaces each. Ignore enemies and obstacles while they move. If they start and end adjacent to each other, draw a card.



Attack
5
1
Defend



Attack
5
1
Defend



Attack
4
1
Defend



Attack
4
2
Defend



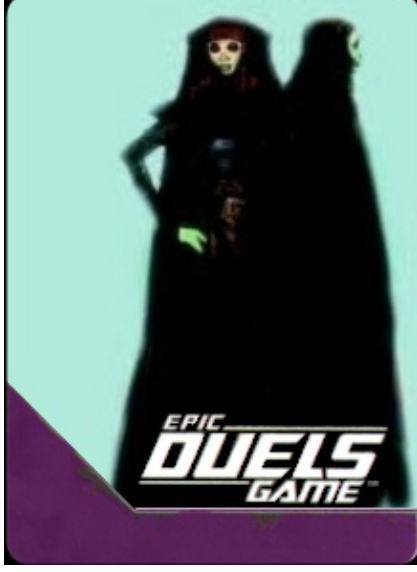
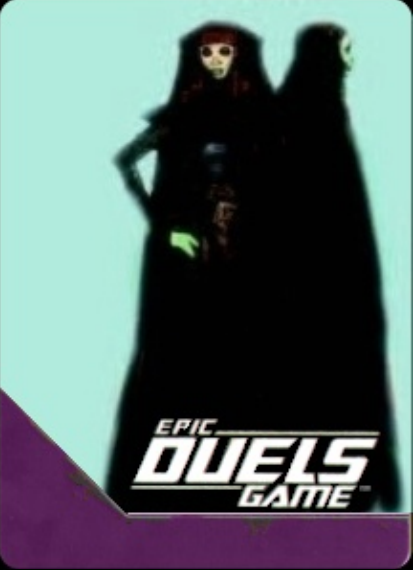
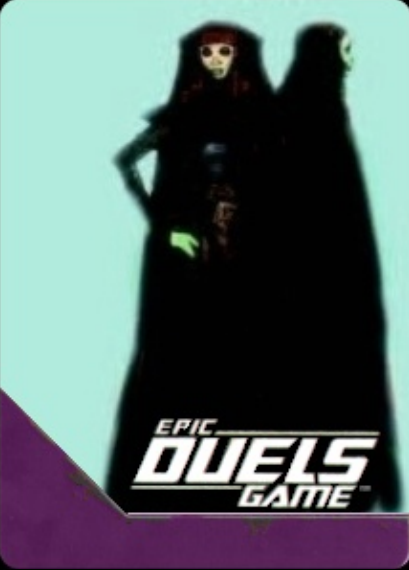
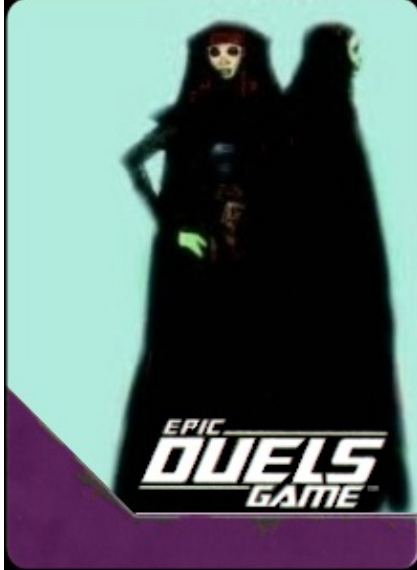
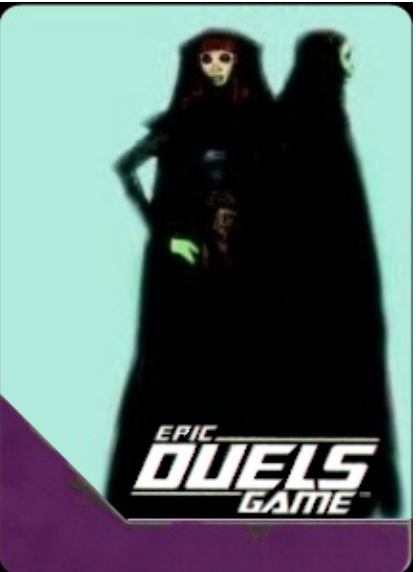
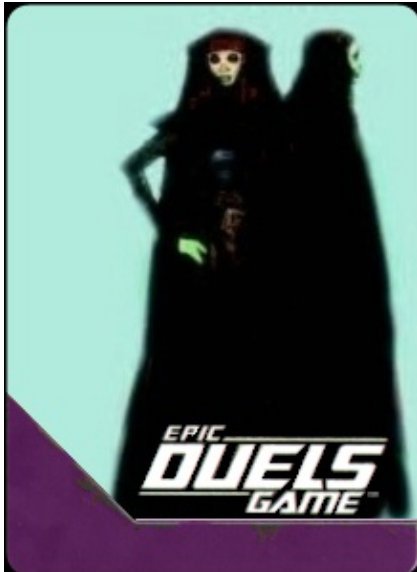
Attack
4
2
Defend



Attack
3
3
Defend







Qui-Gon Jinn - by Vash the Stampede



Qui-Gon Jinn, a hero of Episode I, is one of the most obvious inclusions in any Epic Duels expansion. The online community began developing decks for him while the game was still available on the shelf. He was a revered though maverick and unconventional Jedi Master, once a Padawan to Count Dooku, and later the master to Padawan Obi-Wan Kenobi and briefly to Anakin Skywalker. A philosophical warrior, Qui-Gon believed heavily in what he referred to as the “Living Force,” a method of focusing on the moment rather than contemplating the Force in all its degrees. He was also among the finest swordsmen of the Jedi Order.

This deck is one of the few that actually promotes aggressiveness, as many of Qui-Gon’s cards are more powerful when he has 3 cards or less. Jar-Jar’s clumsiness is actually an asset in this deck, as it reduces your hand size to 3 so that Qui-Gon can be at his most powerful. The inclusion of a Qui-Gon deck that involved Jar-Jar was heavily debated but ultimately, narrowly selected.







Attack 4*

Qui-Gon Jinn
WILL OF THE FORCE

Play when Qui-Gon is attacking.
*If you have fewer than 3 cards in your hand, the attack value of this card is 8. After attacking, draw cards until you have 3 cards in your hand.

Attack 4*

Qui-Gon Jinn
WILL OF THE FORCE

Play when Qui-Gon is attacking.
*If you have fewer than 3 cards in your hand, the attack value of this card is 8. After attacking, draw cards until you have 3 cards in your hand.

SPECIAL

Qui-Gon Jinn
THE LIVING FORCE

Play anytime on your turn.
Qui-Gon recovers up to 3 damage. If you have fewer than 3 cards in your hand, until the end of your next turn, anytime Qui-Gon receives damage from an attack card, reduce that damage by 3. Draw cards until you have 3 cards in your hand.

SPECIAL

Qui-Gon Jinn
THE LIVING FORCE

Play anytime on your turn.
Qui-Gon recovers up to 3 damage. If you have fewer than 3 cards in your hand, until the end of your next turn, anytime Qui-Gon receives damage from an attack card, reduce that damage by 3. Draw cards until you have 3 cards in your hand.

SPECIAL

Qui-Gon Jinn
ATARU MASTER

Play anytime on your turn.
Move Qui-Gon up to 6 spaces. If you have fewer than 3 cards in your hand, until the end of your next turn, anytime Qui-Gon receives damage, he may move up to 3 spaces. Draw cards until you have 3 cards in your hand.

SPECIAL

Qui-Gon Jinn
ATARU MASTER

Play anytime on your turn.
Move Qui-Gon up to 6 spaces. If you have fewer than 3 cards in your hand, until the end of your next turn, anytime Qui-Gon receives damage, he may move up to 3 spaces. Draw cards until you have 3 cards in your hand.

Attack 0

Jar Jar Binks
CLUMSY BOOMER TOSS

Play when Jar Jar is attacking.
All characters adjacent to the defending character receive 3 damage. Discard every card in your hand, except 3 cards.

Attack 0

Jar Jar Binks
CLUMSY BOOMER TOSS

Play when Jar Jar is attacking.
All characters adjacent to the defending character receive 3 damage. Discard every card in your hand, except 3 cards.



Attack
3*

Jar Jar Binks
BOMBAD GENERAL

Play when Jar Jar is attacking.
*Roll the movement die. If the result is a "5," the attack value of this card is 9. Discard every card in your hand, except 3 cards.



Attack
6

3
Defend

Qui-Gon Jinn
BATTLE PRECOGNITION

Play when attacking or defending.
If you have fewer than 3 cards in your hand, look at the top 4 cards of your draw pile. Discard up to 2 of them and put the rest back on top of your draw pile in any order. After attacking, draw cards until you have 3 cards in your hand.



Attack
6

3
Defend

Qui-Gon Jinn
BATTLE PRECOGNITION

Play when attacking or defending.
If you have fewer than 3 cards in your hand, look at the top 4 cards of your draw pile. Discard up to 2 of them and put the rest back on top of your draw pile in any order. After attacking, draw cards until you have 3 cards in your hand.



Attack
6

3
Defend

Qui-Gon Jinn
BATTLE PRECOGNITION

Play when attacking or defending.
If you have fewer than 3 cards in your hand, look at the top 4 cards of your draw pile. Discard up to 2 of them and put the rest back on top of your draw pile in any order. After attacking, draw cards until you have 3 cards in your hand.



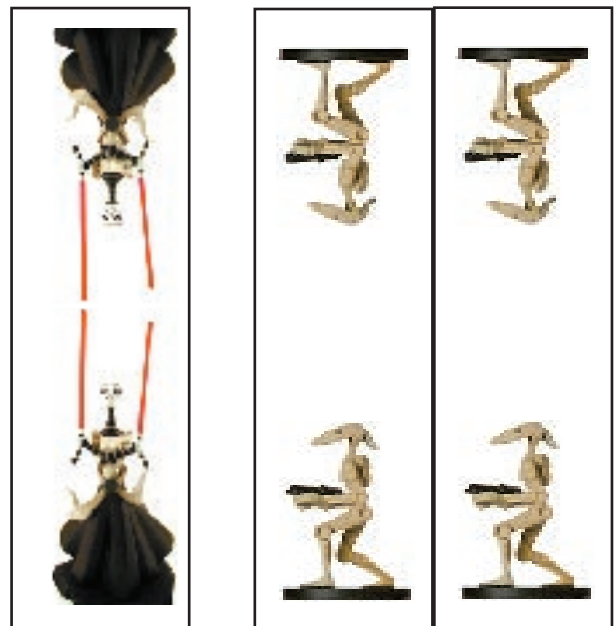
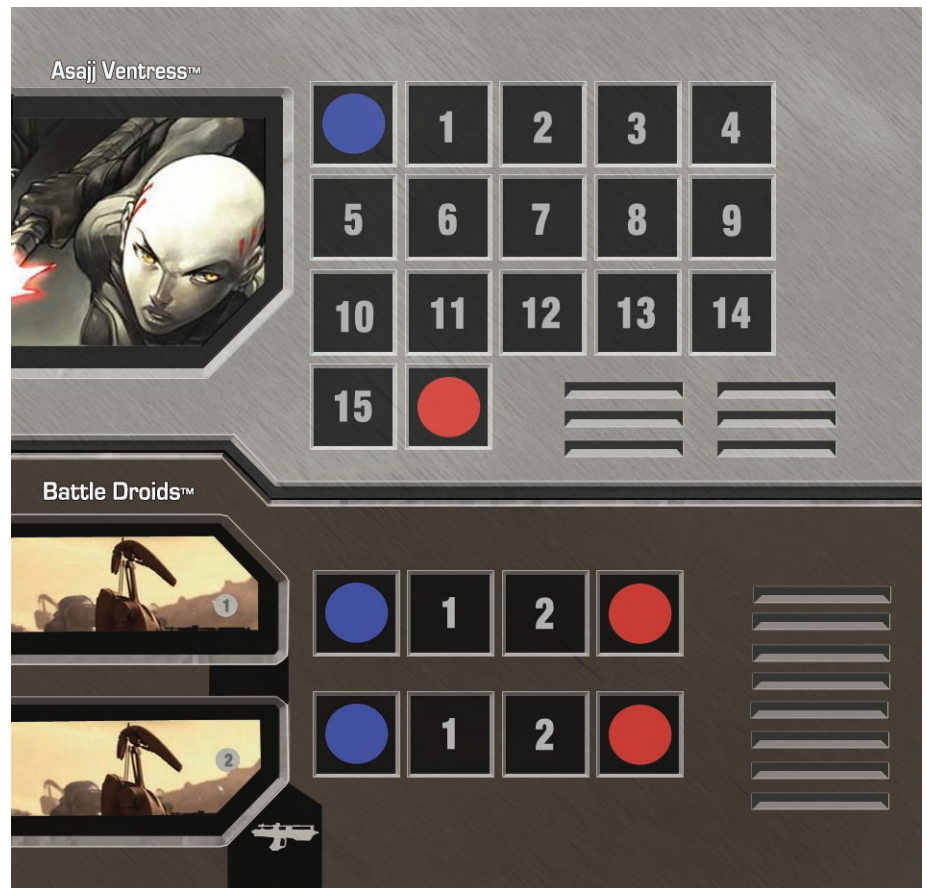


extras

Asajj Ventress

From the barbaric fringes of the galaxy Count Dooku recruited Asajj Ventress as an commander and assassin. Though she fights with a martial prowess fueled by unrestrained rage, she is not the Sith she thinks herself to be.

Despite her less than legendary status, as a one-to-one combatant Asajj is a Force weidling force to be reckoned with.



The Expanded Universe is an unofficial expansion to the Star Wars Epic Duels board game.

The EU was designed by members of the Epic Duels forum, located at epicduels.forumer.com. The design team includes anyone who posted in the EU section of the forum as well as designers whose decks or cards were used in whole or in part. Asajj Ventress is based on a deck designed by Rich Pizor. This PDF was compiled by Thomas Baumbach. This deck was ultimately not included in the EU expansion, visit <http://www.dorkistan.com/EU/> for details.



0*
Defend

Asajj Ventress

SITH INTUITION

Play when Asajj is defending.

*Asajj and the attacker both take half damage from this attack. Round up for Asajj, down for the attacker.



4
Defend

Asajj Ventress

PARRY AND STRIKE

Play when Asajj is defending.

After the attack is resolved, if Asajj survives and her attacker is adjacent, immediately attack with any Asajj basic combat card, which can be defended normally.



4
Defend

Asajj Ventress

PARRY AND STRIKE

Play when Asajj is defending.

After the attack is resolved, if Asajj survives and her attacker is adjacent, immediately attack with any Asajj basic combat card, which can be defended normally.

SPECIAL



Asajj Ventress

MARTIAL LEAP

Play anytime on your turn.

Move Asajj to any empty space. All characters adjacent to that space take 1 point of damage.

SPECIAL



Asajj Ventress

MARTIAL LEAP

Play anytime on your turn.

Move Asajj to any empty space. All characters adjacent to that space take 1 point of damage.



Attack
6*

Asajj Ventress

FEINT

Play when Asajj is attacking.

*If this attack is defended, look at the defending player's hand. You may replace the defense card with any other valid defense card in the player's hand, returning the unused card to his/her hand.



Attack
5

Asajj Ventress

DOUBLE SABER STRIKE

Play when Asajj is attacking.

After attacking, immediately attack with any Asajj basic combat card, which can be defended normally.



Attack
5

Asajj Ventress

DOUBLE SABER STRIKE

Play when Asajj is attacking.

After attacking, immediately attack with any Asajj basic combat card, which can be defended normally.



Attack
5

Asajj Ventress

DOUBLE SABER STRIKE

Play when Asajj is attacking.

After attacking, immediately attack with any Asajj basic combat card, which can be defended normally.

SPECIAL



Asajj Ventress

FORCE BLAST

☐☐ Play anytime on your turn.

Choose a character Asajj could attack at range. Move that character up to 3 spaces. That character takes 2 points of damage.

SPECIAL



Asajj Ventress

FORCE BLAST

☐☐ Play anytime on your turn.

Choose a character Asajj could attack at range. Move that character up to 3 spaces. That character takes 2 points of damage.

SPECIAL



Asajj Ventress

FORCE BLAST

☐☐ Play anytime on your turn.

Choose a character Asajj could attack at range. Move that character up to 3 spaces. That character takes 2 points of damage.



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

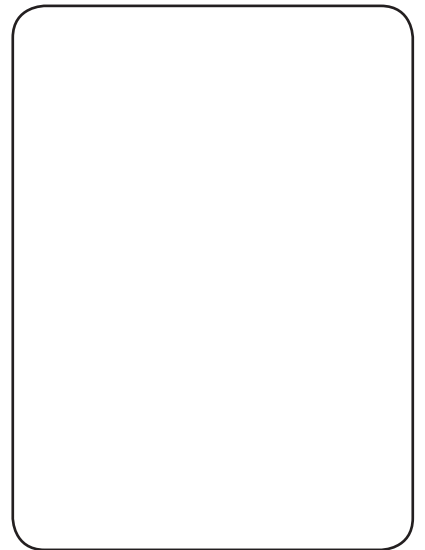
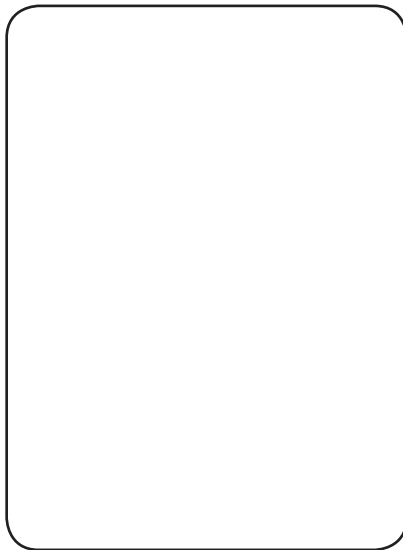
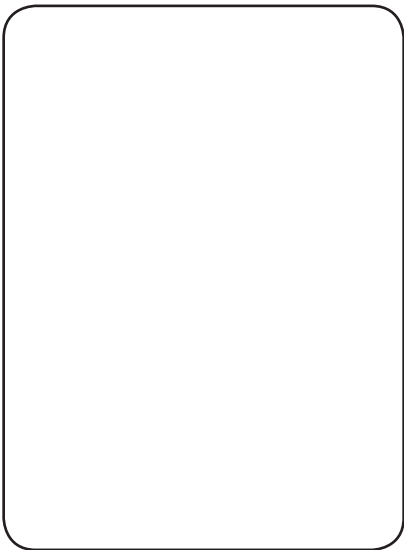
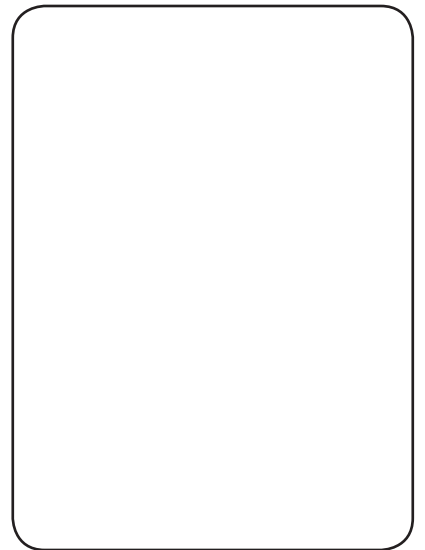
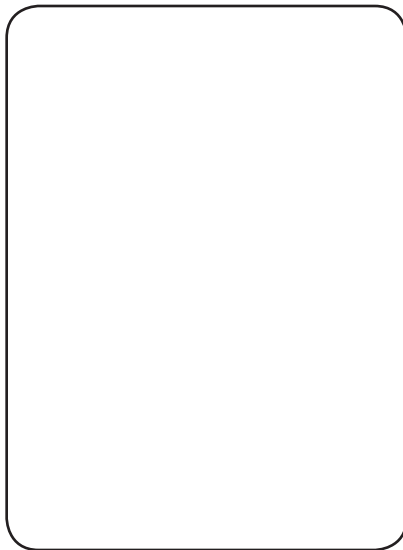
Defend **1**

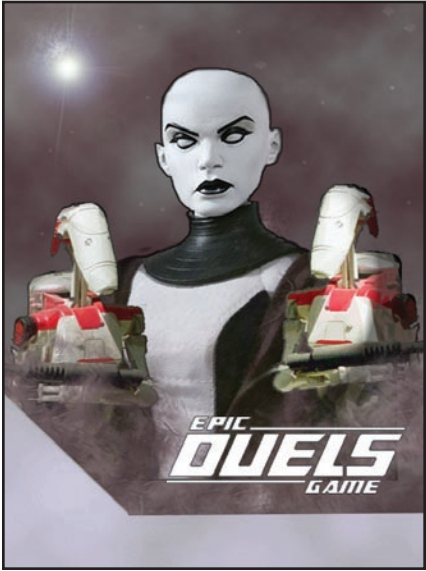
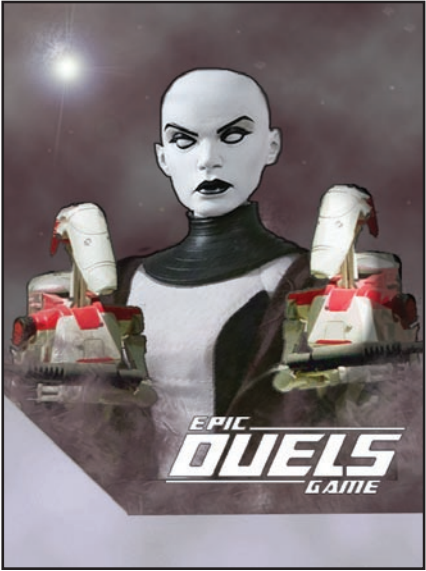
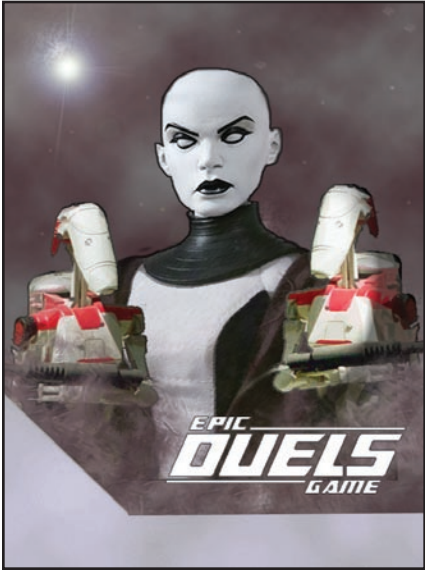
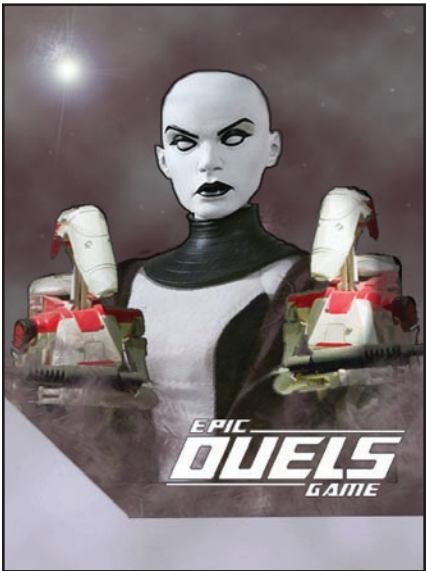
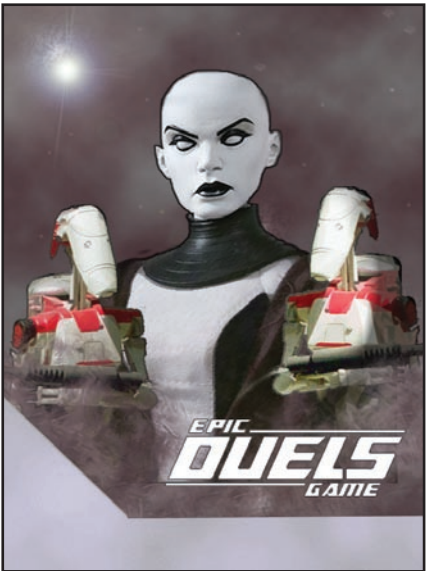
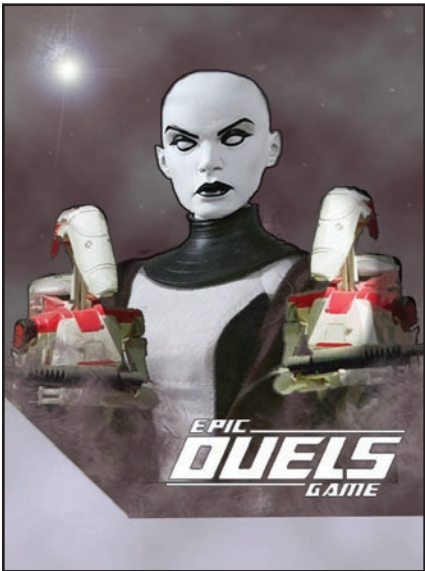
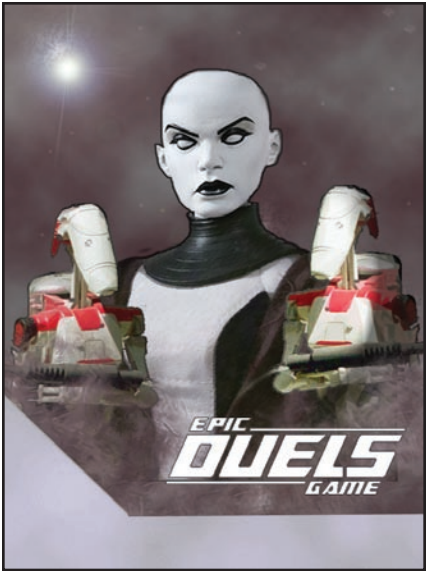
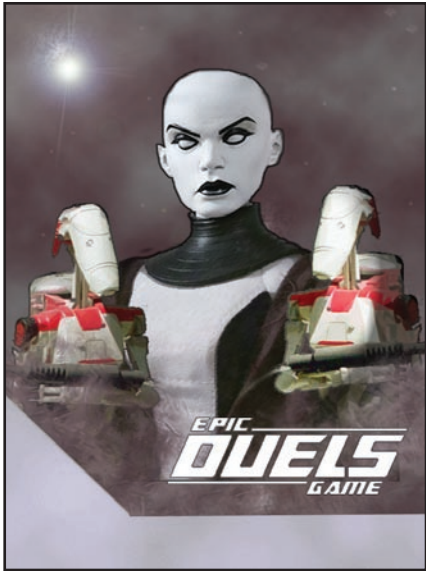
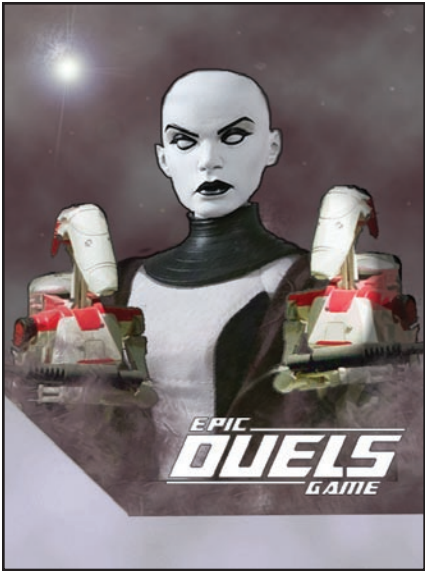


Attack **4**

Defend **2**



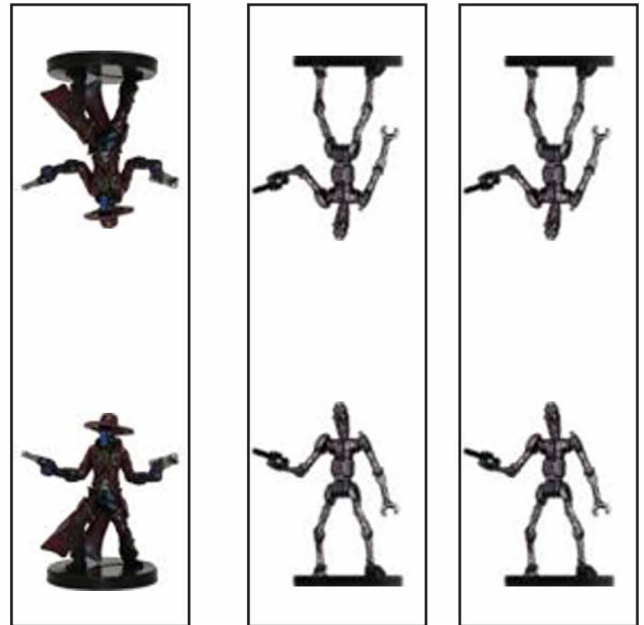




Cad Bane and Assassin Droids

Cad Bane is a ruthless bounty hunter employed heavily by the Separatists during the Clone Wars. While not physically strong like a Jedi, he relies on his cunning intelligence to manipulate his foes and the situation to his advantage. He has a way with forcing his opponent to do what he wants and always seems to be one step ahead of the competition.

Cad relies on always having a card advantage over his opponent, keeping a constant offensive while his opponent pauses to draw cards. This version of the deck was modified with the aid of Roman Farraday and others from the Epic Duels Forum. Older, more confusing and time consuming cards were modified or replaced with more streamlined versions which better maintained the balance and flow of the deck.



Attack
4



Cad Bane

QUICK DRAW

Play when Cad is attacking.
Draw a card.
If played directly after a Cad Bane combat card this turn, draw an additional card.

Attack
4



Cad Bane

QUICK DRAW

Play when Cad is attacking.
Draw a card.
If played directly after a Cad Bane combat card this turn, draw an additional card.

Attack
4



Cad Bane

QUICK DRAW

Play when Cad is attacking.
Draw a card.
If played directly after a Cad Bane combat card this turn, draw an additional card.

SPECIAL



Cad Bane

RANSOM

Play anytime on your turn.
Choose any character Cad can attack. That character receives 4 damage (6 if a minor) unless the player controlling that character discards 2 cards at random.

SPECIAL



Cad Bane

RANSOM

Play anytime on your turn.
Choose any character Cad can attack. That character receives 4 damage (6 if a minor) unless the player controlling that character discards 2 cards at random.

SPECIAL



Cad Bane

RANSOM

Play anytime on your turn.
Choose any character Cad can attack. That character receives 4 damage (6 if a minor) unless the player controlling that character discards 2 cards at random.

SPECIAL



Cad Bane

ROCKET BOOTS

Play anytime on your turn.
You may move Cad Bane to any empty space.
Draw 2 cards.

SPECIAL



Cad Bane

ROCKET BOOTS

Play anytime on your turn.
You may move Cad Bane to any empty space.
Draw 2 cards.

Attack
7*



Cad Bane

LET'S MAKE THIS INTERESTING

Play when Cad is attacking.
*If your hand size is larger than the defending player's, add the difference in hand size to the attack up to a limit of 4.



Attack
7*

Cad Bane

LET'S MAKE THIS INTERESTING

☛ Play when Cad is attacking.

*If your hand size is larger than the defending player's, add the difference in hand size to the attack up to a limit of 4.



SPECIAL

Cad Bane

I MAKE THE RULES NOW

☛ Play anytime on your turn.

Choose an opponent. Divide up to 6 spaces of movement between all of that opponent's characters.

Draw 2 cards.



SPECIAL

Cad Bane

I MAKE THE RULES NOW

☛ Play anytime on your turn.

Choose an opponent. Divide up to 6 spaces of movement between all of that opponent's characters.

Draw 2 cards.



Attack
4

1
Defend



Attack
4

1
Defend



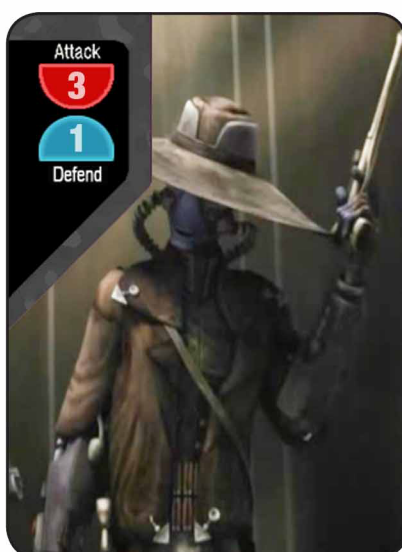
Attack
4

1
Defend



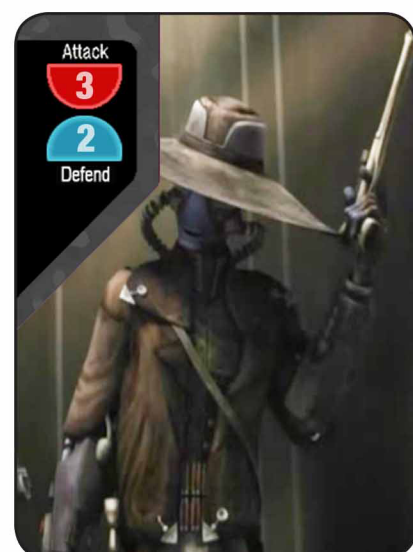
Attack
3

1
Defend



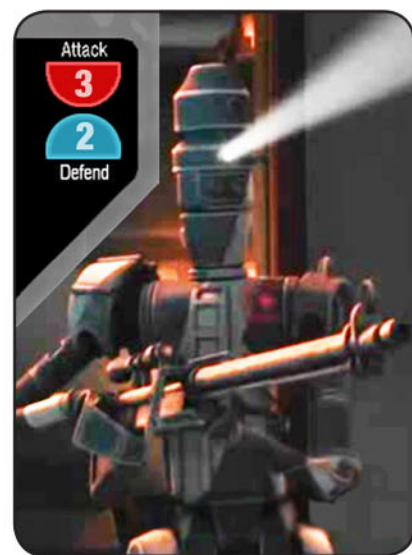
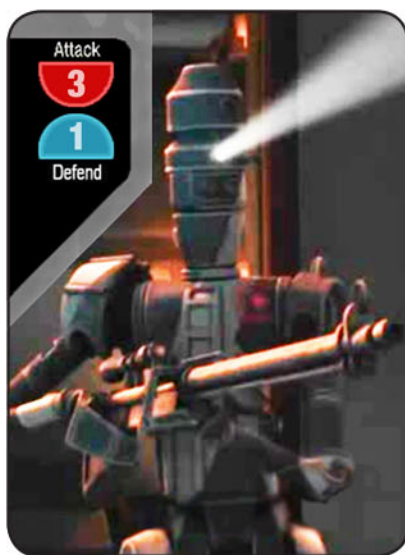
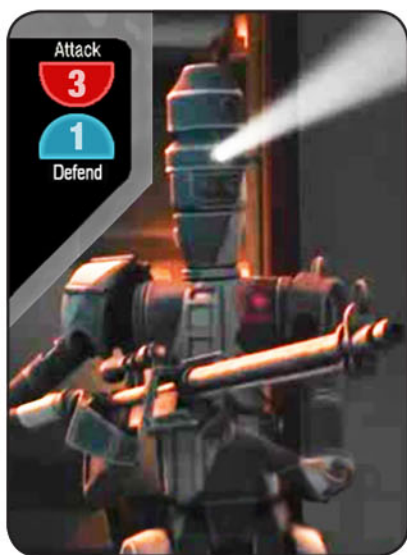
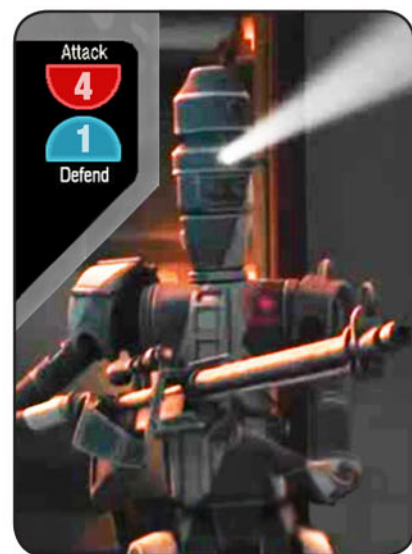
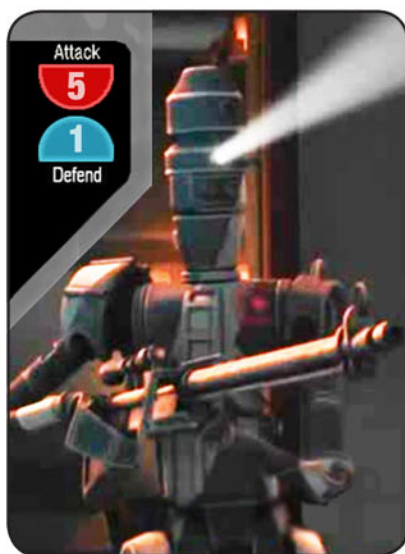
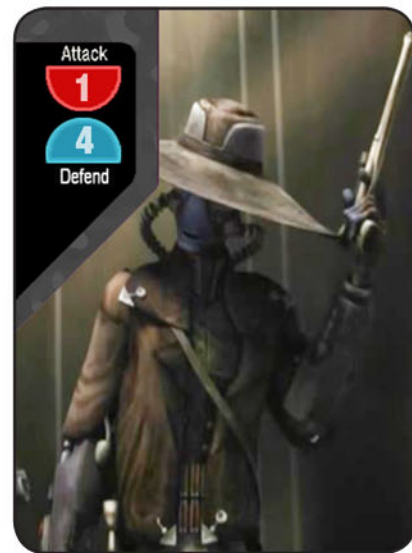
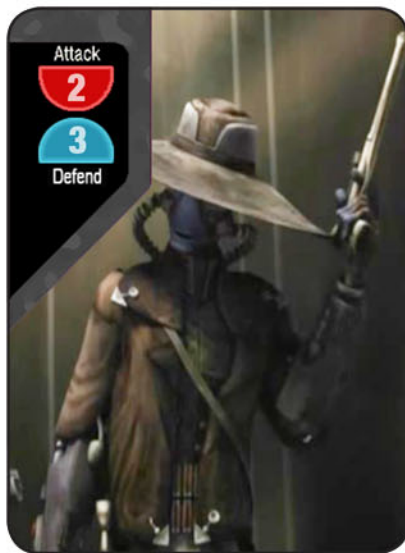
Attack
3

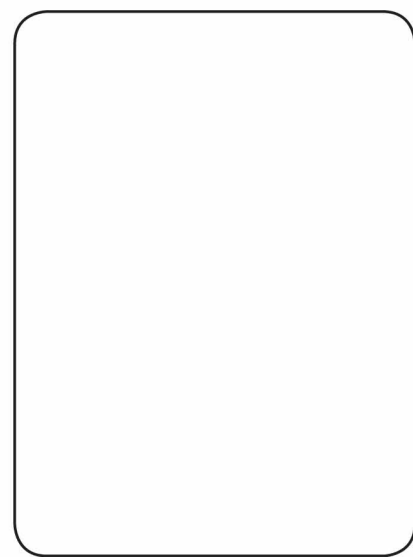
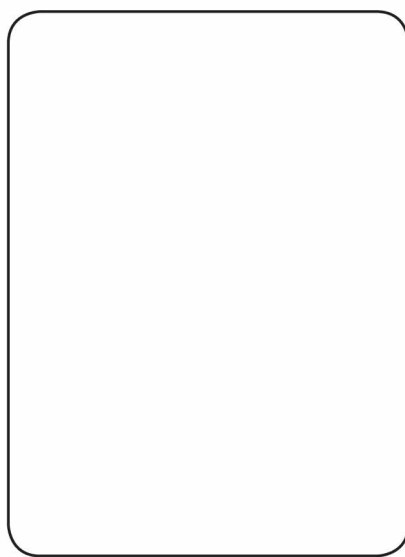
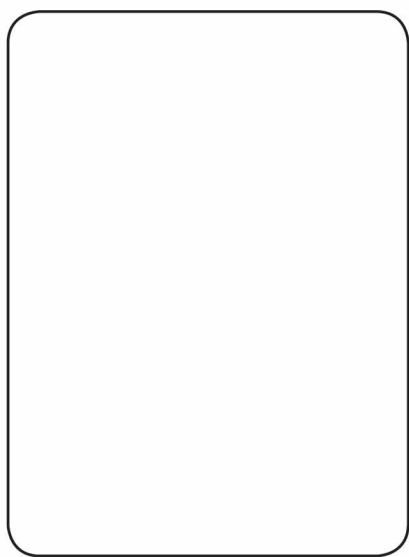
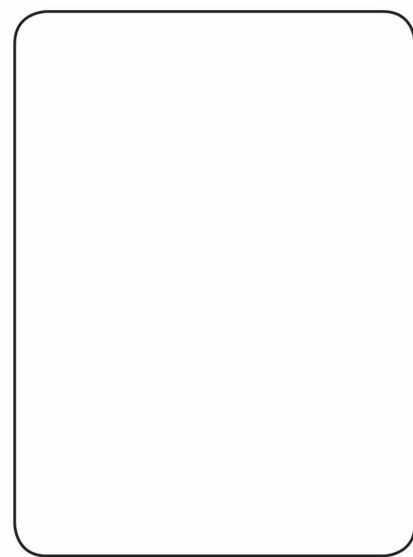
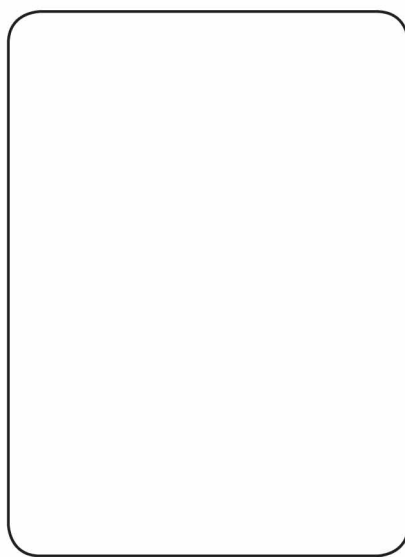
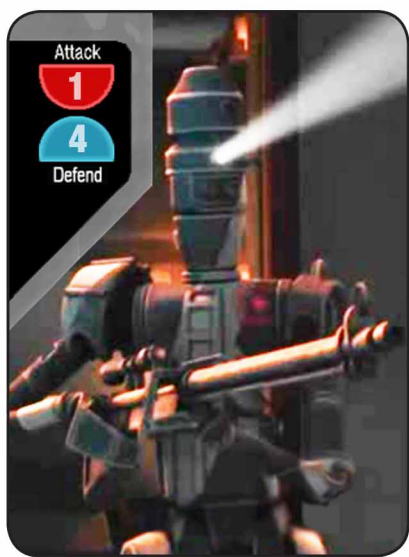
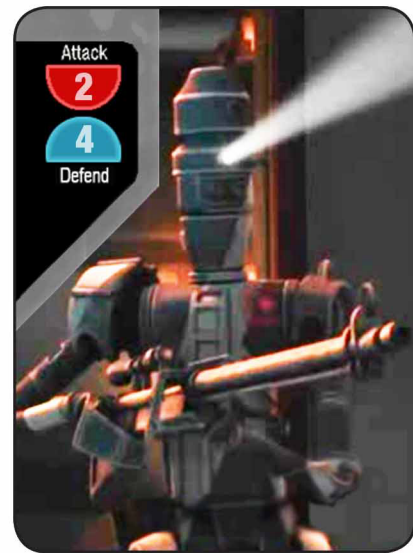
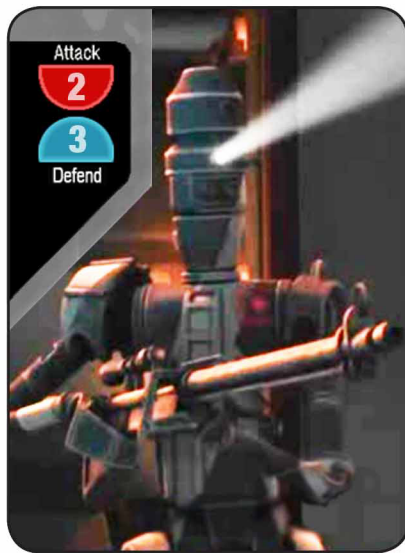
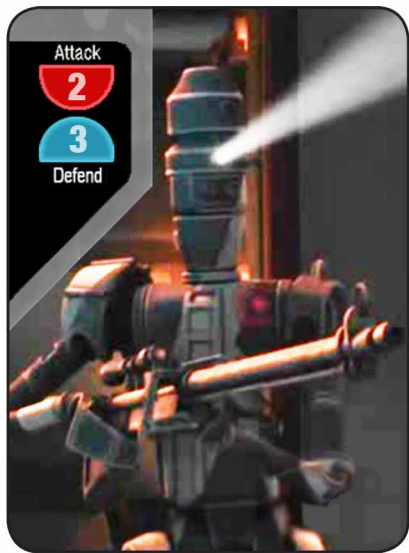
1
Defend



Attack
3

2
Defend









General Grievous - by Geektopia

General Grievous




4 Arms	Blue	1	2	3	
3 Arms		4	5	6	7
2 Arms		8	9	10	11
1 Arm		12	13	14	15
					Red

Magna Guards



	Blue	1	2	3	4	Red
--	------	---	---	---	---	-----




	Blue	1	2	3	4	Red
--	------	---	---	---	---	-----

The above battle card is for players who start at blue and progress to red.

The battle card on the right is for players who like to start at red and move down to blue.


This deck was developed shortly after Episode III came out. A flurry of Grievous decks were developed and this one actually fuses together ideas by Rich Pizor (the 4 arms), Scott Hagarty and Robert Oyung. The defining feature of this deck is the "4 arms" concept, which breaks Epic Duels conventions but has been embraced by most who have played with it. It remains one of the most popular decks among the Geektopia group and has been refined over many years of play.

General Grievous




1 Arm	Blue	1	2	3	4
2 Arms		5	6	7	8
3 Arms		9	10	11	12
4 Arms		13	14	15	Red

Magna Guards



	Blue	1	2	3	4	Red
--	------	---	---	---	---	-----



	Blue	1	2	3	4	Red
--	------	---	---	---	---	-----

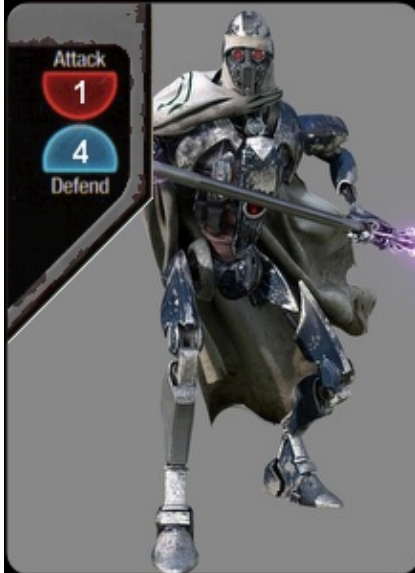
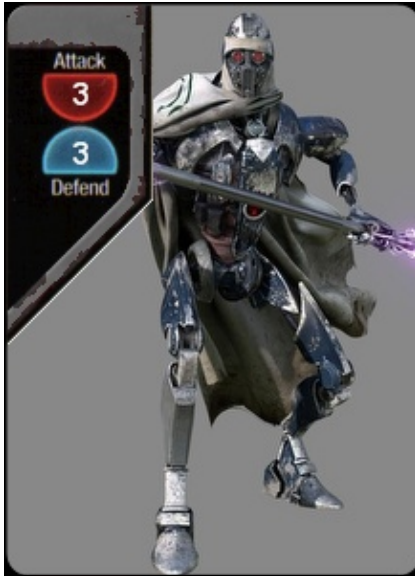
Notes: Some cards refer to the number of arms Grievous has. The number of arms Grievous has can be seen on his hit point chart. Once Grievous has sustained 4 damage points, Grievous only has 3 arms, at 8 damage points he has 2 arms, etc.

If both Magnaguards are destroyed, Grievous can play their cards as heal cards like any other major character. This effectively enables Grievous to "grow back" limbs that he has already lost.

 <p>Attack 2*</p> <p>Grievous JEDI HUNTER</p> <p>Play when Grievous is attacking. The attack value of this card is multiplied by the number of arms Grievous currently has.</p>	 <p>Attack 2*</p> <p>Grievous JEDI HUNTER</p> <p>Play when Grievous is attacking. The attack value of this card is multiplied by the number of arms Grievous currently has.</p>	 <p>Attack 2*</p> <p>Grievous JEDI HUNTER</p> <p>Play when Grievous is attacking. The attack value of this card is multiplied by the number of arms Grievous currently has.</p>
<p>SPECIAL</p>  <p>Grievous GENERAL'S ORDERS</p> <p>Play anytime on your turn. Move Manga Guard 1 up to 5 spaces. Move Manga Guard 2 up to 5 spaces. Move Grievous up to 5 spaces. Draw a card.</p>	<p>SPECIAL</p>  <p>Grievous GENERAL'S ORDERS</p> <p>Play anytime on your turn. Move Manga Guard 1 up to 5 spaces. Move Manga Guard 2 up to 5 spaces. Move Grievous up to 5 spaces. Draw a card.</p>	<p>SPECIAL</p>  <p>Grievous GENERAL'S ORDERS</p> <p>Play anytime on your turn. Move Manga Guard 1 up to 5 spaces. Move Manga Guard 2 up to 5 spaces. Move Grievous up to 5 spaces. Draw a card.</p>
 <p>Defend 0*</p> <p>Grievous COWARDLY DEFENSE</p> <p>Play when Grievous is defending. Grievous may exchanges places on the board with either Manga Guard. That Manga Guard becomes the target of the attack and takes full damage.</p>	 <p>Defend 0*</p> <p>Grievous COWARDLY DEFENSE</p> <p>Play when Grievous is defending. Grievous may exchanges places on the board with either Manga Guard. That Manga Guard becomes the target of the attack and takes full damage.</p>	<p>SPECIAL</p>  <p>Grievous TWIRLING SABER CHARGE</p> <p>Play anytime on your turn. Grievous may move up to 3 spaces in a straight line. All characters adjacent to Grievous at any point after this card is played take 3 damage.</p>









This Tarkin deck has seen many revisions over the years, but they have all revolved around the stormtroopers increasing Tarkin's damage output in some form or another. And this latest revision is no exception. The deck's main path to victory is through FIRE WHEN READY, although it has been tweaked down some. A new card OUR MOMENT OF TRIUMPH has been added to make up for the loss in killing power, and to give Tarkin a little bit of a game if and when the stormtroopers are out of commission. This new version should help show more of what makes Tarkin the Grand Moff that he is. Like the Jabba deck, this deck also has regenerating minors.



Attack
10

Grand Moff Tarkin

OUR MOMENT OF TRIUMPH

Play when Tarkin is attacking.

If this attack did not damage the defending character, then destroy all stormtroopers in play.

SPECIAL



Grand Moff Tarkin

FIRE WHEN READY

Play anytime on your turn.

All allied Stormtroopers each do 2 damage to all enemy characters they can attack.

SPECIAL



Grand Moff Tarkin

FIRE WHEN READY

Play anytime on your turn.

All allied Stormtroopers each do 2 damage to all enemy characters they can attack.

SPECIAL



Grand Moff Tarkin

FIRE WHEN READY

Play anytime on your turn.

All allied Stormtroopers each do 2 damage to all enemy characters they can attack.

SPECIAL



Grand Moff Tarkin

REINFORCEMENTS

Play anytime on your turn.

Place all destroyed, allied Stormtroopers back in play on any empty space and at full health.

SPECIAL



Grand Moff Tarkin

REINFORCEMENTS

Play anytime on your turn.

Place all destroyed, allied Stormtroopers back in play on any empty space and at full health.

SPECIAL



Grand Moff Tarkin

MILITARY STRATEGIST

Play anytime on your turn.

Move Tarkin and all allied Stormtroopers up to 5 spaces each. Draw a card.

SPECIAL




Grand Moff Tarkin

MILITARY STRATEGIST

Play anytime on your turn.

Move Tarkin and all allied Stormtroopers up to 5 spaces each. Draw a card.

SPECIAL



Grand Moff Tarkin

ALL SECTIONS ON ALERT

Play anytime on your turn.

Choose an opponent. That opponent must discard 2 cards at random. Then, if any allied Stormtroopers can attack their characters they must choose and discard 1 additional card.

SPECIAL



Grand Moff Tarkin

ALL SECTIONS ON ALERT

Play anytime on your turn.

Choose an opponent. That opponent must discard 2 cards at random. Then, if any allied Stormtroopers can attack their characters they must choose and discard 1 additional card.

SPECIAL



Grand Moff Tarkin

IMPERIAL MEDIC

Play anytime on your turn.

Tarkin recovers up to 3 damage. Draw 2 cards.

SPECIAL



Grand Moff Tarkin

IMPERIAL MEDIC

Play anytime on your turn.

Tarkin recovers up to 3 damage. Draw 2 cards.



Attack 4

Defend 1



Attack 4

Defend 1



Attack 4

Defend 1



Attack 3

Defend 1



Attack 3

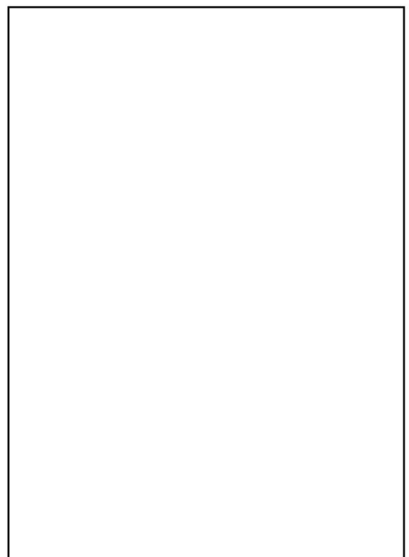
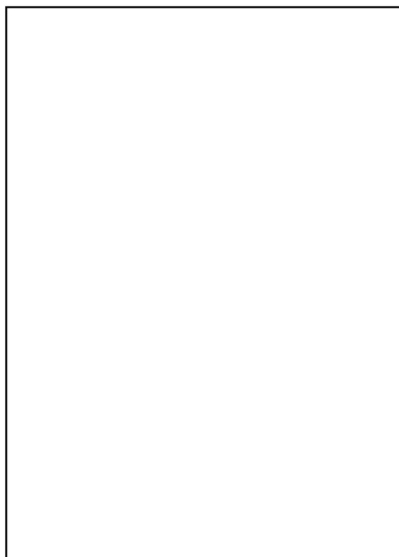
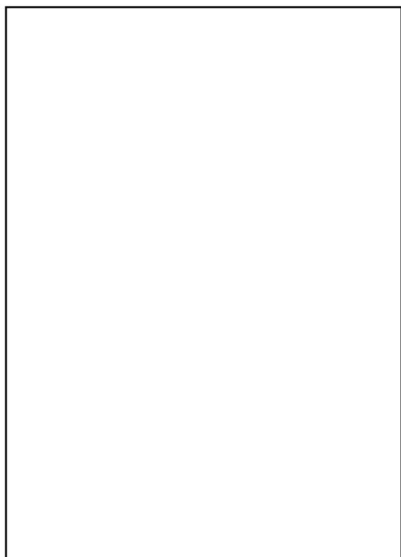
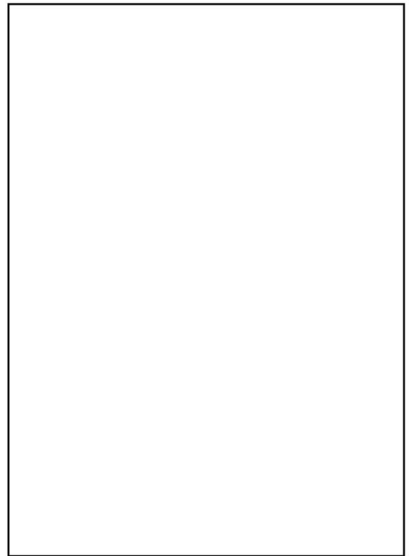
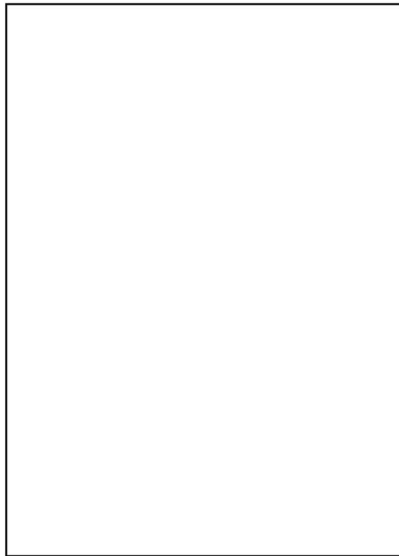
Defend 1

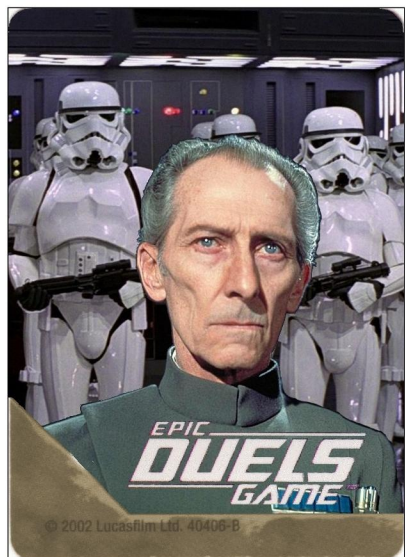
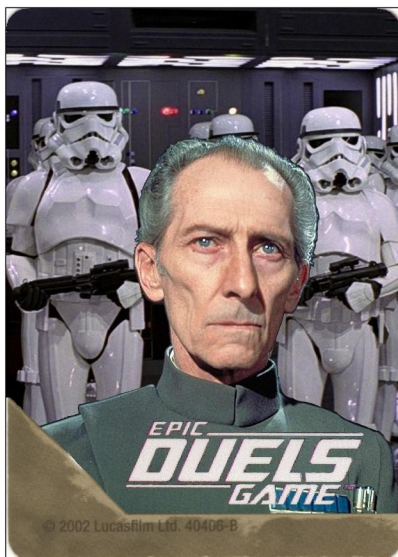


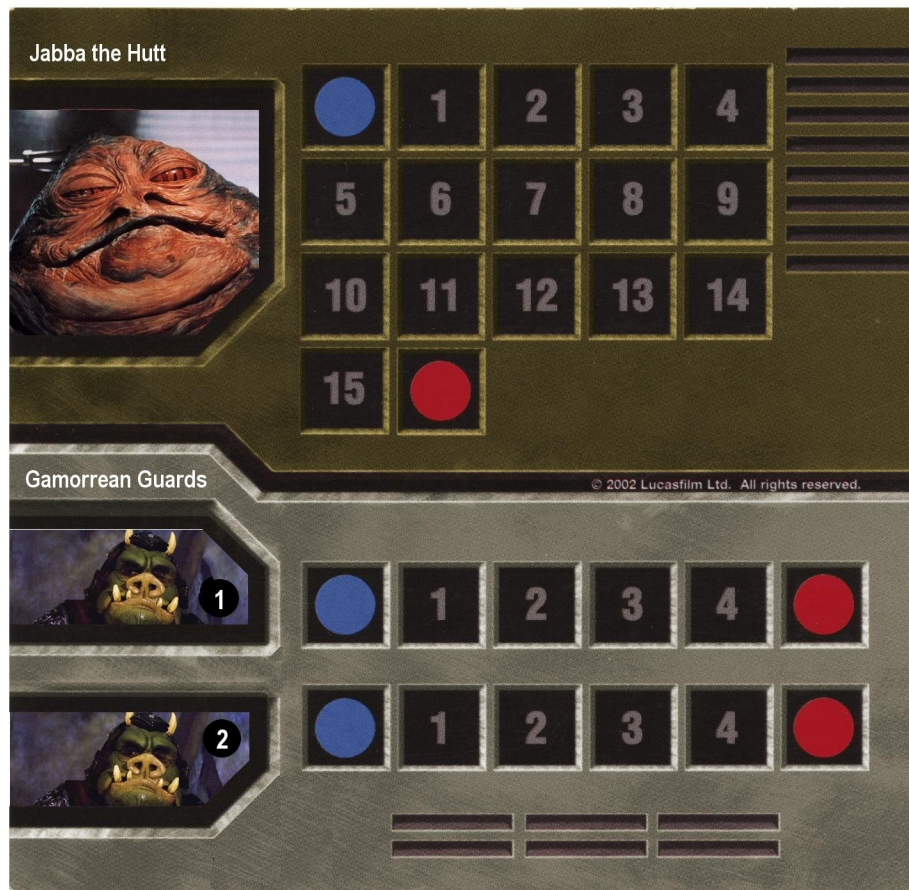
Attack 3

Defend 2









Jabba is another character for which I have made many revised decks already. The original deck with Bib Fortuna as the minor character went through at least 3 revisions before settling on a workable version. Over the years I discovered a few things that didn't work with that deck, and I grew to dislike Bib Fortuna as a minor character. So what follows is a nearly complete rewrite. The end result is a deck that lacks power attacks, but can still find slimy damage through direct damage, discarding and basic attacks. The Gamorrean Guards are the lynch-pin of the deck, and Jabba really shines in team games when he can make his allied minors a threat as well as place bounties on enemies.



Defend


Jabba the Hutt

BOSCKA!

Play when Jabba is defending.

Jabba receives no damage from the attack. Instead, move the attacker to any empty space. That character receives 2 damage.

SPECIAL




Jabba the Hutt

MY KIND OF SCUM

Play anytime on your turn.

Choose any opponent's character. That character receives 2 damage for each minor character that can attack this character.

SPECIAL



Jabba the Hutt

MY KIND OF SCUM

Play anytime on your turn.

Choose any opponent's character. That character receives 2 damage for each minor character that can attack this character.

SPECIAL



Jabba the Hutt

THERE WILL BE NO BARGAIN

Play anytime on your turn.

Choose an opponent. That opponent chooses and discards 2 cards and gets 1 less action on his/her next turn.

SPECIAL



Jabba the Hutt

THERE WILL BE NO BARGAIN

Play anytime on your turn.

Choose an opponent. That opponent chooses and discards 2 cards and gets 1 less action on his/her next turn.

SPECIAL



Jabba the Hutt

THERE WILL BE NO BARGAIN

Play anytime on your turn.

Choose an opponent. That opponent chooses and discards 2 cards and gets 1 less action on his/her next turn.

SPECIAL



Jabba the Hutt

CRIMELORD'S ORDERS

Play anytime on your turn.

Move each Gamorrean Guard up to 5 spaces. After moving, any opponents controlling a character adjacent to a Gamorrean Guard must discard 1 card at random for each adjacent Guard.

SPECIAL



Jabba the Hutt

CRIMELORD'S ORDERS

Play anytime on your turn.

Move each Gamorrean Guard up to 5 spaces. After moving, any opponents controlling a character adjacent to a Gamorrean Guard must discard 1 card at random for each adjacent Guard.

SPECIAL



Jabba the Hutt

CRIMELORD'S ORDERS

Play anytime on your turn.

Move each Gamorrean Guard up to 5 spaces. After moving, any opponents controlling a character adjacent to a Gamorrean Guard must discard 1 card at random for each adjacent Guard.

SPECIAL



Jabba the Hutt

I SHALL ENJOY WATCHING YOU DIE

Play anytime on your turn.

Choose any character. When this character is destroyed, the player who destroys this character may draw 4 cards.

SPECIAL



Jabba the Hutt

I SHALL ENJOY WATCHING YOU DIE

Play anytime on your turn.

Choose any character. When this character is destroyed, the player who destroys this character may draw 4 cards.

SPECIAL



Jabba the Hutt

UNLIMITED RESOURCES

Play anytime on your turn.

Return any destroyed Gamorrean Guards to any space adjacent to Jabba. They return at full health.



Attack 5

Defend 1



Attack 4

Defend 1



Attack 4

Defend 1



Attack 4

Defend 2



Attack 4

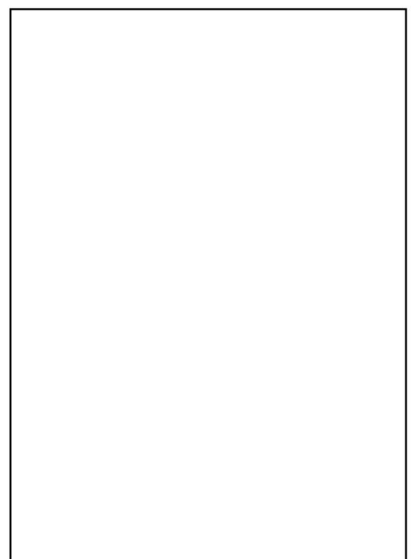
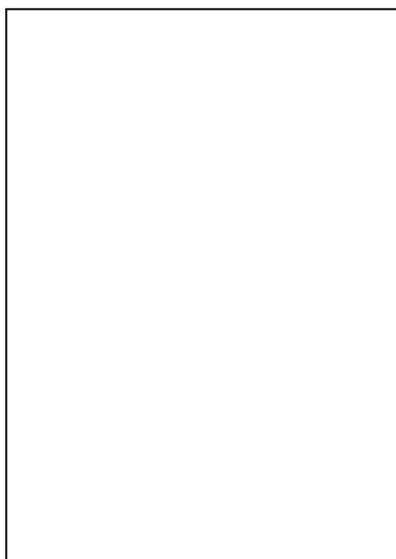
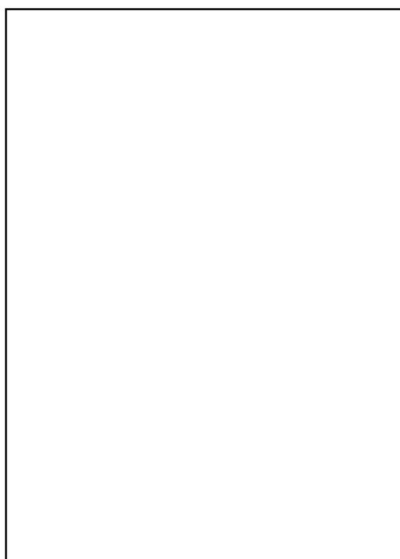
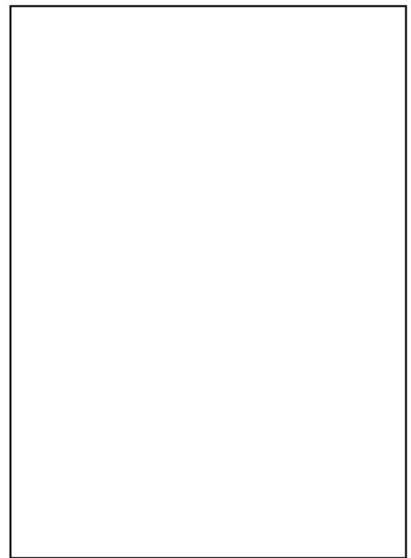
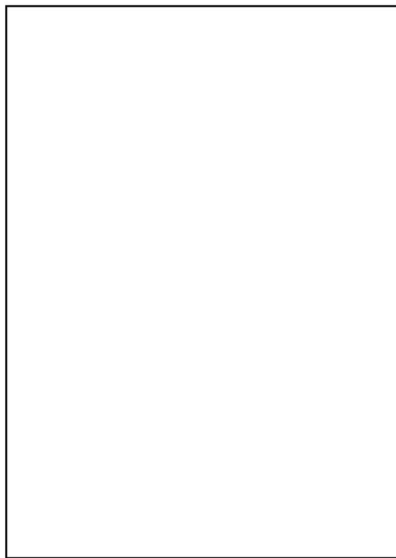
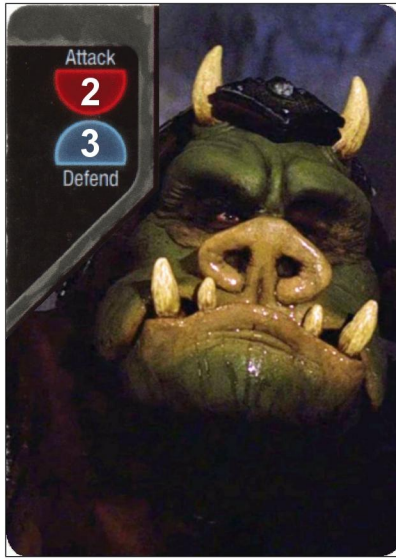
Defend 2

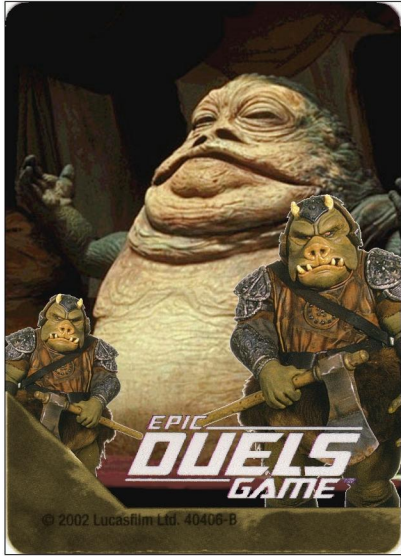
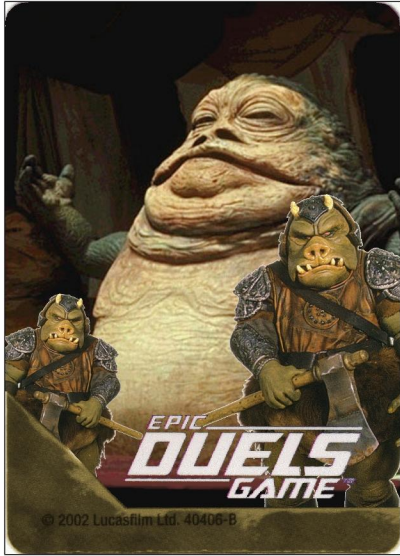
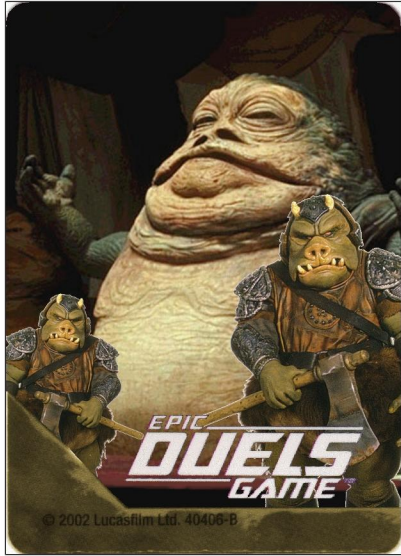


Attack 3

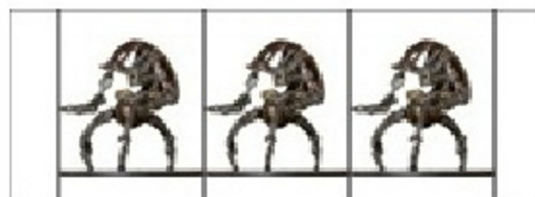
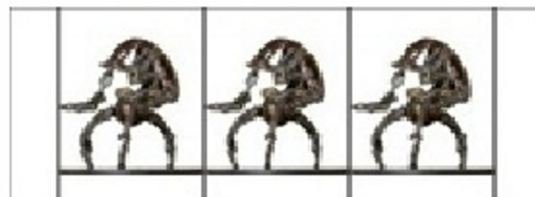
Defend 2







Nute Gunray - by Geektopia






Nute Gunray is a prominent villain in Episodes I, II and III as well as the Clone Wars cartoon series. The deceitful, cowardly Neimoidian is the Viceroy of the Trade Federation and a constant thorn in the side of Padme Amidala and the Jedi. He has no real combat training or abilities but is typically flanked by an army of Battle Droids, including state-of-the-art Destroyer Droids, also known as Droidekas.

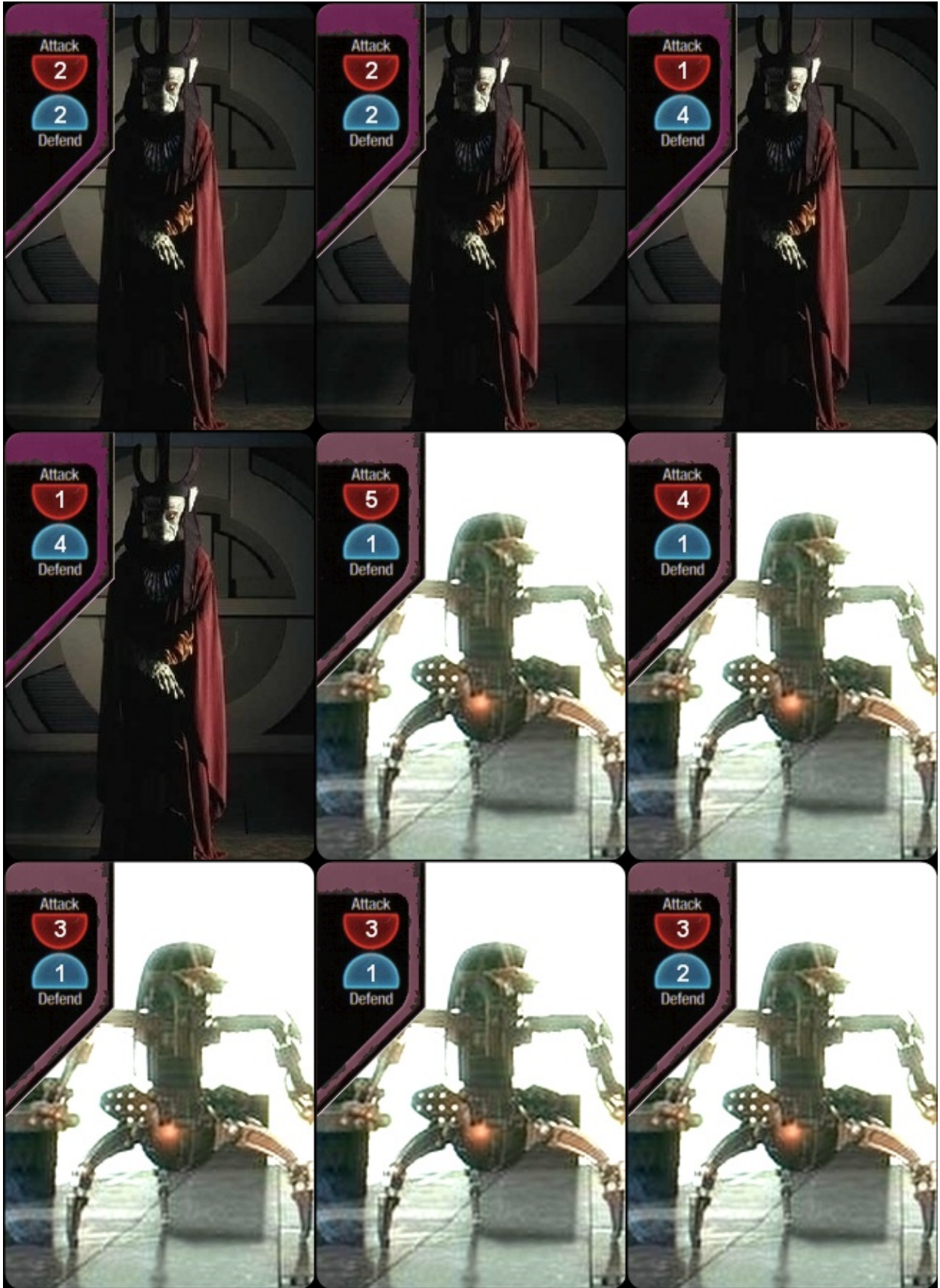
Geektopia played with a version of this deck for years but it was redesigned for the 10-Year Anniversary Set with input from the online community in order to follow the Hasbro conventions a little more closely. Nute relies heavily upon his heavy duty Droidekas, best known for their shields which are represented by 7 hit points each. Having non-personality minors with their own talent cards breaks Hasbro conventions but it was agreed that if any non-personality deserved its own cards, it's the Droidekas.

<p>SPECIAL</p>  <p>Nute Gunray</p> <p>SHOOT HER OR SOMETHING</p> <p>Play anytime on your turn.</p> <p>Choose a character that Nute or either Droideka could attack. That character takes 3 damage.</p>	<p>SPECIAL</p>  <p>Nute Gunray</p> <p>SHOOT HER OR SOMETHING</p> <p>Play anytime on your turn.</p> <p>Choose a character that Nute or either Droideka could attack. That character takes 3 damage.</p>	<p>SPECIAL</p>  <p>Nute Gunray</p> <p>SHOOT HER OR SOMETHING</p> <p>Play anytime on your turn.</p> <p>Choose a character that Nute or either Droideka could attack. That character takes 3 damage.</p>
<p>Attack 5</p>  <p>Nute Gunray</p> <p>THIS IS TOO CLOSE</p> <p>Play when Nute is attacking.</p> <p>Move Nute Gunray to any vacant space.</p>	<p>Attack 5</p>  <p>Nute Gunray</p> <p>THIS IS TOO CLOSE</p> <p>Play when Nute is attacking.</p> <p>Move Nute Gunray to any vacant space.</p>	<p>SPECIAL</p>  <p>Nute Gunray</p> <p>WHERE ARE THOSE DROIDEKAS?</p> <p>Play anytime on your turn.</p> <p>Restore a destroyed Droideka to full hit points and place on the board adjacent to Nute.</p>
<p>Defend</p>  <p>Nute Gunray</p> <p>BEG FOR MERCY</p> <p>Play when Nute is defending.</p> <p>Nute takes no damage from the attack. After attack is resolved, discard every card in your hand, except one card.</p>	<p>Attack 4*</p>  <p>Droideka</p> <p>NO MATCH FOR DROIDEKAS</p> <p>Play when Droideka is attacking.</p> <p>If both Droidekas are adjacent to each other, the attack value of this card is 7.</p>	<p>Attack 4*</p>  <p>Droideka</p> <p>NO MATCH FOR DROIDEKAS</p> <p>Play when Droideka is attacking.</p> <p>If both Droidekas are adjacent to each other, the attack value of this card is 7.</p>

 <p>Droideka</p> <p>NO MATCH FOR DROIDEKAS</p> <p>Play when Droideka is attacking. If both Droidekas are adjacent to each other, the attack value of this card is 7.</p>	 <p>Droideka</p> <p>TUCK AND ROLL</p> <p>Play when Droideka is attacking. After attacking, you may move the attacking Droideka up to 5 spaces.</p>	 <p>Droideka</p> <p>TUCK AND ROLL</p> <p>Play when Droideka is attacking. After attacking, you may move the attacking Droideka up to 5 spaces.</p>
--	--	--

		
--	--	--

		
---	---	---







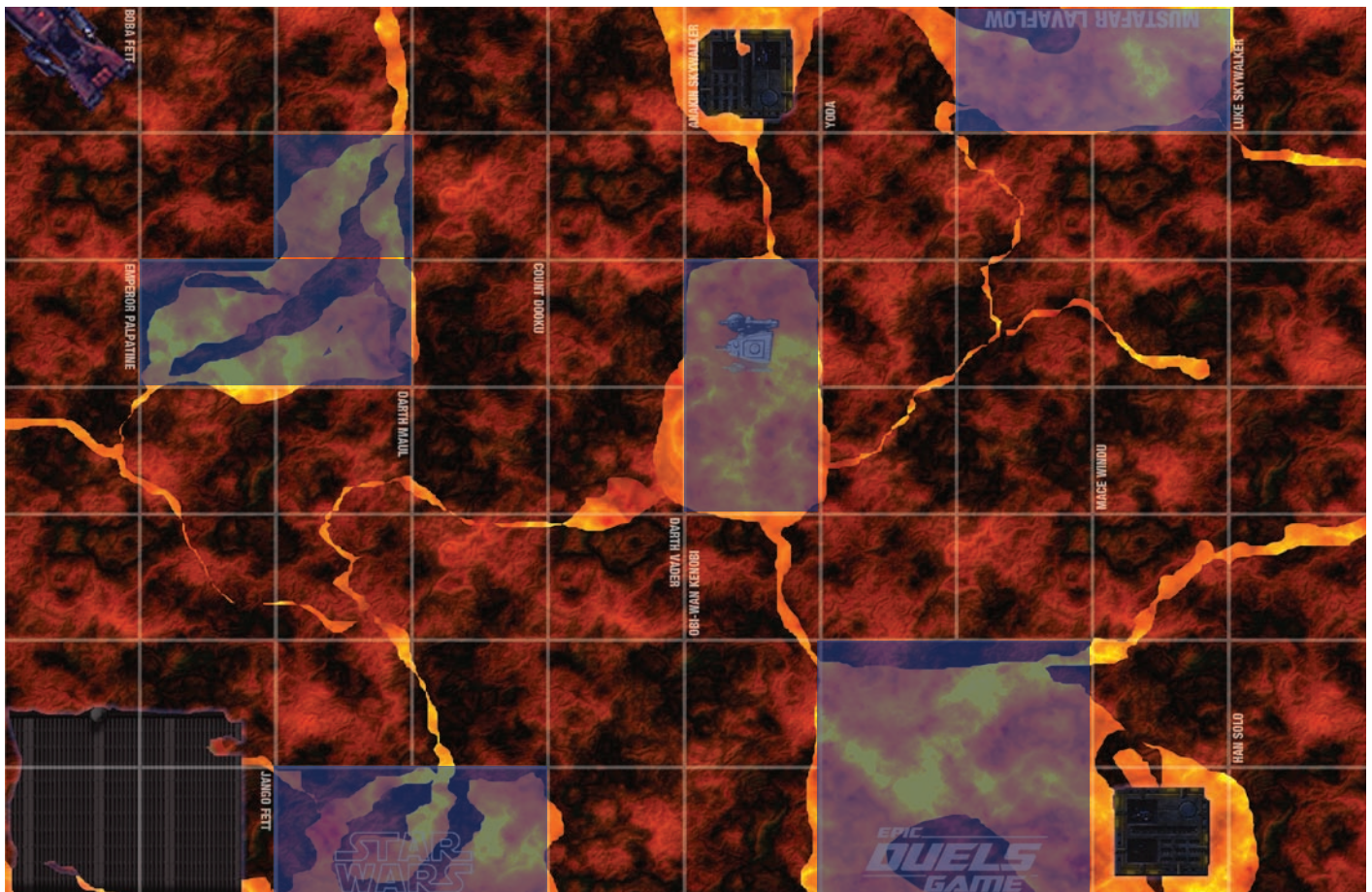


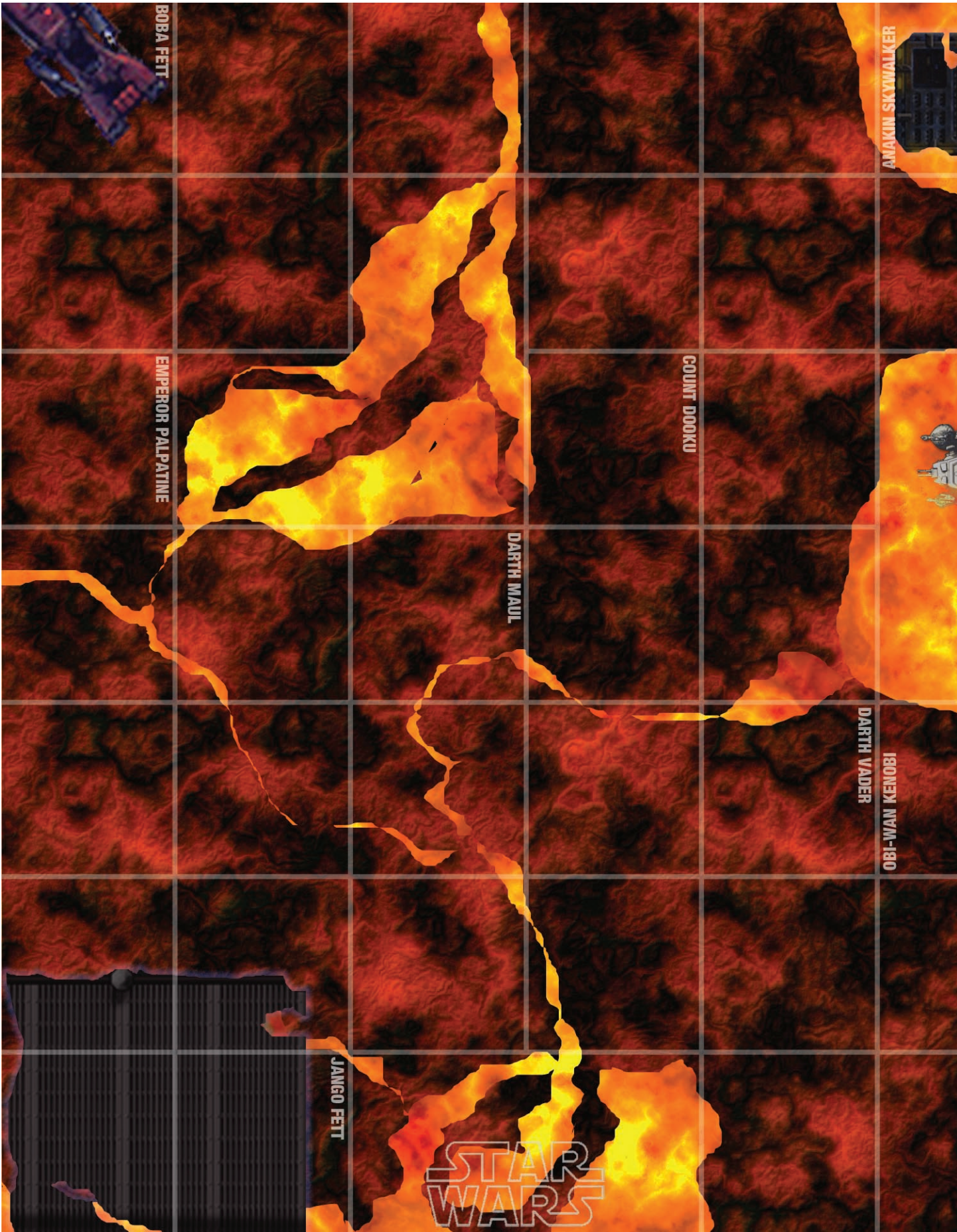
Mustafar Lavaflow

Mustafar: the broken planet. Mustafar's ever-active volcanoes create vast rivers of molten rock, passable only by floating anti-grav platforms. This planet was the site of the first epic battle between Darth Vader and Obi-Wan Kenobi, where the last remnants of Anakin Skywalker were consumed by the dark side.

The obstacles on this map are the pools of hot lava. The pools do not block ranged attacks. The obstacles are shaded in blue.

Optional: Normally, obstacles block movement. At your option, you can allow movement through obstacle spaces on this map at the cost of 1 damage per square. The damage is only applied once per square, but moving through multiple squares in a turn increases the damage proportionally.





BOBA FETT

ANAKIN SKYWALKER

EMPEROR PALPATINE

COUNT DOOKU

DARTH MAUL

DARTH VADER

OBI-WAN KENOBI

JANGO FETT

STAR WARS

MUSTAFAR LAVAFLOW

ANAKIN SKYWALKER



YODA

LUKE SKYWALKER



DARTH VADER

OBI-WAN KENOBI

MACE WINDU

HAN SOLO



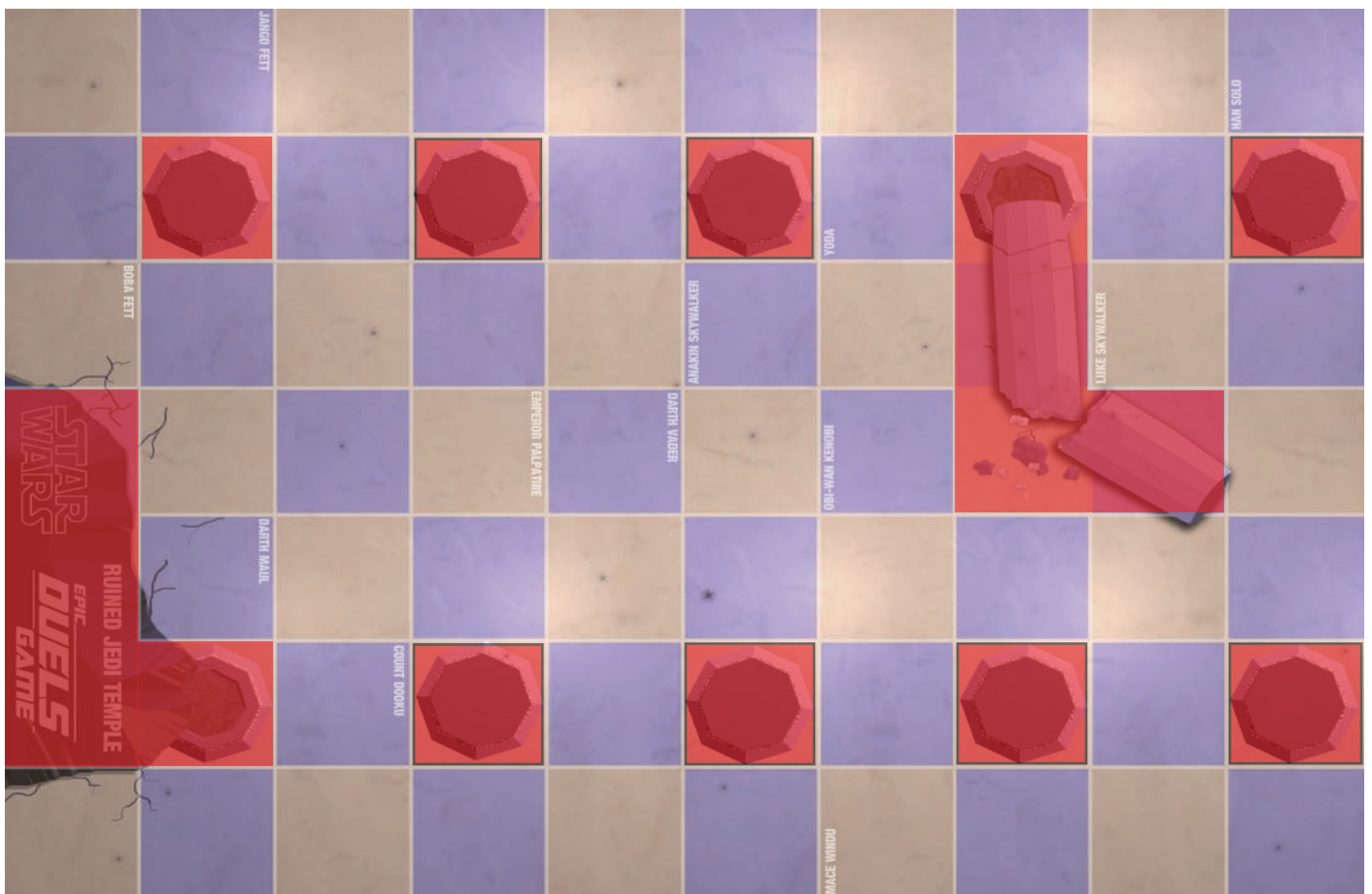
EPIC
DUELS
GAME

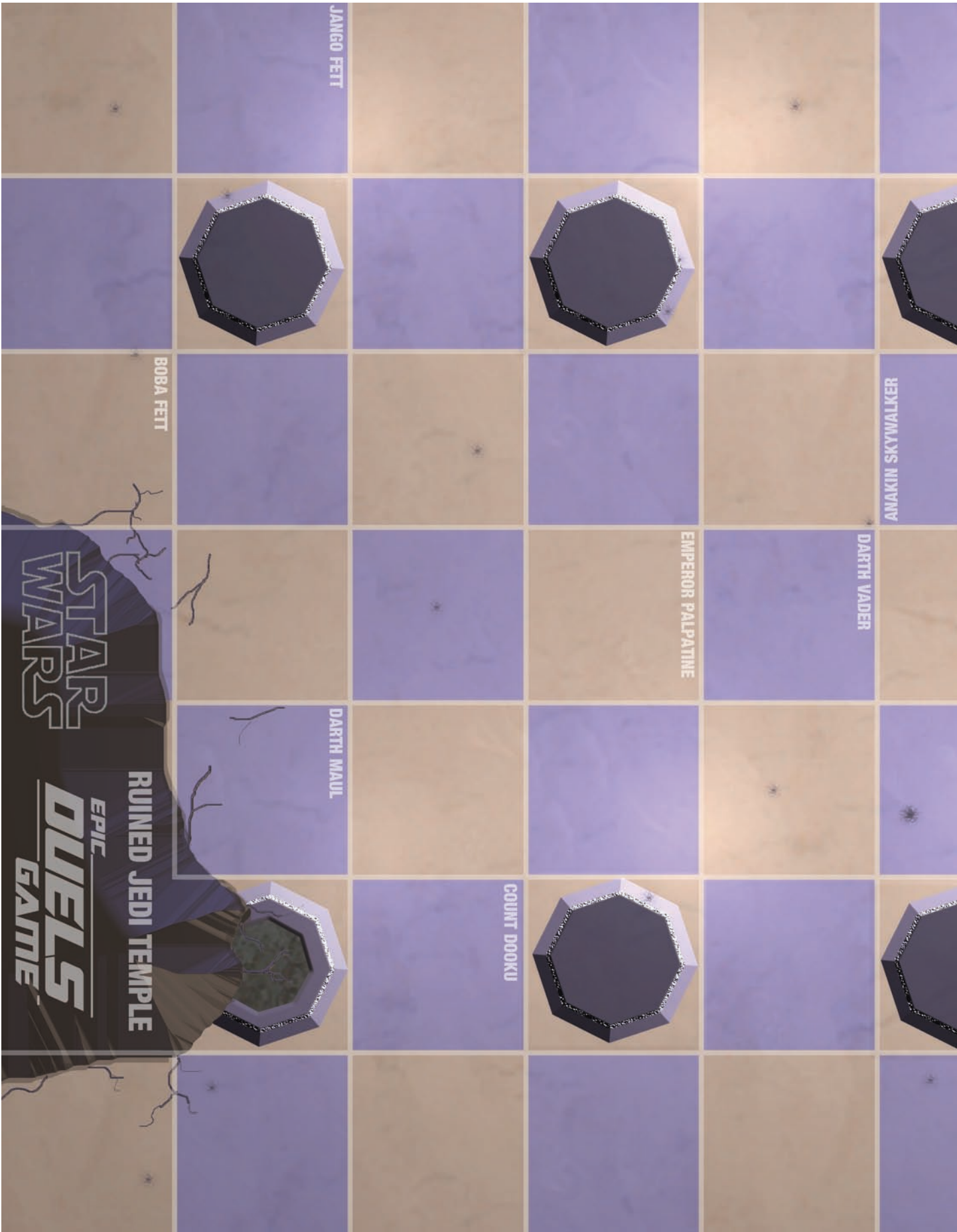


Ruined Jedi Temple

When Chancellor Palpatine enacted Order 66, Jedi across the galaxy fell to the well-laid plans of the Sith Master. Even the Jedi Temple, home base for the order for centuries, fell under attack and was left in ruin.

The obstacles on this map are the fallen pillar, the standing pillars, and the broken floor. All obstacles block movement; only the pillars and the fallen pillar block ranged attacks. The obstacles and prohibited spaces are shaded in red.





JANGO FETT

BOBA FETT

ANAKIN SKYWALKER

DARTH VADER

EMPEROR PALPATINE

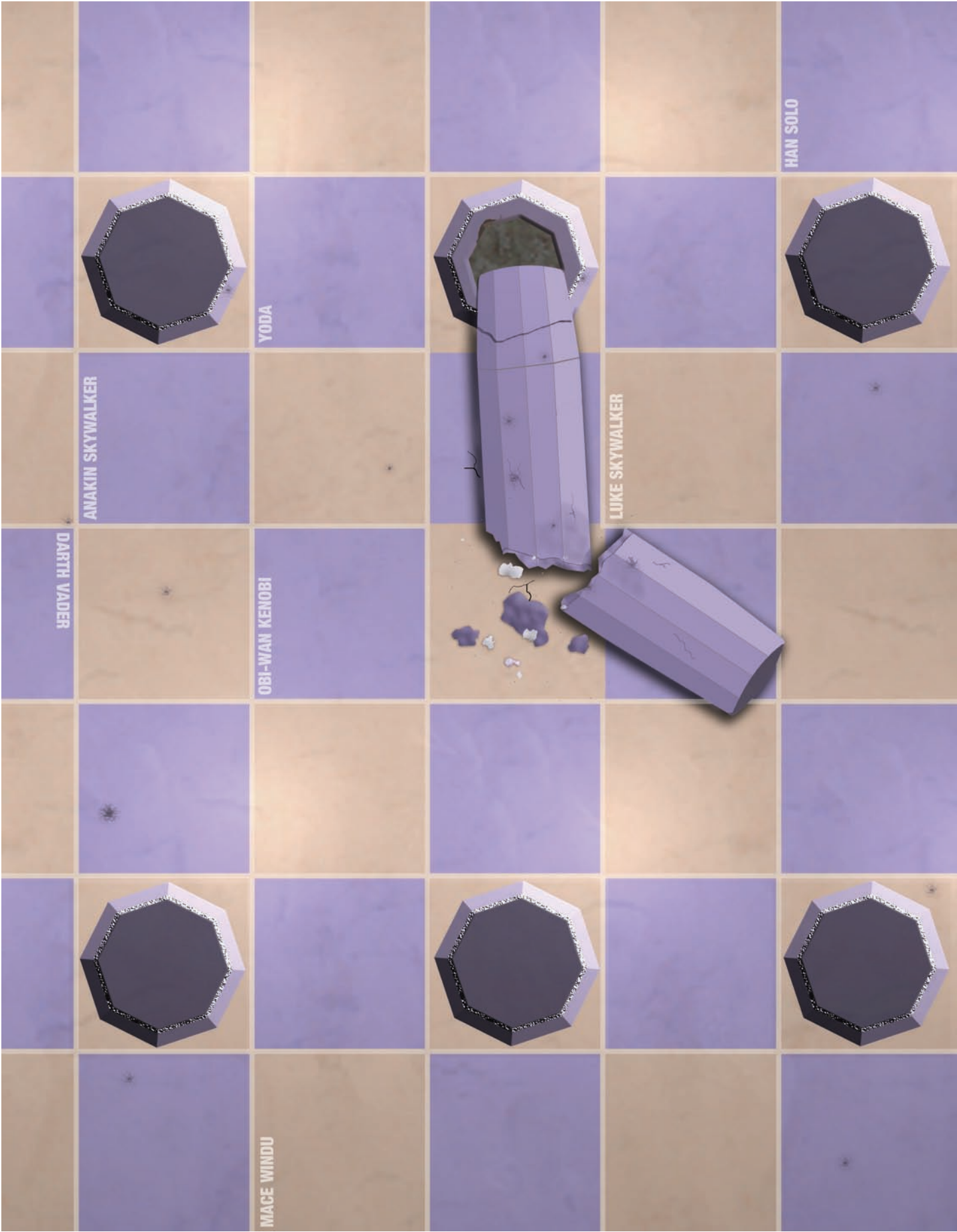
DARTH MAUL

COUNT DOOKU

STAR WARS

EPIC DUELS GAME

RUINED JEDI TEMPLE



ANAKIN SKYWALKER

DARTH VADER

YODA

OBI-WAN KENOBI

LUKE SKYWALKER

MACE WINDU

HAN SOLO