


## Star Wars Epic Duels 10 Year Anniversary Tournament Set

Print these 4 pages onto sticker paper. Then peel and sticker these faces over cards with the proper backs. They will blend into their respective decks over time. Alternatively, print directly onto cardstock and slide into card sleeves.

Replace these cards outright:

- Jango's FLAMETHROWER with a second MISSILE LAUNCH.
- Emperor's ROYAL COMMAND with a second modified YOU WILL DIE.
- One of Obi-Wan's JEDI BLOCK with a third FORCE QUICKNESS.

Attack  
7\*



Darth Vader™

**ALL TOO EASY**

Play when Darth Vader is attacking

\* If this card is not blocked, the attacked character takes 20 damage instead of 7.

Attack  
5




Darth Vader™

**DARK SIDE DRAIN**

Play when Darth Vader is attacking

If Vader does damage to a character with this card, Vader recovers the amount of damage done to the character.

Attack  
5



Darth Vader™

**DARK SIDE DRAIN**

Play when Darth Vader is attacking

If Vader does damage to a character with this card, Vader recovers the amount of damage done to the character.

Attack  
7



Jango Fett™

**MISSILE LAUNCH**

Play when Jango Fett is attacking.

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

Attack  
3\*



Zam Wesell™

**SNIPER SHOT**

Play when Zam is attacking.

\*If Zam damages an enemy character with this card, the attack value is 6 instead of 3.

Attack  
3\*



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Play when Zam is attacking.

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Attack  
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**SNIPER SHOT**

Play when Zam is attacking.

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**SPECIAL**




**Greedo™**

**SUDDEN ARRIVAL**

☞ Play any time on your turn.

Move Greedo adjacent to any character. Then Greedo does 1 damage to all characters he can attack. Playing this card does not count as an action.

**SPECIAL**




**Greedo™**

**SUDDEN ARRIVAL**

☞ Play any time on your turn.

Move Greedo adjacent to any character. Then Greedo does 1 damage to all characters he can attack. Playing this card does not count as an action.

**SPECIAL**




**Emperor Palpatine™**

**YOU WILL DIE**

☞ Play anytime on your turn.

Choose an opponent to reveal his/her hand. For every 2 cards in his/her hand, opponent must choose and discard a card.

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**Attack**  
**6**



**Darth Maul™**

**ATHLETIC SURGE**

☞ Play when Darth Maul is attacking.

After attacking, you may move Darth Maul up to 6 spaces.

**Attack**  
**6**



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**Attack**  
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**ATHLETIC SURGE**

☞ Play when Darth Maul is attacking.

After attacking, you may move Darth Maul up to 6 spaces.

**SPECIAL**



**Emperor Palpatine™**

**YOU WILL DIE**

☞ Play anytime on your turn.

Choose an opponent to reveal his/her hand. For every 2 cards in his/her hand, you choose and discard a card.  
(Alternate version)

Attack  
5



Obi-Wan Kenobi™

**JEDI™ ATTACK**

Play when Obi-Wan is attacking.  
After attacking, you may move Obi-Wan up to 6 spaces.

Attack  
5



Obi-Wan Kenobi™

**JEDI™ ATTACK**

Play when Obi-Wan is attacking.  
After attacking, you may move Obi-Wan up to 6 spaces.

Attack  
5



Obi-Wan Kenobi™

**JEDI™ ATTACK**

Play when Obi-Wan is attacking.  
After attacking, you may move Obi-Wan up to 6 spaces.

Attack  
6




Obi-Wan Kenobi™

**FORCE™ CONTROL**

Play when Obi-Wan is attacking.  
After attacking, move Obi-Wan and the defending character up to 3 spaces each.

SPECIAL




Chewbacca™

**IT'S NOT WISE**

Play anytime on your turn.  
Move any character adjacent to Chewbacca up to 6 spaces. That character receives 3 damage. (Alternate version)

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**IT'S NOT WISE**

Play anytime on your turn.  
Move any character adjacent to Chewbacca up to 6 spaces. That character receives 3 damage. (Alternate version)

SPECIAL



Obi-Wan Kenobi™

**FORCE™ QUICKNESS**

Play anytime on your turn.  
Move Obi-Wan up to 8 spaces, then draw a card.

Attack  
6



Obi-Wan Kenobi™

**FORCE™ CONTROL**

Play when Obi-Wan is attacking.  
After attacking, move Obi-Wan and the defending character up to 3 spaces each.

 <p>Attack <b>6</b></p> <p>Han Solo™</p> <p><b>HEROIC RETREAT</b></p> <p>Play when Han is attacking. After attacking, you may move Han up to 5 spaces.</p>	 <p>Attack <b>6</b></p> <p>Han Solo™</p> <p><b>HEROIC RETREAT</b></p> <p>Play when Han is attacking. After attacking, you may move Han up to 5 spaces.</p>	<p>SPECIAL</p>  <p>Han Solo™</p> <p><b>Never tell me the odds</b></p> <p>Play anytime on your turn. Han does 3 damage to all opponents' characters Han can attack. Then you may shuffle your discard pile into your draw pile.</p>	<p>SPECIAL</p>  <p>Han Solo™</p> <p><b>Never tell me the odds</b></p> <p>Play anytime on your turn. Han does 3 damage to all opponents' characters Han can attack. Then you may shuffle your discard pile into your draw pile.</p>
 <p>Attack <b>6*</b></p> <p>Luke Skywalker™</p> <p><b>JUSTICE</b></p> <p>Play any time on your turn. If Leia has been destroyed, the attack value of this card is 10.</p>	 <p>Attack <b>6*</b></p> <p>Luke Skywalker™</p> <p><b>JUSTICE</b></p> <p>Play any time on your turn. If Leia has been destroyed, the attack value of this card is 10.</p>	<p>SPECIAL</p>  <p>Princess Leia Organa™</p> <p><b>LUKE'S IN TROUBLE</b></p> <p>Play any time on your turn. Move Leia adjacent to Luke, Luke recovers 4 damage. If Luke has been destroyed, Leia recovers 4 damage.</p>	<p>SPECIAL</p>  <p>Princess Leia Organa™</p> <p><b>LUKE'S IN TROUBLE</b></p> <p>Play any time on your turn. Move Leia adjacent to Luke, Luke recovers 4 damage. If Luke has been destroyed, Leia recovers 4 damage.</p>