



Sultan's Tweaks

These pages depict how my I've changed my own personal Epic Duels game. I did not, on my own, discover/think up all of these changes. Rather, based on the recommendations, insights, and conjectures I've seen (over several years), I have chosen these "tweaks" to correct what I perceive as the imbalances of the original game.

Of the characters receiving tweaks, only Luke and Vader receive completely new cards. As a result, these two decks were the hardest change for me to finally decide upon, and consequently are the newest of my tweaks - only weeks old at the time of this writing. But already I feel so positive about these changes, that I am confident in saying that I am at last done editing the core game.

Here then, for your consideration are The Sultan's Tweaks. To implement any of these tweaks, simply print out the provided image(s) on to sticker paper, cut the edges of the image, and paste onto the appropriate character's card. Take what you will, leave the rest, and let me know how you like 'em.

All of the tweaks are reproduced on one page at the end of this document, for ease of printing and to save on materials.

Obi-Wan Kenobi

Perhaps the most tweaked of the Hasbro decks, the original Obi-Wan is nigh-unstoppable. With these tweaks, *Jedi Block* is still formidable, but no longer impenetrable, *Jedi Attack* is marginally less devastating, and *Force Control* is significantly toned down. The end result is a competent, powerful Jedi Knight - no longer the game's golden child.

Force Control

After attacking, you may move Obi-Wan and the target of FORCE CONTROL up to 4 spaces each.

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Jedi Attack

Jedi Block



Count Dooku

Dooku is already an effective, if somewhat straightforward, deck. *Give Orders* is somewhat of a sponge to Dooku's gameplan: it isn't effective as an escape and it's a significant soak to his attack routine. Fixing both of those problems is overkill, so I decided to fix the latter. Adding "draw a card" to *Give Orders* helps Dooku cycle his deck even faster.

Give Orders

Draw a card.

Draw a card.

Draw a card.

Jango Fett

If Obi is the most tweaked deck, Jango is a close second. Exactly how to fix Jango is often a point of contention, but most everyone I talk to agrees: not enough offense. Some choose to increase attack values, or direct damage. I choose to trade *Flame Thrower* for another *Missile Launch* and change the secondary text on Sniper Shot. As a friend pointed out, Jango only has one missile on his jetpack, so the card's name changes to *Kamino Saber Dart*. These tweaks elevate Jango from easily the weakest to a contender for best shooter.

Sniper Shot

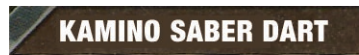
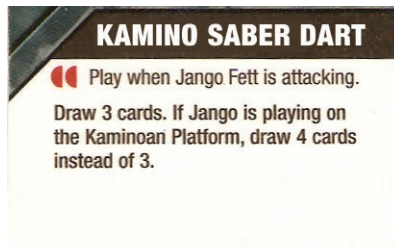
*The target receives double any damage from SNIPER SHOT.

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Flamethrower

Missile Launch



Yoda

Yoda is an effective deck straight out of the box. My problem has always been that Yoda isn't on the same level as Obi-Wan or the Emperor. Yoda's weakness boils down to a lack of movement. To counteract his weakness, an increase in the range of *Force Lift* limits his opponent's mobility. This alone makes Yoda far more versatile and on even footing with the rest of the strong decks. Because I want Yoda to be the strongest of the the strong, I also increase the attack value of *Force Strike*. The tweak to *Serenity* is more to soothe my obsessive-compulsion to discover just why it was a defense of 15 in the first place.



Serenity



Force Strike

Force Lift

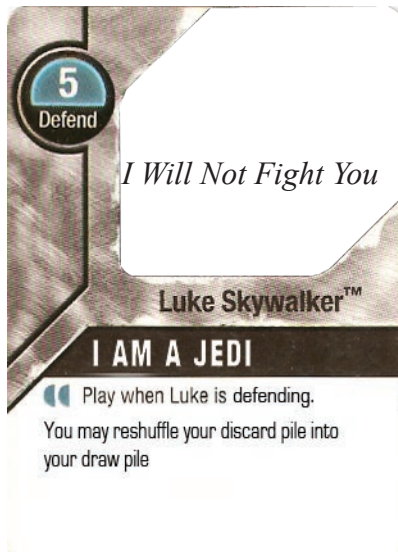
Choose any character Yoda can attack at range. Turn this character on its side. This character can not move, attack, or defend. At any time, any player may discard 3 cards to stand this character up.

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Luke Skywalker

Luke's dynamic of *I Will Not Fight You* is possibly my most favorite of the original special cards, but it sure doesn't help him win any battles. Luke Skywalker, hope of the Rebellion, last of the Jedi, the boy who slays Darth Vader should simply be tougher than what is represented in the original game. My solution is to replace one *I Will Not Fight You* and one *Luke's In Trouble* with a new power defense card, one that both represents Luke's character and works well with the discard-attack-cards mechanic: *I Am A Jedi*. By itself, *Luke's In Trouble* is a card of questionable effectiveness; increasing its healing and adding a move effect for Leia makes the remainin x1 LIT an effective suprise. Lastly, *Justice*'s attack value is increased to 6, making the card at least useful throughout the game.



Luke's In Trouble

Luke's In Trouble

Move Leia adjacent to Luke. Luke recovers 4 health.

If Luke has been destroyed, Leia recovers 4 health.

Justice



Darth Vader

If Luke's depiction in the core Epic Duels game is disappointing, Vader's is a downright tragedy. The scourge of the Jedi, feared throughout the galaxy, at one time the most powerful Jedi in existence: Darth Vader should not be relegated to hiding in the backfield and running from his enemies. Vader's weaknesses stem from a lack of useful-throughout-the-game cards and a lack of movement. To affect a more powerful Vader, I replaced one *Choke* and *Your Skills Are Not Complete* with a new defense card, which retains the name *Your Skills Are Not Complete*. *Wrath*, while still overlapped in damage by subsequent *Chokes*, becomes useful for its stop-movement ability. Lastly, *Dark Side Drain*'s attack value is increased to 5, guaranteeing Vader at least some minimal kind of healing.



Wrath

Choose an opponent. That player's characters each receive 2 damage and can not move until your next turn.

Choose an opponent. That player's characters each receive 2 damage and can not move until your next turn.

Dark Side Drain



Choose an opponent. That player's characters each receive 2 damage and can not move until your next turn.

Mace Windu

Another deck that is effective straight out of the box is Mace Windu. He gets only a small tweak, increased attack value on *Masterful Fighting*, because Mace should be on par with Obi-Wan and Yoda. His inability to inflict any damage beyond what he gains from *Whirlwind Attack* against opponents with power defense prevents Mace from being amongst the best. This small tweak corrects that oversight, without making Mace over-powering.

Masterful Fighting



*The target receives double any damage from SNIPER SHOT.

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KAMINO SABER DART

☐☐ Play when Jango Fett is attacking.

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

KAMINO SABER DART

Choose an opponent. That player's characters each receive 2 damage and can not move until your next turn.

Choose an opponent. That player's characters each receive 2 damage and can not move until your next turn.

Choose an opponent. That player's characters each receive 2 damage and can not move until your next turn.

Choose any character. Yoda can attack at range. Turn this character on its side. This character can not move, attack, or defend. At any time, any player may discard 3 cards to stand this character up.

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Move Leia adjacent to Luke. Luke recovers 4 health.

If Luke has been destroyed, Leia recovers 4 health.



Luke Skywalker™

I AM A JEDI

☐☐ Play when Luke is defending.

You may reshuffle your discard pile into your draw pile

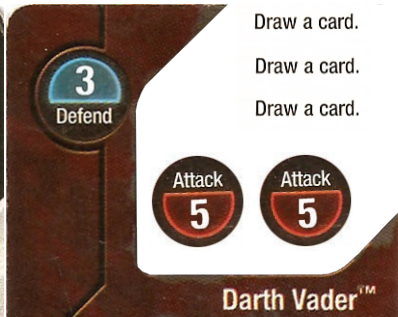


Luke Skywalker™

I AM A JEDI

☐☐ Play when Luke is defending.

You may reshuffle your discard pile into your draw pile



Darth Vader™

YOUR SKILLS ARE NOT COMPLETE

☐☐ Play when Vader is defending.

Choose any opponent. That opponent must reveal his/her hand and discard all Special cards.



Darth Vader™

YOUR SKILLS ARE NOT COMPLETE

☐☐ Play when Vader is defending.

Choose any opponent. That opponent must reveal his/her hand and discard all Special cards.

Draw a card.

Draw a card.

Draw a card.