
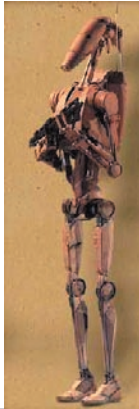



Asajj Ventress	Battle Droid #1	Battle Droid #2
		
Asajj Ventress	Battle Droid #1	Battle Droid #2

Asajj Ventress



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15		

Battle Droids



	1	2	
	1	2	

This deck represents Asajj Ventress, Dark Side protoge of Count Dooku. She is backed up by cannon-fodder Battle Droids.

Please note: both Double Sabre Strike and Parry & Strike *must* be followed up with a basic attack card. If you cannot play a basic attack card as a follow up, you may not play either Double Sabre Strike or Parry & Strike.

This is version 3.0. If you have questions or comments, feel free to contact me at richpizor@gmail.com.



SPECIAL



Asajj Ventress

Chemical Warfare

Play anytime during your turn.
Place this card physically on the map. Any non-droid character that enters any of the spaces it touches immediately takes 2 points of damage. If the character moves out of the card and back into it, it again takes 2 points of damage. Any pawn adjacent to the card can choose and discard 3 cards to dissipate it.
TWEAK CARD: To include this card in the deck, remove any one Special card.

Attack
5
Defend
1



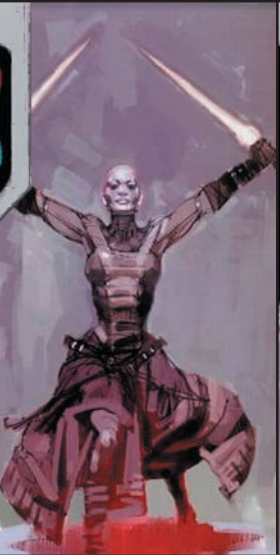
Attack
5
Defend
1



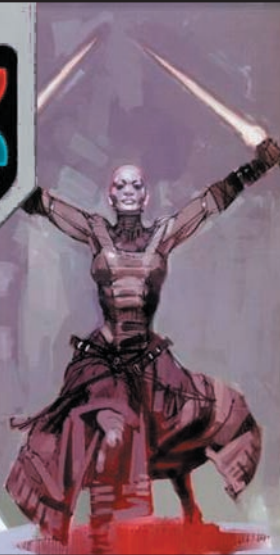
Attack
5
Defend
1



Attack
5
Defend
1



Attack
4
Defend
2



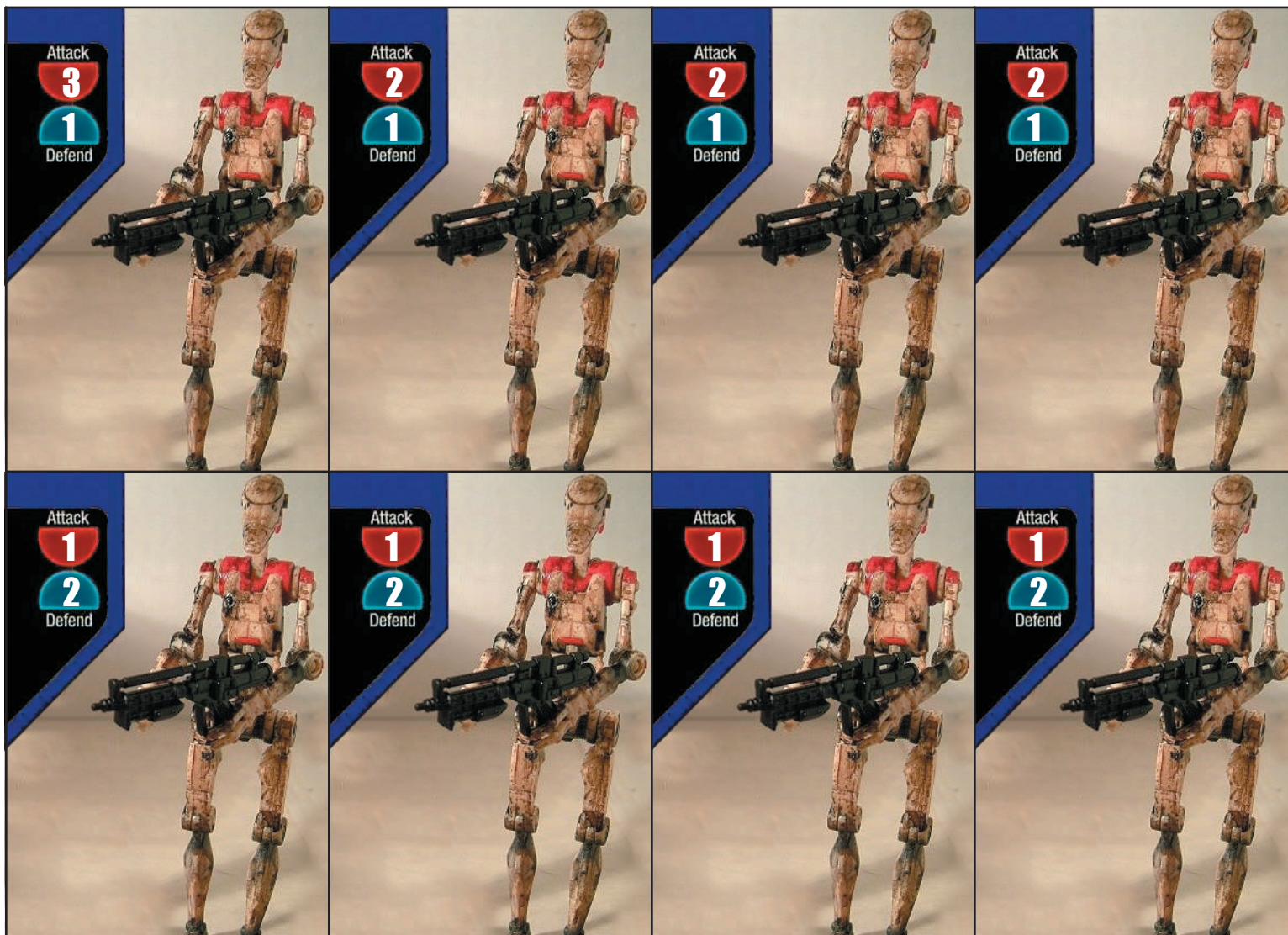
Attack
4
Defend
2



Attack
4
Defend
1



 <p>Attack 2</p> <p>Defend 3</p>	 <p>Attack 3</p> <p>Defend 2</p>	 <p>Attack 1</p> <p>Defend 4</p>	<div>SPECIAL</div>  <p>Asajj Ventress</p> <p>Martial Leap</p> <p>Play anytime during your turn.</p> <p>Move Asajj to any empty space. All characters adjacent to that space take 1 point of damage.</p>
 <p>Attack 5*</p> <p>Asajj Ventress</p> <p>Double Sabre Strike</p> <p>Play when Asajj is attacking.</p> <p>After this attack is resolved, play a basic Asajj attack as a free action.</p>	 <p>Attack 5*</p> <p>Asajj Ventress</p> <p>Double Sabre Strike</p> <p>Play when Asajj is attacking.</p> <p>After this attack is resolved, play a basic Asajj attack as a free action.</p>	 <p>Attack 5*</p> <p>Asajj Ventress</p> <p>Double Sabre Strike</p> <p>Play when Asajj is attacking.</p> <p>After this attack is resolved, play a basic Asajj attack as a free action.</p>	<div>SPECIAL</div>  <p>Asajj Ventress</p> <p>Martial Leap</p> <p>Play anytime during your turn.</p> <p>Move Asajj to any empty space. All characters adjacent to that space take 1 point of damage.</p>



 <p>Attack 3</p> <p>Defend 1</p>	<p>SPECIAL</p>  <p>Asajj Ventress Force Blast</p> <p>Play anytime during your turn.</p> <p>Choose any character Asajj could attack at range. Move that character up to 3 spaces away from Asajj; it takes 2 points of damage.</p>	<p>4* Defend</p>  <p>Asajj Ventress Parry And Strike</p> <p>Play when Asajj is defending.</p> <p>Asajj must be adjacent to her attacker to play this card. After the attack is resolved, if Asajj is still alive, play a basic Asajj attack as a free action.</p>	<p>4* Defend</p>  <p>Asajj Ventress Parry And Strike</p> <p>Play when Asajj is defending.</p> <p>Asajj must be adjacent to her attacker to play this card. After the attack is resolved, if Asajj is still alive, play a basic Asajj attack as a free action.</p>
<p>SPECIAL</p>  <p>Asajj Ventress Force Blast</p> <p>Play anytime during your turn.</p> <p>Choose any character Asajj could attack at range. Move that character up to 3 spaces away from Asajj; it takes 2 points of damage.</p>	<p>SPECIAL</p>  <p>Asajj Ventress Force Blast</p> <p>Play anytime during your turn.</p> <p>Choose any character Asajj could attack at range. Move that character up to 3 spaces away from Asajj; it takes 2 points of damage.</p>	<p>Attack 6*</p>  <p>Asajj Ventress Feint</p> <p>Play when Asajj is attacking.</p> <p>If this attack is defended, you may return the defense card to the defending player's hand, then look at his hand and choose a valid defense card to replace it.</p>	<p>0* Defend</p>  <p>Asajj Ventress Sith Intuition</p> <p>Play when Asajj is defending.</p> <p>Asajj and the attacker each take half the damage from this attack. Round up for Asajj and down for the attacker.</p>

EPIC
DUELS
GAME



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