

Asajj Ventress, version 3.0

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What follows is a deck for the dark sider Asajj Ventress. She has appeared in the Clone Wars cartoon, Dark Horse Comics and was shown in the teaser trailer for the upcoming Star Wars TV Series “Clone Wars”. This current deck is a complete re-write of the 2.0 version. It was inspired by the short bits of her from the Clone Wars teaser trailer, which means Super Battle Droids for minors, Choke and a new Weapon Pull. This version has seen light playtesting and usually falls to the bottom of the Tier II decks. As always when printing be sure the margins in your PDF viewer are set to 100%, and then print the fronts to one side of cardstock and the back on the reverse side. They should line up. Cut out the cards and enjoy!



Attack
4*



Asajj Ventress
DOUBLE-SABER ATTACK

Play when Asajj is attacking.

*After the attack is resolved, Asajj may play any basic combat card against an adjacent target. The second attack may be defended against normally and does not count as an action.

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3*
Defend



Asajj Ventress
PARRY AND COUNTER

Play when Asajj is defending.

*After taking the attacker's damage (if any), Asajj Ventress does 2 points of damage to the attacking character.

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SPECIAL



Asajj Ventress
FORCE PUSH

Play anytime on your turn.

Move any character adjacent to Asajj to any empty space. That character receives 2 damage.

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SPECIAL



Asajj Ventress
CHOKE

Play anytime on your turn.

Choose any minor character. That character receives 5 damage.

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CHOKE

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Choose any minor character. That character receives 5 damage.

SPECIAL



Asajj Ventress

UNNATURAL SPEED

Play anytime on your turn.

Move Asajj up to 7 spaces.
Draw a card.

SPECIAL



Asajj Ventress

UNNATURAL SPEED

Play anytime on your turn.

Move Asajj up to 7 spaces.
Draw a card.

SPECIAL



Asajj Ventress

WEAPON PULL

Play anytime on your turn.

Choose one character in position to attack Asajj. The player controlling that character must reveal their hand and discard all attack cards with an attack value greater than 3 for that character.

Attack
5

Defend
1



Attack
5

Defend
1



Attack
5

Defend
1



Attack
5

Defend
1



Attack
4

Defend
1



Attack
4

Defend
2







