

# Agen Kolar v1.0

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This deck is for the Jedi Agen Kolar. Agen was in Episodes II and III and has been featured in several Expanded Universe sources, including the Clone Wars cartoon. Agen is of the Zabrak species, like Darth Maul. He was one of the four Jedi hand picked by Mace Windu to confront Chancellor Palpatine in Episode III, and he is regarded as the first Jedi slain in the great Jedi Purge. He's described as an aggressive fighter who prefers aggressive negotiations over diplomatic solutions. He has a red deck and is paired with a couple of weak clone troopers. Strike First and Ask Questions Later work well together, and Aggressive Negotiations can be used to draw out cards to stay on the offensive. Print the card fronts directly onto cardstock, turn the sheet over and print the card backs on the reverse side. Be sure to set your margins to 100%, then should line up. Cut out the cards and enjoy!



Attack  
**7**



Agen Kolar

**STRIKE FIRST**

Play when Agen is attacking.

If this card was played as your first action, draw a card.

Attack  
**7**



Agen Kolar

**STRIKE FIRST**

Play when Agen is attacking.

If this card was played as your first action, draw a card.

Attack  
**7**



Agen Kolar

**STRIKE FIRST**

Play when Agen is attacking.

If this card was played as your first action, draw a card.

Attack  
**5**



Agen Kolar

**AGGRESSIVE NEGOTIATIONS**

Play when Agen is attacking.

For each point of damage done with this attack, the player controlling the defending character must choose and discard a card, but no more than 3.

Attack  
**5**



Agen Kolar

**AGGRESSIVE NEGOTIATIONS**

Play when Agen is attacking.

For each point of damage done with this attack, the player controlling the defending character must choose and discard a card, but no more than 3.

**4**  
Defend



Agen Kolar

**ZABRAK CONFIDENCE**

Play when Agen is defending.

Draw 2 cards.

**4**  
Defend



Agen Kolar

**ZABRAK CONFIDENCE**

Play when Agen is defending.

Draw 2 cards.

**SPECIAL**



Agen Kolar

**MARTIAL ARTIST**

Play anytime on your turn.

Move Agen up to 5 spaces. Agen may move over pits, through enemies or over obstacles, but must end on a valid space.

**SPECIAL**




Agen Kolar

**MARTIAL ARTIST**

Play anytime on your turn.


Move Agen up to 5 spaces. Agen may move over pits, through enemies or over obstacles, but must end on a valid space.

SPECIAL




Agen Kolar

ASK QUESTIONS LATER

 Play anytime on your turn.


Choose an opponent, they must choose and discard two cards. If "Strike First" was played this turn, the chosen opponent must discard the cards at random instead.

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ASK QUESTIONS LATER

 Play anytime on your turn.

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Attack

5

1

Defend



Attack

5

1

Defend



Attack

5

1

Defend



Attack

5

1

Defend



Attack

4

1

Defend



Attack

4

2

Defend









