

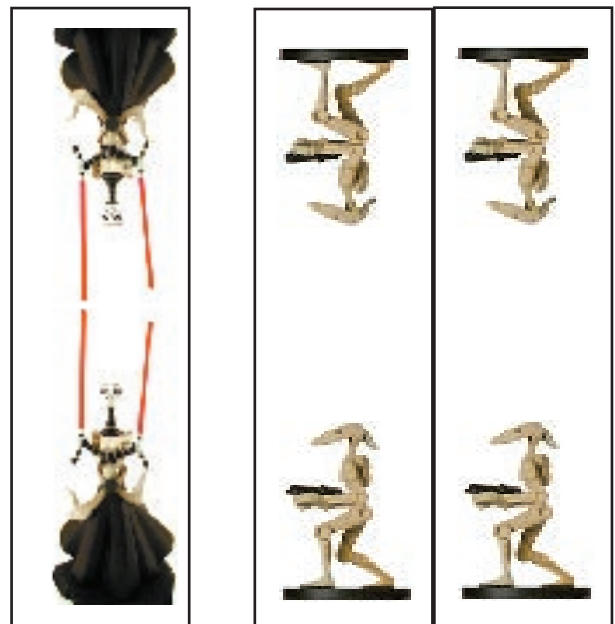
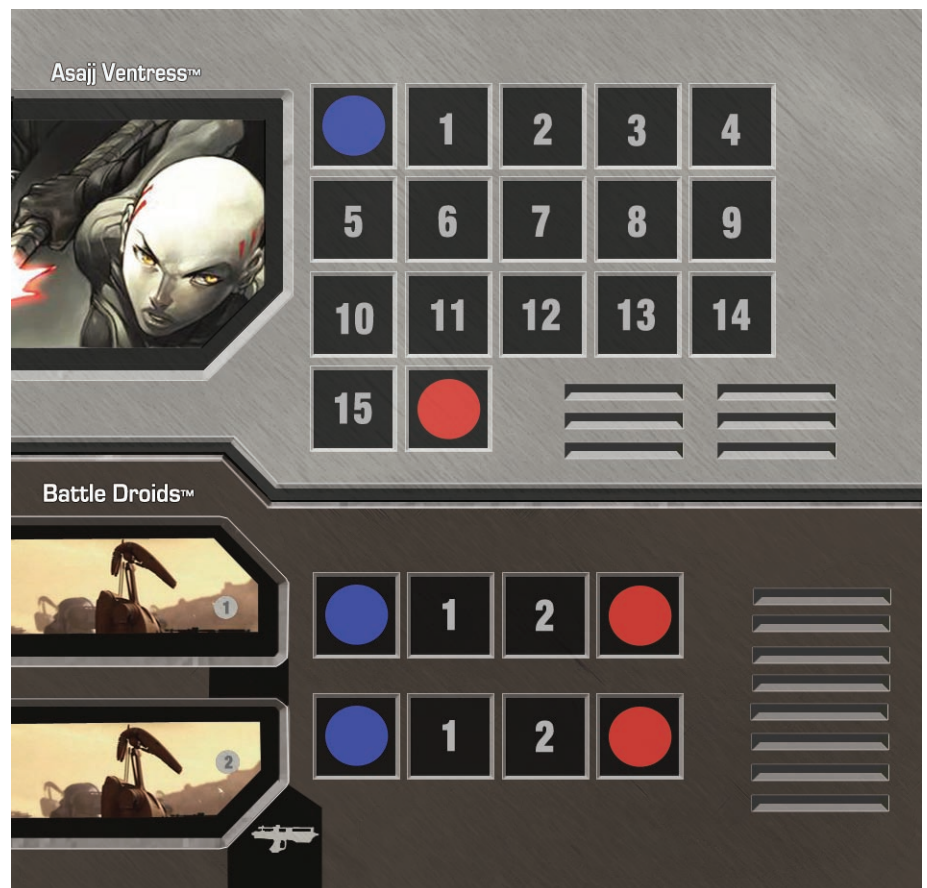


**extras**

## Asajj Ventress

From the barbaric fringes of the galaxy Count Dooku recruited Asajj Ventress as an commander and assassin. Though she fights with a martial prowess fueled by unrestrained rage, she is not the Sith she thinks herself to be.

Despite her less than legendary status, as a one-to-one combatant Asajj is a Force wielding force to be reckoned with.



The Expanded Universe is an unofficial expansion to the Star Wars Epic Duels board game.

The EU was designed by members of the Epic Duels forum, located at [epicduels.forumer.com](http://epicduels.forumer.com). The design team includes anyone who posted in the EU section of the forum as well as designers whose decks or cards were used in whole or in part. Asajj Ventress is based on a deck designed by Rich Pizor. This PDF was compiled by Thomas Baumbach. This deck was ultimately not included in the EU expansion, visit <http://www.dorkistan.com/EU/> for details.

0\*
Defend



Asajj Ventress

SITH INTUITION

Play when Asajj is defending.

\*Asajj and the attacker both take half damage from this attack. Round up for Asajj, down for the attacker.

4
Defend



Asajj Ventress

PARRY AND STRIKE

Play when Asajj is defending.

After the attack is resolved, if Asajj survives and her attacker is adjacent, immediately attack with any Asajj basic combat card, which can be defended normally.

4
Defend



Asajj Ventress

PARRY AND STRIKE

Play when Asajj is defending.

After the attack is resolved, if Asajj survives and her attacker is adjacent, immediately attack with any Asajj basic combat card, which can be defended normally.

SPECIAL



Asajj Ventress

MARTIAL LEAP

Play anytime on your turn.

Move Asajj to any empty space. All characters adjacent to that space take 1 point of damage.

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Play anytime on your turn.

Move Asajj to any empty space. All characters adjacent to that space take 1 point of damage.

Attack
6\*



Asajj Ventress

FEINT

Play when Asajj is attacking.

\*If this attack is defended, look at the defending player's hand. You may replace the defense card with any other valid defense card in the player's hand, returning the unused card to his/her hand.

Attack
5



Asajj Ventress

DOUBLE SABER STRIKE

Play when Asajj is attacking.

After attacking, immediately attack with any Asajj basic combat card, which can be defended normally.

Attack
5



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Attack
5



Asajj Ventress

DOUBLE SABER STRIKE

Play when Asajj is attacking.

After attacking, immediately attack with any Asajj basic combat card, which can be defended normally.

SPECIAL



Asajj Ventress

FORCE BLAST

Play anytime on your turn.  
 Choose a character Asajj could attack at range. Move that character up to 3 spaces. That character takes 2 points of damage.

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FORCE BLAST

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 Choose a character Asajj could attack at range. Move that character up to 3 spaces. That character takes 2 points of damage.

Attack

5

1

Defend



Attack

5

1

Defend



Attack

5

1

Defend



Attack

5

1

Defend



Attack

4

1

Defend



Attack

4

2

Defend







