Bastilla Shan and Carth Onasi version 1.3 By DocMogs

This is the second deck based on the Knights of the Old Republic (KOTOR) video game for the Xbox and PC. This deck has a light side duo that plays a major role in the game and its outcome. Bastilla is a young Jedi gifted with the rare ability of Battle meditation, which almost ensures victory for allied forces by co-coordinating allies while disrupting and demoralizing enemies. Carth is veteran soldier and a hero of the Mandalorian wars that preceded the events in the game.

The decks premise is a weakly offensive Jedi major that relies heavily on her strongly armed minor. Carth is needed to dish out the damage while Bastilla tries to control events on the board keeping him (and herself) alive and maximizing Carth's potency.

Bastilla logically has Battle meditation (x3) as her strongest card, mass movement coupled with card drawing; it's a force to be reckoned with. She also has cure (x2) which she can heal herself or anyone next to her. He power attack card (the force fights with me x2) is nothing special but it does present a threat to the complacent. Her Blue major deck facilitates the defensive role while giving her ample opportunity to finish a duel.

Carth is designed to make up for the lack of Bastilla's offence and looks to be one of the hardest minors in the game, an elite trooper stocked with heavy weapons. His real danger is the Powerblast (x1) an A7 that penetrates through the initial target whether defended or not dishing out a 5 to anyone who is behind and a 3 to anyone who is behind the second victim (and a 1 to anyone behind that). This would not be such a threat except Battle meditation can force the alignment making a devastating card combo. The attack does not pass through obstacles. Concussion grenades (x2) are an adaptation of a particularly useful bomb in KOTOR, there it paralyses, and here it voids an action. Its area affect makes it another devastating blast when coupled with the grouping possible with Battle meditation. Rapid shot (x2) is another use of KOTOR weaponry that allows another attack in a round.

Thanks to Roman for the help in putting it together.

Cheers.

Bastilla Shan — BATTLE MEDITATION (SPECIAL)

◀◀ Play anytime on your turn.

Move all characters except Bastilla up to 4 spaces.

Draw a card.

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Move all characters except Bastilla up to 4 spaces.

Draw a card.

Bastilla Shan — CURE (SPECIAL)

◀◀ Play anytime on your turn.

Heal either Bastilla or an adjacent character 3 points.

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◀◀ Play anytime on your turn.

Heal either Bastilla or an adjacent character 3 points.

Bastilla Shan — THE FORCE FIGHTS WITH ME (Attack 6)

◀◀ Play when Bastilla is attacking.

Draw a card.

Bastilla Shan — THE FORCE FIGHTS WITH ME (Attack 6)

◀◀ Play when Bastilla is attacking.

Draw a card.

Carth Onasi — CONCUSSION GRENADE (SPECIAL)

◀◀ Play anytime on your turn.

Carth does 2 damage to any charater he can attack. All adjacent characters lose 2. All character sets affected lose an action.

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Attack 7

Carth Onasi

POWERBLAST

Play when Carth is attacking.
Any character in the same line of sight behind the target must also defend or take damage. The force of the blast is reduced by 2 for each character it passes through. The blast does not pass through obstacles.

Attack 3

Carth Onasi

RAPID SHOT

Play when Carth is attacking.

This card does not count as an action.

Attack 3

Carth Onasi

RAPID SHOT

Play when Carth is attacking.

This card does not count as an action.

Attack 1 / Defend 4

Attack 1 / Defend 4

Attack 2 / Defend 3

Attack 3 / Defend 3

Attack 3 / Defend 3

Attack 4 / Defend 2

Attack 4 / Defend 2

Attack 4 / Defend 1

Attack 5 / Defend 1

Attack 5 / Defend 1

Attack 4 / Defend 1

Attack 4 / Defend 1

Attack 3 / Defend 1

Attack 3 / Defend 1

Attack 3 / Defend 2