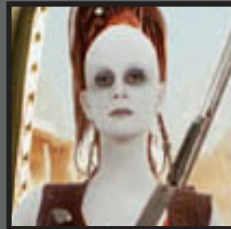


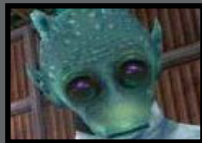
Primary	Minor #1	Minor #2
Primary	Minor #1	Minor #2

Aurra Sing

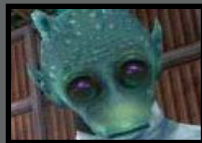


	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15				

Rodian Mercenaries



	1	2	3	
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	1	2	3	
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Aurra Sing
a deck for

**EPIC
DUELS
GAME**

by Roman Farraday

romanfarraday
@yahoo.com

Attack
5
Defend
1



Attack
4
Defend
1



Attack
4
Defend
1



Attack
3
Defend
1



Attack
3
Defend
1

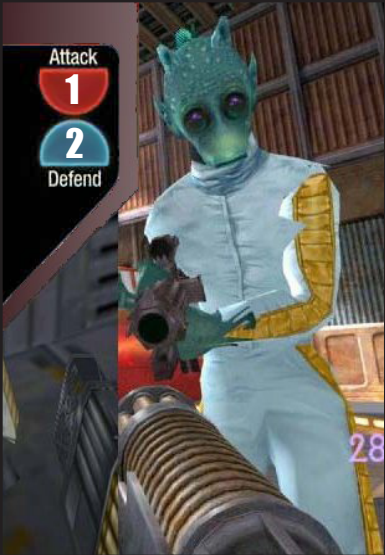
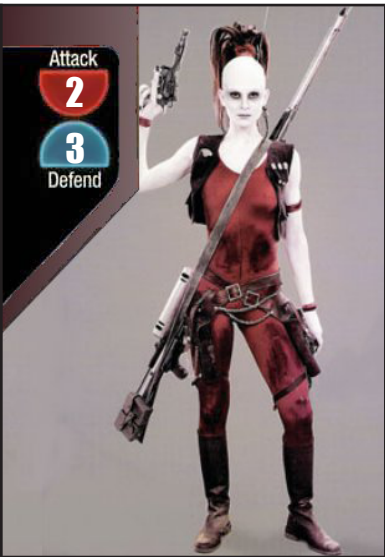
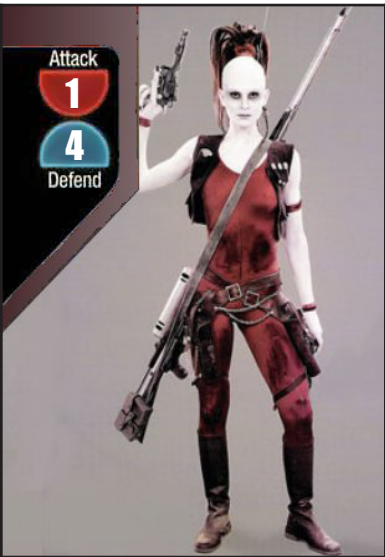
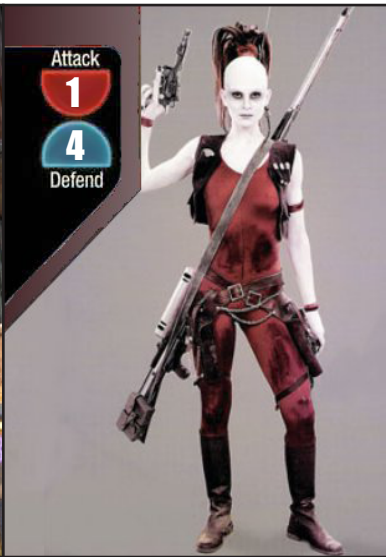




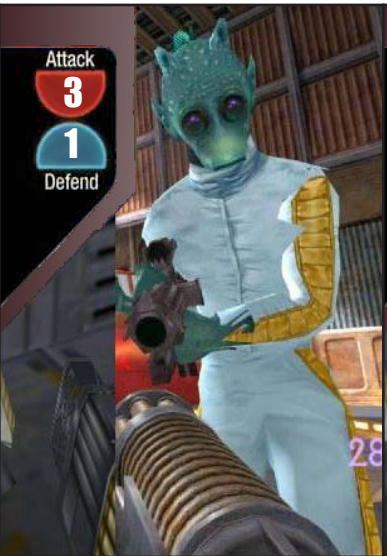


Attack
3
Defend
2



Attack
2
Defend
3





 <p>Attack 2 Defend 1</p>	 <p>Attack 2 Defend 1</p>	 <p>Attack 3 Defend 1</p>	 <p>Attack 3 Defend 1</p>
 <p>Aurra Sing SWOOP SHOT</p> <p>Play when Aurra Sing is attacking. If target is not adjacent, after attacking, move Aurra Sing up to 6 spaces.</p>	 <p>Aurra Sing SWOOP SHOT</p> <p>Play when Aurra Sing is attacking. If target is not adjacent, after attacking, move Aurra Sing up to 6 spaces.</p>	 <p>Aurra Sing BANE OF THE JEDI</p> <p>Play when Aurra Sing is attacking. If this is defended with a power combat card, the defense card is discarded, target takes full damage, and all effects are ignored.</p>	 <p>Aurra Sing BANE OF THE JEDI</p> <p>Play when Aurra Sing is attacking. If this is defended with a power combat card, the defense card is discarded, target takes full damage, and all effects are ignored.</p>

<p>5 Defend</p>  <p>Aurra Sing</p> <p>DEADLY REFLEXES</p> <p>Play when Aurra Sing is defending Every enemy adjacent to Aurra Sing takes 2 damage.</p>	<p>5 Defend</p>  <p>Aurra Sing</p> <p>DEADLY REFLEXES</p> <p>Play when Aurra Sing is defending Every enemy adjacent to Aurra Sing takes 2 damage.</p>	<p>SPECIAL</p>  <p>Aurra Sing</p> <p>SENSOR TRACKER</p> <p>Play any time on your turn Choose a target. Look at controlling player's hand. For every special card and power combat card in opponent's hand, target takes 1 point of damage.</p>	<p>SPECIAL</p>  <p>Aurra Sing</p> <p>SENSOR TRACKER</p> <p>Play any time on your turn Choose a target. Look at controlling player's hand. For every special card and power combat card in opponent's hand, target takes 1 point of damage.</p>
<p>Attack 5</p>  <p>Aurra Sing</p> <p>VENGEANCE</p> <p>Play when Aurra Sing is attacking. If target is adjacent, attack value is 9.</p>	<p>Attack 4</p>  <p>Aurra Sing</p> <p>PROJECTILE RIFLE</p> <p>Play when Aurra Sing is attacking. You may play this card face up to ignore other characters when targeting an enemy.</p>	<p>Attack 4</p>  <p>Aurra Sing</p> <p>PROJECTILE RIFLE</p> <p>Play when Aurra Sing is attacking. You may play this card face up to ignore other characters when targeting an enemy.</p>	<p>Attack 4</p>  <p>Aurra Sing</p> <p>PROJECTILE RIFLE</p> <p>Play when Aurra Sing is attacking. You may play this card face up to ignore other characters when targeting an enemy.</p>
