

**Aurra Sing**

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

**-Rodian Mercenary**

		1	2	3	
		1	2	3	



 <p>Attack 4</p> <p>Aurra Sing</p> <p><b>SWOOP SHOT</b></p> <p>Play when Aurra is attacking. If the defending character is not adjacent to Aurra, then move Aurra up to 6 spaces.</p>	 <p>Attack 4</p> <p>Aurra Sing</p> <p><b>SWOOP SHOT</b></p> <p>Play when Aurra is attacking. If the defending character is not adjacent to Aurra, then move Aurra up to 6 spaces.</p>	 <p>Attack 4</p> <p>Aurra Sing</p> <p><b>SWOOP SHOT</b></p> <p>Play when Aurra is attacking. If the defending character is not adjacent to Aurra, then move Aurra up to 6 spaces.</p>
 <p>Attack 6</p> <p>Aurra Sing</p> <p><b>PROJECTILE RIFLE</b></p> <p>Play when Aurra is attacking. You may play this card face up when attacking to ignore other characters when Aurra targets a character.</p>	 <p>Attack 6</p> <p>Aurra Sing</p> <p><b>PROJECTILE RIFLE</b></p> <p>Play when Aurra is attacking. You may play this card face up when attacking to ignore other characters when Aurra targets a character.</p>	 <p>Attack 3</p> <p>Aurra Sing</p> <p><b>BANE OF THE JEDI</b></p> <p>Play when Aurra is attacking. If this card is defended with a Power Combat card, the defense card is discarded, all its effects are ignored and the attacked character takes full damage.</p>
 <p>Attack 3</p> <p>Aurra Sing</p> <p><b>BANE OF THE JEDI</b></p> <p>Play when Aurra is attacking. If this card is defended with a Power Combat card, the defense card is discarded, all its effects are ignored and the attacked character takes full damage.</p>	 <p>Attack 5*</p> <p>Aurra Sing</p> <p><b>DARK RAGE</b></p> <p>Play when Aurra is attacking. *If Aurra is adjacent to the attacked character, the attack value of this card is 9.</p>	 <p>Defend 5</p> <p>Aurra Sing</p> <p><b>DEADLY REFLEXES</b></p> <p>Play when Aurra is defending. All enemies adjacent to Aurra take 2 damage.</p>



**5**  
Defend

**Aurra Sing**  
**DEADLY REFLEXES**

Play when Aurra is defending.  
**All enemies adjacent to Aurra take 2 damage.**

**SPECIAL**



**Aurra Sing**  
**SENSOR TRACKER**

Play anytime on your turn.  
**Choose an opposing character. Look at the controlling player's hand. For each Special and Power Combat card in opponent's hand, chosen character takes 1 damage.**

**SPECIAL**



**Aurra Sing**  
**SENSOR TRACKER**

Play anytime on your turn.  
**Choose an opposing character. Look at the controlling player's hand. For each Special and Power Combat card in opponent's hand, chosen character takes 1 damage.**

**Attack**  
**5**

**1**  
Defend



**Attack**  
**4**

**1**  
Defend



**Attack**  
**4**

**1**  
Defend



**Attack**  
**3**

**1**  
Defend



**Attack**  
**3**

**1**  
Defend



**Attack**  
**3**

**2**  
Defend







