

Aurra Sing

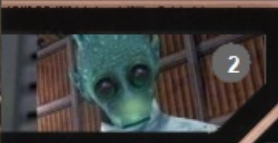


	1	2	3	4	5
6	7	8	9	10	11
12	13	14			

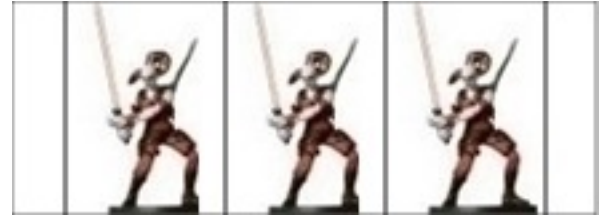
Rodian Mercenaries



	1	2	3	
--	---	---	---	--



	1	2	3	
--	---	---	---	--



<p>Attack 4</p>  <p>Aura Sing</p> <p>SWOOP SHOT</p> <p>Play when Aura is attacking. After attacking, if the attacked character is not adjacent to Aura, then move Aura up to 5 spaces.</p>	<p>Attack 4</p>  <p>Aura Sing</p> <p>SWOOP SHOT</p> <p>Play when Aura is attacking. After attacking, if the attacked character is not adjacent to Aura, then move Aura up to 5 spaces.</p>	<p>Attack 4</p>  <p>Aura Sing</p> <p>SWOOP SHOT</p> <p>Play when Aura is attacking. After attacking, if the attacked character is not adjacent to Aura, then move Aura up to 5 spaces.</p>
<p>Attack 6</p>  <p>Aura Sing</p> <p>PROJECTILE RIFLE</p> <p>Play when Aura is attacking. You may play this card face up when attacking to ignore other characters when Aura targets a character.</p>	<p>Attack 6</p>  <p>Aura Sing</p> <p>PROJECTILE RIFLE</p> <p>Play when Aura is attacking. You may play this card face up when attacking to ignore other characters when Aura targets a character.</p>	<p>Attack 3*</p>  <p>Aura Sing</p> <p>TWIN PISTOLS</p> <p>Play when Aura Sing is attacking. *Immediately after attacking, attack the same character with a value of 3, which may be defended. This second attack does not count as an additional action.</p>
<p>Attack 3*</p>  <p>Aura Sing</p> <p>TWIN PISTOLS</p> <p>Play when Aura Sing is attacking. *Immediately after attacking, attack the same character with a value of 3, which may be defended. This second attack does not count as an additional action.</p>	<p>Attack 3</p>  <p>Aura Sing</p> <p>BANE OF THE JEDI</p> <p>Play when Aura 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>Aura Sing</p> <p>BANE OF THE JEDI</p> <p>Play when Aura 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>







