



Aurra Sing

Aurra Sing's life of grief and turmoil has left her a bitter and ruthless assassin, a notorious bounty hunter, and a merciless Jedi hunter. Aurra Sing's array of weaponry extends from simply throwing knives and blasters to her signature orange lightsaber and her custom Fallan slugthrower rifle. Sing is known for her precision in combat and ambush, and her Force abilities make her a truly deadly opponent.

Make good use of Sudden Arrival both to maximize the potential of I Am Justice and keep Aurra out of harm's way. She has enough attack power and direct damage to finish off any deck, and her orange basic deck has plenty of defense for a shooter, but if she goes toe-to-toe with a true melee fighter for too long, she won't last.





Attack **4***

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TARGET NAILED

Play when Aurra is attacking.
*If this attack does damage, the player controlling the target must discard a card at random.



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SPECIAL



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SUDDEN ARRIVAL

Play anytime on your turn.
Move Aurra adjacent to any character.
Playing this card does not count as an action.

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STEALTH BLADE

Play anytime on your turn.
STEALTH BLADE does 2 damage to any one character Aurra can attack.
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Attack **5***

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I AM JUSTICE

Play when Aurra is attacking.
*If the target is adjacent to Aurra, the attack value is 8.

SPECIAL




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THERMAL DETONATOR

☛ Play anytime on your turn.
 THERMAL DETONATOR does 4 damage to any character Aurra can attack. All characters adjacent to that character also receive 4 damage.

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Attack 5*



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I AM JUSTICE

☛ Play when Aurra is attacking.
 *If the target is adjacent to Aurra, the attack value is 8.

Attack 5

1
Defend



Attack 4

1
Defend



Attack 4

1
Defend



Attack 3

1
Defend



Attack 3

2
Defend



Attack 3

2
Defend



