

Aurra Sing v1.1

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This deck is an unconventional and rather experimental deck. As Aurra Sing has attained the cult status Boba Fett once held, she deserves an Epic Duels deck, but as she is known to “work alone” and has very little ties or connections to a suitable minor character...I opted to try a single character design. Therefore, Aurra Sing has no minor character. Without going into too much depth, the problem of card distribution is solved by giving Aurra 9 additional special cards that allow her to heal 1 damage when played. Thus, they fill the role of the 9 minor basic cards in a similar way when the minor characters have been destroyed. A few other tweaks have been applied in the power combat and special cards to help balance this deck with the Hasbro creations. Testing has shown her power level to be right in the middle of the pack, although she tends to do better against Jedi than everyone else. When printing be sure to set your PDF viewer to 100% to ensure margin alignment. You can print the cards directly onto cardstock, then turn the sheet over and print the card backs on the reverse side. They should line up. Cut out the cards and enjoy!



Attack
4



Aurra Sing

PROJECTILE RIFLE

Play when Aurra is attacking.

If this attack was completely blocked, the defending character receives 4 damage.

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Aurra Sing

PROJECTILE RIFLE

Play when Aurra is attacking.

If this attack was completely blocked, the defending character receives 4 damage.

Attack
6*



Aurra Sing

LIGHTSABER FORCE TORRENT

Play when Aurra is attacking.

*This card must be played against an adjacent target.

You must play all Latent Force Heal cards in your hand (does not count as an action).

Attack
6*



Aurra Sing

LIGHTSABER FORCE TORRENT

Play when Aurra is attacking.

*This card must be played against an adjacent target.

You must play all Latent Force Heal cards in your hand (does not count as an action).

Attack
8



Aurra Sing

DEADLY ASSASSIN

Play when Aurra is attacking.

Draw a card.

SPECIAL




Aurra Sing

BULLSEYE

Play anytime on your turn.

Choose any minor character in Aurra's line of sight. That character receives 6 damage.

SPECIAL



Aurra Sing

BULLSEYE

Play anytime on your turn.

Choose any minor character in Aurra's line of sight. That character receives 6 damage.

SPECIAL



Aurra Sing

THERMAL DETONATOR

Play anytime on your turn.

Thermal Detonator does 4 damage to any one character Aurra Sing can attack (including allies). All characters adjacent to that character also receive 4 damage.

SPECIAL



Aurra Sing

FORCE SENSITIVE

Play anytime on your turn.

Move Aurra Sing up to 6 spaces.
Draw 2 cards.

SPECIAL



Aurra Sing

FORCE SENSITIVE

Play anytime on your turn.

Move Aurra Sing up to 6 spaces.
Draw 2 cards.

SPECIAL




Aurra Sing

FORCE SENSITIVE


Play anytime on your turn.

Move Aurra Sing up to 6 spaces.
Draw 2 cards.




Attack **5**

Defend **1**




Attack **4**

Defend **1**




Attack **4**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **2**

