

MÁRKY DÁNIEL

100 points

Captain Jonus

28 points



Unique

When another friendly ship at Range 1 attacks with a secondary weapon, it may reroll up to 2 attack dice.

Captain Jonus/TIE Bomber (22)

Push the Limit (3)

– Once per round, after you perform an action, you may perform 1 free action shown in your action bar. Then receive 1 stress token.

Stealth Device (3)

– Increase your agility value by 1. If you are hit by an attack, discard this card.

Dark Curse

19 points



Unique

When defending, ships attacking you cannot spend focus tokens or reroll attack dice.

Dark Curse/TIE Fighter (16)

Stealth Device (3)

– Increase your agility value by 1. If you are hit by an attack, discard this card.

Krassis Trelix

53 points



Unique

When attacking with a secondary weapon, you may reroll 1 attack die.

Krassis Trelix/Firespray-31 (36)

Assault Missiles (5)

– Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. If this attack hits, each other ship at range 1 of the defender suffers 1 damage. Attack: 4. Range 2-3.

Heavy Laser Cannon (7)

– Attack: Attack 1 ship. Immediately after rolling your attack dice, you must change all your ✨ results to ✨ results. Attack value: 4. Range: 2-3.

Gunner (5)

– After you perform an attack that does not hit, you may immediately perform a primary weapon attack. You cannot perform another attack this round.

