

HAUSZKNECHT IMRE

100 points

Wedge Antilles

35 points



Unique

When attacking, reduce the defender's agility value by 1 (to a minimum of 0)

Wedge Antilles/X-Wing (29)

R2-D2 (4)

- After executing a green manoeuvre, you may recover one shield (up to your shield value).

Swarm Tactics (2)

- At the start of the combat phase, choose 1 friendly ship at Range 1. Until the end of this phase, treat the chosen ship as if its pilot skill were equal to your pilot skill.

Garven Dreis

31 points




Unique

After spending a focus token, you may place that token on any other friendly ship at Range 1-2 (instead of discarding it).

Garven Dreis/X-Wing (26)

R5-K6 (2)

- After spending your target lock, roll 1 defense dice. On a  result, immediately acquire a target lock on that same ship. You cannot spend this target lock during this attack.

Stealth Device (3)

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

Kyle Katarn

34 points



Unique

At the start of the Combat Phase, you may assign 1 of your focus tokens to another friendly ship at Range 1-3.

Kyle Katarn/HWK-290 (21)

Blaster Turret (4)

- Attack (Focus): Spend 1 focus token to perform this attack against 1 ship (even a ship outside your firing arc). Attack value: 3. Range: 1-2.

Recon Specialist (3)

- When you perform a focus action, assign 1 additional focus token to your ship.

Moldy Crow (3)

- During the End phase, do not remove unused focus tokens from your ship.

Stealth Device (3)

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

