

# BÍRÓ SZABOLCS

100 points

## Roark Garnet

33 points



### Unique

At the start of the combat phase choose 1 other friendly ship at Range 1-3. Until the end of the phase, treat that pilot's pilot skill value as 12.

Roark Garnet/HWK-290 (19)

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.*

Shield Upgrade (4)

- *Increase your shield value by 1.*

## Gold Squadron Pilot #1

32 points



Gold Squadron Pilot/Y-Wing (18)

R2 Astromech (1)

- *Treat all 1- and 2-speed manoeuvres as green manoeuvres.*

Proton Torpedoes (4)

- *Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. You may change one of your eye results to a star result. Attack value: 4. Range: 2-3.*

Ion Cannon Turret (5)

- *Attack: Attack 1 ship (even a ship outside your firing arc). If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results. Attack value: 3. Range: 1-2.*

Shield Upgrade (4)

- *Increase your shield value by 1.*

## Gold Squadron Pilot #2

35 points





Gold Squadron Pilot/Y-Wing (18)



R2-D2 (4)

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

Proton Torpedoes (4)

– Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. You may change one of your  results to a  result. Attack value: 4. Range: 2-3.

Proton Torpedoes (4)

– Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. You may change one of your  results to a  result. Attack value: 4. Range: 2-3.

Ion Cannon Turret (5)

– Attack: Attack 1 ship (even a ship outside your firing arc). If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results. Attack value: 3. Range: 1-2.