

# MÁRKY DÁNIEL

100 points

## Wes Janson

36 points



### Unique

After you perform an attack, you may remove 1 focus, evade or blue target lock token from the defender.

Wes Janson/X-Wing (29)

R5-P9 (3)

– At the end of the Combat phase, you may spend 1 of your focus tokens to recover 1 shield (up to your shield value).

Veteran Instincts (1)

– Increase your pilot skill value by 2.

Hull Upgrade (3)

– Increase your hull value by 1

## Wedge Antilles

39 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).

Predator (3)

– When attacking, you may reroll 1 attack die. If the defender's pilot skill is "2" or lower, you may instead reroll up to 2 attack dice.

Hull Upgrade (3)

– Increase your hull value by 1

## Tarn Mison

25 points



### Unique

When an enemy ship declares you as the target of an attack, you may acquire a target lock on that ship.

Tarn Mison/X-Wing (23)

R7 Astromech (2)

– Once per round when defending, if you have a target lock on the attacker, you may spend the target lock to choose any or all attack dice. The attacker must reroll the chosen dice.