

# ÁRGYELÁN GÁBOR - 120 PONT

2015 Liga II. forduló

119 points

## Carnor Jax

32 points



### Unique

Enemy ships at Range 1 cannot perform focus or evade actions and cannot spend focus or evade tokens.

Carnor Jax/TIE Interceptor (26)

- 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.
- Royal Guard TIE (0)
  - You may equip up to 2 different Modification upgrades (instead of 1). You cannot equip this card if your pilot skill is "4" or lower.
- Stealth Device (3)
  - Increase your agility value by 1. If you are hit by an attack, discard this card.

## Captain Oicunn

56 points



### Unique

After executing a maneuver, each enemy ship you are touching suffers 1 Damage.

Captain Oicunn/VT-49 Decimator (42)

- Ruthlessness (3)
  - After you perform an attack that hits, you must choose 1 other ship at Range 1 of the defender (other than yourself). That ship suffers 1 Damage.
- Moff Jerjerrod (2)
  - When you are dealt a faceup Damage card, you may discard this upgrade card or another upgrade card to flip that Damage card facedown (without resolving its effect).
- Mara Jade (3)
  - At the end of the Combat phase, each enemy ship at Range 1 that does not have a stress token receives 1 stress token.
- Intelligence Agent (1)
  - At the start of the Activation phase, choose 1 enemy ship at Range 1-2. You may look at that ship's chosen maneuver.
- Dauntless (2)
  - After you execute a maneuver that causes you to overlap another ship, you may perform 1 free action. Then receive 1 stress token.
- Hull Upgrade (3)
  - Increase your hull value by 1

# Omicron Group Pilot

31 points



Omicron Group Pilot/Lambda-Class Shuttle (21)

- ✖ Fire-Control System (2)
  - After you perform an attack, you may acquire a target lock on the defender.
- 👤 Fleet Officer (3)
  - Action: Choose up to 2 friendly ships at Range 1-2 and assign 1 focus token to each of those ships. Then receive 1 stress token.
- 👤 Rebel Captive (3)
  - Once per round, the first ship that declares you as the target of an attack immediately receives 1 stress token.
- ✖ Anti-Pursuit Lasers (2)
  - After an enemy ship performs a maneuver that causes it to overlap your ship, roll 1 attack die. On a ✖ or ✖ result, the enemy ship suffers 1 damage.