

# HADOBÁS GÁBOR - 150 PONT

2015 Liga II. forduló

150 points

## “Howlrunner”

23 points



*Unique*

When another friendly ship at Range 1 is attacking with its primary weapon, it may reroll 1 attack die.

“Howlrunner”/TIE Fighter (18)

- 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.
- Stealth Device (3)
  - Increase your agility value by 1. If you are hit by an attack, discard this card.

## Mauler Mithel

19 points



*Unique*

When attacking at Range 1, roll 1 additional attack die.

Mauler Mithel/TIE Fighter (17)

- 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.

## Backstabber

16 points



*Unique*

When attacking from outside the defender's firing arc, roll 1 additional attack die.

Backstabber/TIE Fighter (16)

## Black Squadron Pilot #1

16 points



Black Squadron Pilot/TIE Fighter (14)

- 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.

## Black Squadron Pilot #2

16 points



Black Squadron Pilot/TIE Fighter (14)

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.

## Captain Oicunn

60 points



*Unique*

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

Captain Oicunn/VT-49 Decimator (42)

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.

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.

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.

Recon Specialist (3)

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

Engine Upgrade (4)

- Your action bar gains the action icon.