

HADOBÁS GÁBOR - 120 PONT

2015 Liga II. forduló

115 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.

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

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



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.