

MAKFALVI MÁRTON ANDRÁS - 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)

- Squad Leader (2)
 - Action: Choose one ship at range 1-2 that has a lower pilot skill. The chosen ship may immediately perform 1 free action.
- Stealth Device (3)
 - Increase your agility value by 1. If you are hit by an attack, discard this card.

Kath Scarlet

55 points



Unique

When attacking, the defender receives 1 stress token if he cancels at least 1 ✨ result.

Kath Scarlet/Firespray-31 (38)

- Proximity Mines (3)
 - Action: Discard this card to drop 1 proximity mine token. When a ship executes a maneuver, if its base or maneuver template overlaps this token, this token detonates. When the bomb token detonates, the ship that moved through or overlapped this token rolls 3 attack dice and suffers all damage [🌟] and critical damage [🌟] rolled. Then discard this token.
- Marksmanship (3)
 - Action: When attacking this round, you may change one of your 🎯 results to a ✨ result and all your other 🎯 results to ✨ results.
- Ysanne Isard (4)
 - At the start of the Combat phase, if you have no shields and at least 1 Damage card assigned to your ship, you may perform a free evade action.
- Slave-1 (0)
 - Your upgrade bar gains the 🛡️ icon.
- Experimental Interface (3)
 - Once per round, after you perform an action, you may perform 1 free action from an equipped Upgrade card with the "Action:" header. Then receive 1 stress token.
- 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.

Captain Yorr

33 points



Unique

When another friendly ship at Range 1-2 would receive a stress token, if you have 2 or fewer stress tokens, you may receive that token instead.

Captain Yorr/Lambda-Class Shuttle (24)

- Enhanced Scopes (1)
 - During the Activation phase, treat your pilot skill as "0".
- Darth Vader (3)
 - After you perform an attack against an enemy ship, you may suffer 2 damage to cause that ship to suffer 1 critical damage.
- 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.
- 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.

Saber Squadron Pilot

27 points



Saber Squadron Pilot/TIE Interceptor (21)

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

Academy Pilot

12 points



Academy Pilot/TIE Fighter (12)