TÓTH GÁBOR - 150 PONT

2015 Liga II. forduló

150 points

Dash Rendar

57 points

7 ⚔ **2** ➡ **2** ▣ **5** ◉ **5** 👁 ✠ ⟲

Unique
You may ignore obstacles during the Activation phase and when performing actions.

Dash Rendar/YT-2400 Freighter (36)

🎖 Lone Wolf (2)
  – *When attacking or defending, if there are no friendly ships at Range 1-2, you may reroll one of your blank results.*

🔫 Heavy Laser Cannon (7)
  – *Attack: Attack 1 ship. Immediately after rolling your attack dice, you must change all your ❋ results to ✷ results. Attack value: 4. Range: 2-3.*

🚀 Proton Rockets (3)
  – *Attack [Focus]: Discard this card to perform this attack. You may roll additional attack dice equal to your agility value, to a maximum of 3 additional dice. Attack value: 2. Range: 1.*

👤 Lando Calrissian (3)
  – *Action: Roll 2 defense dice. For each ◉ result, assign 1 focus token to your ship. For each ⟐ result , assign 1 evade token to your ship.*

🚢 Outrider (5)
  – *When you have a 🔫 Upgrade card equipped, you cannot perform primary weapon attacks and you may perform 🔫 secondary weapon attacks against ships outside your firing arc.*

✠ Munitions Failsafe (1)
  – *When attacking with a secondary weapon that instructs you to discard it to perform the attack, do not discard it unless the attack hits.*

Biggs Darklighter

31 points

5 ⚔ **3** ➡ **2** ▣ **4** ◉ **2** 👁 ✠

Unique
Other friendly ships at Range 1 cannot be targeted by attacks if the attacker could target you instead.

Biggs Darklighter/X-Wing (25)

🤖 R2-F2 (3)
  – *Action: Increase your agility value by 1 until the end of this game round.*

✠ Hull Upgrade (3)
  – *Increase your hull value by 1*

Etahn A'baht

5 3 3 2 3 👁 ✠ ⚓ ↻

Unique

When an enemy ship inside your firing arc at Range 1-3 is defending, the attacker may change 1 of its ✴ results to a ✴ result.

Etahn A'baht/E-Wing (32)

🔋 R2-D2 (4)
  – *After executing a green manoeuvre, you may recover one shield (up to your shield value).*

🎖 Marksmanship (3)
  – *Action: When attacking this round, you may change one of your ◉ results to a ✴ result and all your other ◉ results to ✴ results.*

Gemmer Sojan

5 2 3 3 2 👁 ✠ ↻ ✥

Unique

While you are at Range 1 of at least 1 enemy ship, increase your agility value by 1.

Gemmer Sojan/A-Wing (22)

🗡 Chardaan Refit (-2)
  – *This card has a negative squad point cost.*

✗ Hull Upgrade (3)
  – *Increase your hull value by 1*