## **TÓTH GÁBOR - 120 PONT**

2015 Liga II. forduló

## 119 points

Dash Rendar

57 points

























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
- 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.
- ઢ 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.

Etahn A'baht

39 points

























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**

23 points

























## 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.
- X Hull Upgrade (3)
  - Increase your hull value by 1