

SEBŐK RICHÁRD - BIRODALOM 100

2015 Liga III. forduló

100 points

“Howlrunner”

18 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)

Dark Curse

16 points



Unique

When defending, ships attacking you cannot spend focus tokens or reroll attack dice.

Dark Curse/TIE Fighter (16)

Royal Guard Pilot *(Prototype)*

30 points



Royal Guard Pilot/TIE Interceptor (22)

- Push the Limit (3)
 - Once per round, after you perform an action, you may perform 1 free action shown in your action bar. Then receive 1 stress token.
- Royal Guard TIE (0)
 - You may equip up to 2 different Modification upgrades (instead of 1). You cannot equip this card if your pilot skill is "4" or lower.
- Stealth Device (3)
 - Increase your agility value by 1. If you are hit by an attack, discard this card.
- Autothrusters (2)
 - When defending, if you are beyond Range 2 or outside the attacker's firing arc, you may change 1 of your blank results to a result. You can equip this card only if you have the icon.

Academy Pilot #1

12 points



Academy Pilot/TIE Fighter (12)

Academy Pilot #2

12 points



Academy Pilot/TIE Fighter (12)

Academy Pilot #3

12 points



Academy Pilot/TIE Fighter (12)