

# JAKUS ROLAND - LÁZADÓ 110 PONT

2015 Liga III. forduló

**110 points**

## Wes Janson

31 points



### Unique

After you perform an attack, you may remove 1 focus, evade or blue target lock token from the defender.

Wes Janson/X-Wing (29)

R2 Astromech (1)

- Treat all 1- and 2-speed manoeuvres as green manoeuvres.

Veteran Instincts (1)

- Increase your pilot skill value by 2.

## Wedge Antilles

33 points



### Unique

When attacking, reduce the defender's agility value by 1 (to a minimum of 0)

Wedge Antilles/X-Wing (29)

R2 Astromech (1)

- Treat all 1- and 2-speed manoeuvres as green manoeuvres.

Outmaneuver (3)

- When attacking a ship inside your firing arc, if you are not inside that ship's firing arc reduce its agility value by 1 (to a minimum of 0)

## Lieutenant Blount

21 points



### Unique

When attacking, the defender is hit by your attack, even if he does not suffer any damage.

Lieutenant Blount/Z-95 Headhunter (17)

Ion Pulse Missiles (3)

- Attack [Target Lock]: Discard this card to perform this attack. If the attack hits, the defender suffers 1 damage and receives 2 ion tokens. Then cancel all dice results. Attack: 3. Range 2-3.

Deadeye (1)

- You may treat the "Attack [Target Lock]" header as "Attack [Focus]". When an attack instructs you to spend a target lock, you may spend a focus token instead.

## Tarn Mison


25 points



### *Unique*

When an enemy ship declares you as the target of an attack, you may acquire a target lock on that ship.

Tarn Mison/X-Wing (23)

 R7 Astromech (2)

– Once per round when defending, if you have a target lock on the attacker, you may spend the target lock to choose any or all attack dice. The attacker must reroll the chosen dice.