

# JAKUS ROLAND

2015 Liga IV. forduló

100 points

## N'Dru Suhlak

23 points



*Unique*

When attacking, if there are no other friendly ships at Range 1-2, roll 1 additional attack die.

N'Dru Suhlak/Z-95 Headhunter (17)

Cluster Missiles (4)

- Attack [Target Lock]: Spend your Target Lock and discard this card to perform this attack twice. Attack value: 3. Range: 1-2.

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.

## Prince Xizor

38 points



*Unique*

When defending, a friendly ship at Range 1 may suffer 1 uncanceled or result instead of you.

Prince Xizor/StarViper (31)

Stay on Target (2)

- When you reveal a manoeuvre, you may rotate your dial to another manoeuvre with the same speed. Treat that manoeuvre as a red manoeuvre.

Virago (1)

- Your upgrade bar gains the and upgrade icons. You cannot equip this card if your pilot skill is "3" or lower.

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.

Fire-Control System (2)

- After you perform an attack, you may acquire a target lock on the defender.

## Laetin A'shera

27 points



### Unique

After you defend against an attack, if the attack did not hit, you may assign 1 evade token to your ship.

Laetin A'shera/M3-A "Scyk" Interceptor (18)

☒ "Heavy Scyk" Interceptor (2)

- Your upgrade bar gains the ☒, ☒, or ☒ upgrade icon.

☒ Stealth Device (3)

- Increase your agility value by 1. If you are hit by an attack, discard this card.

☒ "Mangler" Cannon (4)

- Attack: Attack 1 ship. When attacking, you may change 1 of your ☒ results to a ☒ result. Range: 1-3. Attack value: 3.

## Binayre Pirate

12 points



Binayre Pirate/Z-95 Headhunter (12)