

MÁRKY DÁNIEL

2015 Liga IV. forduló

100 points

Tycho Celchu

33 points



Unique

You may perform actions even while you have a stress token.

Tycho Celchu/A-Wing (26)

- A-Wing Test Pilot (0)
 - Your upgrade bar gains 1 upgrade icon. You cannot equip 2 of the same upgrade cards. You cannot equip this card if your pilot skill is "1" or lower.
- Chardaan Refit (-2)
 - This card has a negative squad point cost.
- 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.
- Experimental Interface (3)
 - Once per round, after you perform an action, you may perform 1 free action from an equipped Upgrade card with the "Action:" header. Then receive 1 stress token.
- Daredevil (3)
 - Action: Execute a white [1] or [1] manoeuvre. Then, receive 1 stress token. Then, if you do not have the action icon, roll 2 attack dice. Suffer any damage [] or critical damage [] rolled.

Keyan Farlander

42 points



Unique

When attacking, you may remove 1 stress token to change all of your results to results.

Keyan Farlander/B-Wing (29)

- Advanced Sensors (3)
 - Immediately before you reveal your maneuver, you may perform 1 free action. If you use this ability, skip your "perform Action" step during this round.
- "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.
- Predator (3)
 - When attacking, you may reroll 1 attack die. If the defender's pilot skill is "2" or lower, you may instead reroll up to 2 attack dice.
- B-Wing/E2 (1)
 - Your upgrade bar gains the icon.
- Jan Ors (2)
 - Once per round, when a friendly ship at range 1-3 performs a focus action or would be assigned a focus token, you may assign an evade 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.