

KENESSEY MÁRTON - SÖPREDÉK

2015 Liga V. forduló

100 points

Serissu

25 points



Unique

When another friendly ship at Range 1 is defending, he may reroll 1 defense dice.

Serissu/M3-A "Scyk" Interceptor (20)

- Wingman (2)
 - At the start of the Combat phase, remove 1 stress token from another friendly ship at Range 1.
- Stealth Device (3)
 - Increase your agility value by 1. If you are hit by an attack, discard this card.

Prince Xizor

41 points



Unique

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

Prince Xizor/StarViper (31)

- 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.
- Virago (1)
 - Your upgrade bar gains the and upgrade icons. You cannot equip this card if your pilot skill is "3" or lower.
- Stealth Device (3)
 - Increase your agility value by 1. If you are hit by an attack, discard this card.
- 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.

Guri


34 points




Unique



At the start of the Combat phase, if you are at Range 1 of an enemy ship, you may assign 1 focus token to your ship

Guri/StarViper (30)

 Bodyguard (2)

- At the start of the Combat phase, you may spend a focus token to choose a friendly ship at Range 1 with higher pilot skill than you. Increase its agility value by 1 until the end of the round.

 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.