

DERVADELIN ZOLTÁN - SÖPREDÉK

2015 Liga V. forduló

100 points

Serissu

22 points



Unique

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

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

Squad Leader (2)

- Action: Choose one ship at range 1-2 that has a lower pilot skill. The chosen ship may immediately perform 1 free action.

N'Dru Suhlak

21 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.

Laetin A'shera

21 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)

Stealth Device (3)

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

Guri






36 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.
-  Flechette Torpedoes (2)
 - Attack [Target Lock]: Spend you target lock an discard this card to perform this attack. After you perform this attack, the defender receives 1 stress token if its hull value is "4" or less. Attack value: 3. Range: 2-3.
-  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.