BUDAI BALÁZS - SÖPREDÉK

2015 Liga V. forduló

100 points

IG88-C   51 points

6 **3** **3** **4** **4** 👁 ✖ ⟆ ✛

Unique

After you perform a boost action, you may perform a free evade action.

IG88-C/Aggressor (36)

🎖 **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.*

🛠 **Fire-Control System (2)**
– *After you perform an attack, you may acquire a target lock on the defender.*

🔫 **"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.*

🔫 **Ion Cannon (3)**
– *Attack: Attack 1 ship. If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results. Attack value: 3. Range: 1-3.*

⚡ **Inertial Dampeners (1)**
– *When you reveal your manoeuvre, you may discard this card to instead perform a white [■ 0] manoeuvre. Then receive a stress token.*

✖ **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.*

Palob Godalhi   35 points

5 **1** **2** **4** **1** 👁 ✖

Unique

At the start of the Combat phase, you may remove 1 focus or evade token from an enemy ship at Range 1-2 and assign it to yourself.

Palob Godalhi/HWK-290 (20)

🎖 **Calculation (1)**
– *When attacking, you may spend a focus token to change 1 of your 🔵 results to a ✸ result.*

🔭 **Ion Cannon Turret (5)**
– *Attack: Attack 1 ship (even a ship outside your firing arc). If this attack hits the target ship, the ship suffers 1 damage and receives 1 ion token. Then cancel all dice results. Attack value: 3. Range: 1-2.*

👤 **Recon Specialist (3)**
– *When you perform a focus action, assign 1 additional focus token to your ship.*

⚡ **"Hot Shot" Blaster (3)**
– *Attack: Discard this card to attack 1 ship (even a ship outside your firing arc). Attack: 3. Range 1-2.*

🚀 **Moldy Crow (3)**
– *During the End phase, do not remove unused focus tokens from your ship.*

Binayre Pirate

1 **2** **2** **2** **2**

Binayre Pirate/Z-95 Headhunter (12)

Dead Man's Switch (2)
 – *When you are destroyed, each ship at Range 1 suffers 1 damage.*