

JAKUS ROLAND

2015 Liga VI. forduló

100 points

Captain Jonus

24 points



Unique

When another friendly ship at Range 1 attacks with a secondary weapon, it may reroll up to 2 attack dice.

Captain Jonus/TIE Bomber (22)

- Swarm Tactics (2)
 - At the start of the combat phase, choose 1 friendly ship at Range 1. Until the end of this phase, treat the chosen ship as if its pilot skill were equal to your pilot skill.

Scimitar Squadron Pilot #1

25 points



Scimitar Squadron Pilot/TIE Bomber (16)

- 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.
- Assault Missiles (5)
 - Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. If this attack hits, each other ship at range 1 of the defender suffers 1 damage. Attack: 4. Range 2-3.

Scimitar Squadron Pilot #2

26 points



Scimitar Squadron Pilot/TIE Bomber (16)

- 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.
- 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.
- Concussion Missiles (4)
 - Attack [Target Lock]: Spend your Target Lock and discard this card to perform this attack. You may change 1 of your blank results to a * result. Attack value: 4. Range: 2-3.

Scimitar Squadron Pilot #3

25 points



Scimitar Squadron Pilot/TIE Bomber (16)

- ✦ 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.
- ✦ Assault Missiles (5)
 - Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. If this attack hits, each other ship at range 1 of the defender suffers 1 damage. Attack: 4. Range 2-3.