


Guri  STARVIPER-CLASS ATTACK PLATFORM

64

INI 5  3  3  4  1 (3)

At the start of the Engagement Phase, if there is at least 1 enemy ship at range 0-1, you may gain 1 focus token.

Microthrusters: While you perform a barrel roll, you **must** use the  or  template instead of the  template.

 **Outmaneuver**

6

While you perform a  attack, if you are not in the defender's firing arc, the defender rolls 1 fewer defense die.

 **Shield Upgrade**

8

 **Virago**

7

During the End Phase, you may spend 1  to perform a red  action.

 2

Ship Total: 85, Half Points: 43, Threshold: 4

Talorbane Cobra  KIHRAZZ FIGHTER

48

INI 5  3  2  5  1 (2)

While you defend at attack range 3 or perform an attack at attack range 1, roll 1 additional die.

 **Elusive**

3

While you defend, you may spend 1  to reroll 1 defense die.

 1

After you fully execute a red maneuver, recover 1 .

 **Shield Upgrade**

6

Ship Total: 57, Half Points: 29, Threshold: 4

Graz  KIHRAZZ FIGHTER

45

INI 4  3  2  5  1 (2)

While you defend, if you are behind the attacker, roll 1 additional defense die.

While you perform an attack, if you are behind the defender, roll 1 additional attack die.

 **Outmaneuver**

6

While you perform a  attack, if you are not in the defender's firing arc, the defender rolls 1 fewer defense die.

 **Shield Upgrade**

6

Ship Total: 57, Half Points: 29, Threshold: 4



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For List Juggler (When it's updated for 2.0)