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[Reaction] Blinding Brilliance: fighter can make this reaction after they are targeted by a missile attack action but before the hit rolls are made. After the hit rolls have been made, roll a dice for each critical hit. On a roll of 4+, that critical hit becomes a hit instead.



☑ [Quad] Gravitic Redirection: Allocate D3 damage points to all visible enemy fighters within 6" of this fighter (roll for each). In addition, until the end of the battle round, halve the Move characteristic (rounding up) of all fighters while they make a move action that starts within 6" of this fighter.