

TEMESI ATTILA

100 points

Tycho Celchu

28 points



Unique

You may perform actions even while you have a stress token.

Tycho Celchu/A-Wing (26)

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.

Kyle Katarn

29 points



Unique

At the start of the Combat Phase, you may assign 1 of your focus tokens to another friendly ship at Range 1-3.

Kyle Katarn/HWK-290 (21)

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.

Moldy Crow (3)

- During the End phase, do not remove unused focus tokens from your ship.

Green Squadron Pilot

22 points



Green Squadron Pilot/A-Wing (19)

Marksmanship (3)

- Action: When attacking this round, you may change one of your eye results to a star result and all your other eye results to star results.

Rookie Pilot

21 points



Rookie Pilot/X-Wing (21)

