

REMPORT LÁSZLÓ

100 points

Mauler Mithel

19 points



Unique

When attacking at Range 1, roll 1 additional attack die.

Mauler Mithel/TIE Fighter (17)

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.

Turr Phennir

27 points



Unique

After you perform an attack, you may perform a free boost or barrel roll action.

Turr Phennir/TIE Interceptor (25)

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.

Backstabber

16 points



Unique

When attacking from outside the defender's firing arc, roll 1 additional attack die.

Backstabber/TIE Fighter (16)

Avenger Squadron Pilot

20 points



Avenger Squadron Pilot/TIE Interceptor (20)

Alpha Squadron Pilot

18 points



Alpha Squadron Pilot/TIE Interceptor (18)

