

HAVAS PÉTER

99 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.

Backstabber

16 points



Unique

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

Backstabber/TIE Fighter (16)

Dark Curse

16 points



Unique

When defending, ships attacking you cannot spend focus tokens or reroll attack dice.

Dark Curse/TIE Fighter (16)

Academy Pilot #1

12 points



Academy Pilot/TIE Fighter (12)

Academy Pilot #2

12 points



Academy Pilot/TIE Fighter (12)

Academy Pilot #3

12 points



Academy Pilot/TIE Fighter (12)

Academy Pilot #4

12 points



Academy Pilot/TIE Fighter (12)