

KENESSEY MÁRTON

100 points

Captain Jonus

24 points



Unique

When another friendly ship at Range 1 attacks with a secondary weapon, it may reroll up to 2 attack dice.

Captain Jonus/TIE Bomber (22)

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.

Onyx Squadron Pilot

39 points



Onyx Squadron Pilot/TIE Defender (32)

Heavy Laser Cannon (7)

- Attack: Attack 1 ship. Immediately after rolling your attack dice, you must change all your ✨ results to ✨ results. Attack value: 4. Range: 2-3.

Delta Squadron Pilot

37 points



Delta Squadron Pilot/TIE Defender (30)

Heavy Laser Cannon (7)

- Attack: Attack 1 ship. Immediately after rolling your attack dice, you must change all your ✨ results to ✨ results. Attack value: 4. Range: 2-3.