

CEZIUM_150

150 points

Turr Phennir

26 points

*Unique*

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

Turr Phennir/TIE Interceptor (25)

Veteran Instincts (1)

Carnor Jax

28 points

*Unique*

Enemy ships at Range 1 cannot perform focus or evade actions and cannot spend focus or evade tokens.

Carnor Jax/TIE Interceptor (26)

Swarm Tactics (2)

Mauler Mithel

17 points

*Unique*

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

Mauler Mithel/TIE Fighter (17)

Tetran Cowell

24 points

*Unique*

When you reveal a maneuver, you may treat the speed of that maneuver as "1", "3" or "5".

Tetran Cowell/TIE Interceptor (24)

Backstabber

16 points

*Unique*

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

Backstabber/TIE Fighter (16)

Winged Gundark

15 points

*Unique*

When attacking at Range 1, you may change 1 of your * results to a * result.

Winged Gundark/TIE Fighter (15)

Academy Pilot #1

12 points



Academy Pilot/TIE Fighter (12)

Academy Pilot #2

12 points



Academy Pilot/TIE Fighter (12)