

CEZIUM_90**88 points****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)

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**12 points**

Academy Pilot/TIE Fighter (12)