

BENCZE TAMÁS - 150 PONT

147 points

Howrunner

20 points



Unique

When another friendly ship at Range 1 is attacking with its primary weapon, it may reroll 1 attack die.

Howrunner/TIE Fighter (18)

Swarm Tactics (2)

Mauler Mithel

20 points



Unique

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

Mauler Mithel/TIE Fighter (17)

Push the Limit (3)

Backstabber

16 points



Unique

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

Backstabber/TIE Fighter (16)

Black Squadron Pilot #1

15 points



Black Squadron Pilot/TIE Fighter (14)

Veteran Instincts (1)

Black Squadron Pilot #2

15 points



Black Squadron Pilot/TIE Fighter (14)

Veteran Instincts (1)

Black Squadron Pilot #3

15 points



Black Squadron Pilot/TIE Fighter (14)
Veteran Instincts (1)

Dark Curse

16 points



Unique

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

Dark Curse/TIE Fighter (16)

Night Beast

15 points



Unique

After executing a green manoeuvre, you may perform a free focus action.

Night Beast/TIE Fighter (15)

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)