

III. UTF 120 REBEL

Tamás Bence

119 points

Wedge Antilles

31 points



Unique

When attacking, reduce the defender's agility value by 1 (to a minimum of 0)

Wedge Antilles/X-Wing (29)

Swarm Tactics (2)

Corran Horn

36 points



Unique

At the start of the End phase, you may perform 1 attack. You may not attack next round.

Corran Horn/E-Wing (35)

R2 Astromech (1)

"Dutch" Vander

25 points



Unique

After acquiring a target lock, choose another friendly ship at Range 1-2. The ship may immediately acquire a target lock.

"Dutch" Vander/Y-Wing (23)

R5-K6 (2)

Biggs Darklighter

27 points



Unique

Other friendly ships at Range 1 cannot be targeted by attacks if the attacker could target you instead.

Biggs Darklighter/X-Wing (25)

R7 Astromech (2)