

# HOLECZ KRISZTIÁN - BIRODALOM 100

2015 Liga III. forduló

100 points

## “Howlrunner”

20 points



*Unique*

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

“Howlrunner”/TIE Fighter (18)

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.

## 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)

## Onyx Squadron Pilot *(Prototype)*

35 points



Onyx Squadron Pilot/TIE Defender (32)

Stealth Device (3)

- Increase your agility value by 1. If you are hit by an attack, discard this card.

# Academy Pilot

12 points



Academy Pilot/TIE Fighter (12)