



## HAWKMEN OF THANAGAR

### BIRDS OF A FEATHER

After revealing an Order Marker on a Thanagarian Hero's Army Card, and after taking a turn with that Thanagarian Hero, if it attacked an opponent's figure with a normal attack but did not inflict any wounds, you may take a turn with the Hawkmen of Thanagar.

### BATTLE MANEUVER

After taking a turn with the Hawkmen of Thanagar, you may move any Thanagarian Hero you control up to 4 spaces. Thanagarian Heroes moved by Battle Maneuver will not take any leaving engagement attacks.

### NTH METAL MACE

Undead figures and figures with the Magical Defense special power roll 1 fewer defense die against Hawkmen of Thanagar's normal attack.

THANAGARIAN

COMMON SQUAD

LAWMEN

CONFIDENT

MEDIUM 5



1 LIFE

MOVE	5
RANGE	1
ATTACK	5
DEFENSE	5

100 POINTS

