



## 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

