

IRONHAWK

FACE, WARRIOR NATION, HUMAN

10PTS**IRONHAWK**

1 x

2

**THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

ARCANE MASTERY: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to all of its Attributes until the start of its next Activation.

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINED units.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

Q4

L3

M6

F5

A5

G5

v3.04c

SPIRITUAL INFERNO

ATTUNED, BLAST, SPECIAL



RNG PRC ROA

10" -1 1

BLAZING FISTS

HAZARDOUS



- -1 2

