

HAWKEYE

FACE, WARRIOR NATION, HUMAN

9PTS



HAWKEYE

1 x

1

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)

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

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.



v3.04c

MANHUNTER BOW

LETHAL, REFINED

FATAL



RNG PRC ROA

20" -2 1

BASIC MELEE ATTACK



- 0 1

