

HWK SCOUT AUTOMATA

4PTS

SPECIALIST, LAWREN, UNION, AUTOMATA, MACHINE,
HAWK SIMULACRA, FLIGHT



v3.04c

BURNING TORCH

HAZARDOUS
BRUTAL



RNG PRC ROA

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HWK SCOUT AUTOMATA

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TARGET PRIORITY: (For more details see Special Rules on p.12 of the rules book)

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

EYES ON TARGET: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. Once each Round this Unit may make a Go On Lookout Special Action for Free. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that complete a Move Action within 10" of this Unit.

FLUSH OUT TARGET: Once during this Unit's activation it may remove a Hunkered condition from an enemy Unit within 10".

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

REPAIR: Any STRUCTURE, ARTEFACT or friendly MACHINE or CONSTRUCT Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Shock or Shred Qualities.