



HAWKGIRL

SHAYERA HOL

HAWK SWOOP

If Hawkgirl attacks a figure that was at least 2 spaces away before Hawkgirl moved this turn, roll 1 additional attack die. If Hawkgirl attacks a figure that was at least 4 spaces away before Hawkgirl moved this turn, you may either:

- roll 2 additional attack dice, or
- roll attack dice as normal, and after attacking you may attack one additional time.

Hawk Swoop may only be used if Hawkgirl used Flying for all of her movement this turn.

NTH METAL MACE

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

STEALTH FLYING

When Hawkgirl starts to fly, she will not take any leaving engagement attacks.



THANAGARIAN

UNIQUE HERO

WARRIOR

FIERCE

MEDIUM 5



5 LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 5

225 POINTS

