



BLACKJAW



Fire Storm

Must target followers. This skill may target up to five followers on any hexes within range.

2 6 5

Maelstrom Champion

A maelstrom moves the turn token +1 step when they knock out an enemy follower.

Wildfire

If Blackjaw knocks out a follower during his activation, he may make a bonus action that activation.

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Maelstrom Champion

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Hotfoot

Must target a follower.

2 - -



Evil Eye

Must target a follower.

2 6 -

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BLACKJAW



Kick

Must target a follower.

1 6 6



Fiery Axe

This skill may target up to three models in one hex.

1 4 5



Fireball

This skill may target up to three models in one hex.

2 5 4

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UNBURNT REAVERS

FOLLOWERS OF BLACKJAW



Rush

Choose a hex. Each Unburnt Reaver in that hex may move up to 2 hexes.

- - -



Intimidation

Hit Effect:

1 2 -
4 4 -
6 6 -

Fearsome

If a small enemy is within 3 hexes of one or more Unburnt Reavers and has fewer than three models in its hex, all of its skills have -1.

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UNBURNT REAVERS

FOLLOWERS OF BLACKJAW



War Cry

- - -



Cleaving Strike

1 3 4
4 4 5
5 4 6

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