



JEEN



Overrun 2 - -
Move Jeen up to 2 hexes. Then move each other friendly model within range up to 2 hexes in the order of your choice.

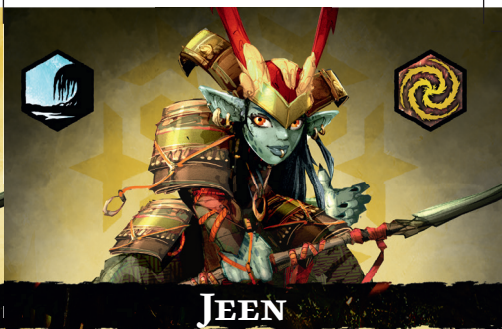
Maelstrom Champion

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

Martial Discipline

After Jeen gains 1 or more wounds from an enemy skill, she may gain or .

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Maelstrom Champion

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Martial Discipline

After Jeen gains 1 or more wounds from an enemy skill, she may gain or .

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JEEN



Blade Storm 1 5 5
This skill may target up to 3 models in 1 hex. After using Blade Storm, move Jeen up to 1 hex.



Rapid Strike 2 3 3
Jeen may use this skill as a bonus action. Must target a follower.



Polearm Sweep 2 4 4
Choose up to 2 hexes within range that are adjacent to each other. This skill can target 1 model in each of those hexes.

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JEEN



Sharpen Blade - - -



Press Forward 2 - -



Polearm Sweep 2 4 4
Choose up to 2 hexes within range that are adjacent to each other. This skill can target 1 model in each of those hexes.

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GOLDEN SHRIKES
FOLLOWERS OF JEEN



Sprint - - -
One Golden Shrike may move up to 3 hexes.



Slash and Dash 1 3 5
After using Slash and Dash, each Golden Shrike in this hex may move up to 1 hex.

Drive Back

At the end of the Golden Shrikes' activation, choose a hex adjacent to a Golden Shrike. You may move each enemy follower in that hex up to 1 hex.

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GOLDEN SHRIKES
FOLLOWERS OF JEEN



Balanced Stance or



Press Forward 2 - -

Drive Back

At the end of the Golden Shrikes' activation, choose a hex adjacent to a Golden Shrike. You may move each enemy follower in that hex up to 1 hex.

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