**Blackjaw**

- **Fire Storm**
  - 2 6 5
  - Must target followers. This skill may target up to five followers on any hexes within range.

- **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.

**Unburnt Reavers**

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

- **Intimidation**
  - Hit Effect: 1 2 4 -

- **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.