**Maxen**

- **Bird Shot**
  - Remove up to 3 Gearhawks from the battlefield. This skill has +2 for each Gearhawk removed.

- **Slayer Champion**
  - A slayer moves the turn token +1 step when they knock out an enemy champion.

- **Scavenger**
  - When Maxen knocks out an enemy champion, remove their banner from the battlefield.

- **March**
  - Move Maxen up to 1 hex.

- **Tinker**
  - The Gearhawks may immediately make a recruit action and may gain a boon of your choice.

- **Dive Bomb**
  - This skill gains +1 for each Gearhawk adjacent to the target. Hit Effect: The target gains 1 wound.

- **Eagle Eye**
  - At the end of the Gearhawks activation, you may choose a friendly champion adjacent to a Gearhawk model. That friendly champion gains .

**Gearhawks**

- **Migration**
  - You may place each Gearhawk up to 3 hexes from its current hex.

- **Talon Rake**
  - This skill gains +1 for each Gearhawk adjacent to the target. Hit Effect .

- **Bird Shot**
  - Remove up to 3 Gearhawks from the battlefield. This skill has +2 for each Gearhawk removed.

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