



# MARATHINE

- COST

3  
DF8  
SP3  
WP1  
SZ

Peon, Unique, Totem • Returned

**Blade Rush:** While resolving the **Charge** action, this model may move through enemy models. Deal 1 damage to enemy models moved through this way.

**Carve the Air:** This model can move through other models.

**Living Blade:** This model does not have health and cannot be damaged or be killed. After a friendly Kastore is killed, remove this model from the game.

# MARATHINE

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Living Weapon</b>	1"	6	Df	-	2
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*This action ignores ♦ abilities. A friendly Kastore heals 1.*

- ❖ **Puncture:** When resolving, this attack receives one additional raise.
- ❖ **Quick Reflexes:** Declare this action again, targeting a different model.
- ❖ **Shared Cravings:** Target gains a **Hunger** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Remove Their Claim</b>	2"	-	-	-	-
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*Target an enemy Scheme marker. Remove the target and draw a card.*