



MARATHINE

-
COST

3

DF

8

SP

3

WP

1

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


Living Weapon

//1" 6 Df - 2

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

 **Remove Their Claim** 2" - - - -

Target an enemy Scheme marker. Remove the target and draw a card.