



CLOUDED MIND

Kastore, Awakened



Friendly Returned models gain the following abilities:

Wise Council: When this model activates, if there are three or more friendly Scheme markers in LoS, it may drain a ♦ or discard a card to replace this crew card with Clear Mind.

The Altar Grows Thirsty: When resolving friendly **Hunger** tokens, deal 1 damage to an enemy model to remove the token, instead of an ally.

Friendly unique Returned models gain the following ability:

Bound to Purpose: When this model declares the **Interact** action, it may gain a **Hunger** token to increase the **Rg** of the action by +2".



CLOUDED MIND

Kastore, Awakened

Tokens

Adaptable: Before performing a duel, this model may remove this token to add a suit of its choice to its duel total.

Hunger: When this model ends its activation, it must deal 1 damage to another of its allies within 1" to remove this token, or deal 1 damage to itself.

Incurable: This model cannot heal. During the end phase, remove this token.

Insight: Before performing a duel, this model may remove this token to look at the top card of its fate deck and may discard it.

Stunned: This model cannot declare triggers, and it counts all ♠ symbols on its card as blank. When this model ends its activation, remove this token.

Summon: This model cannot declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.