



# KASTORE

## AWAKENED

-  
COST

5

DF

6

SP

6

WP

3

SZ

Master, Unique, Living ♦ Returned

Clouded  
Mind

Marathine

**Final Preparations:** During the end phase, this model may drain two ♦ to have an ally within 6" declare the **Interact** action.

**Insatiable:** When this model activates, if it has a **Hunger** token, enemy models within (X)3" are dealt 1 damage. This model heals 1 for each damage suffered.

♣ **Shared Vein:** When this model is dealt damage, reduce that damage by 1 if this model is within 1" of another ally.

1 2 3 4 5 6 7 8 9 10 11 12 13

# KASTORE

## Awakened

### Attack Actions

Rg Skl Rst TN Dmg

**Devour** //1" 7 Sp - 3

This model may gain a **Hunger** token. If it does so, the target must discard a random card.

📖 **Death's Door:** The target gains an **Incurable** token.

🦋 **Bloody Tithe:** This model may either heal 2 or remove a **Hunger** token.

**Bloodthirst Rite** †8" 6 Wp 12 1

Target gains **Stunned** and **Hunger** tokens.

♦ **Enthrall:** Once per activation. Target declares an action chosen and controlled by this model.

🌀 **Faith in the Flesh:** An ally within 4" gains an **Insight** token.

🦋 **Called by Blood:** Move the target up to 4". Then, all allies within (X)1" of the target may remove a **Hunger** token.

### Tactical Actions

Rg Skl Rst TN Dmg

⚔️ **Judgment's Wake** - 0 - 6 -

Once per activation. Target a friendly Marathine model, ignoring range and LoS. Move the target up to 5". Then, make a Scheme marker in base contact with the target.

📖 **Bloodbound:** Immediately, place the target within 1" of this model.