

# MOREKIN

EDITION 01

[2025]

BATTLE INDEX

# POINTBRACE

MOREKIN  
[MRK-0001]

FOOT UNIT - MELEE

SPD

II

HP

4

## BATTLE NATURE:

**Advanced armature** Moving Morekin's exoskeleton arms does not cost AP.

**Earthroamer** Spend 1 AP to burrow underground (leave the dig token on the field). While underground, you may flick the token instead of moving with the ruler. Spend 1 AP to resurface at the token's location. If the token hits another unit during a flick, this unit must immediately resurface there and cannot move again this turn.



# GUARDPRESS

MOREKIN  
[MRK-0002]

FOOT UNIT - SUPPORT

SPD

II

HP

3

TP

2

## BATTLE NATURE:

**Advanced armature** Moving Morekin's exoskeleton arms does not cost AP.

**Earthroamer** Spend 1 AP to burrow underground (leave the dig token on the field). While underground, you may flick the token instead of moving with the ruler. Spend 1 AP to resurface at the token's location. If the token hits another unit during a flick, this unit must immediately resurface there and cannot move again this turn.

## BATTLE TECH:

**Auto-sentry (1 TP)** Once during the enemy's turn, you may spend 1 AP to reposition one of this unit's exoskeleton arms. This cannot be done while an opponent is in the middle of flicking.



# ANVILSTRIDE

FOOT UNIT - MELEE

MOREKIN  
[MRK-0003]

SPD

II

HP

4

## BATTLE NATURE:

**Advanced armature** Moving Morekin's exoskeleton arms does not cost AP.

**Earthroamer** Spend 1 AP to burrow underground (leave the dig token on the field). While underground, you may flick the token instead of moving with the ruler. Spend 1 AP to resurface at the token's location. If the token hits another unit during a flick, this unit must immediately resurface there and cannot move again this turn.



# ROME-01

MOREKIN  
[MRK-0004]

MECHANIZED UNIT - SUPPORT

SPD

IV

HP

1

TP

2

## BATTLE NATURE:

**Advanced armature** Moving Morekin's exoskeleton arms does not cost AP.

**Earthroamer** Spend 1 AP to burrow underground (leave the dig token on the field). While underground, you may flick the token instead of moving with the ruler. Spend 1 AP to resurface at the token's location. If the token hits another unit during a flick, this unit must immediately resurface there and cannot move again this turn.

## BATTLE TECH:

**Terraport (1 TP)** Instantly switch places with any allied unit that is underground. This unit must be on the surface to use this tech.

 PATREON EXCLUSIVE



# SANDSHIPE

MOREKIN  
[MRK-0005]

FOOT UNIT - RANGED

SPD

II

HP

2

## BATTLE NATURE:

**Anything goes** When reloading, this unit can take a bullet lying on the ground within the radius of 2 range from it. (Reloading will still cost 1 AP)

**Earthroamer** Spend 1 AP to burrow underground (leave the dig token on the field). While underground, you may flick the token instead of moving with the ruler. Spend 1 AP to resurface at the token's location. If the token hits another unit during a flick, this unit must immediately resurface there and cannot move again this turn.

 PATREON EXCLUSIVE

