MARCUS

ALPHA

- COST

6 DF

6 SP

6 WP

2 SZ

Master, Unique, Beast • Chimera

Adaptive Evolution

Razorspine Rattler

⛨ Butterfly Jump: After resolving an enemy attack action targeting this model, this model may move up to 3".

Punctuated Equilibrium: When this model declares an action it may drain a ♦. If it does, it discards a Mutation upgrade (if able) then attaches a Mutation upgrade.

Unimpeded: This model is unaffected by severe and hazardous terrain.

◊ 1 2 3 4 5 6 7 8 9 10 11 12 13 14

MARCUS
Alpha

Attack Actions	Rg	Skl	Rst	TN	Dmg
Ferocious Claws	⚔1"	6	**Df**	-	2

If this action was generated by the **Charge** action, it deals +1 damage. Move the target up to 2".

- ☠ *Tear Off a Bite:* This model heals 2.
- 🦅 *Pouncing Strike:* Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.
- 📖 *Piercing:* When resolving, this action ignores 🛡 abilities.
- 🌱 *Smell Weakness:* When resolving, if the target has an **Adversary** token, deal +1 damage. Otherwise, it gains an **Adversary** token.

Intimidating Roar	✦6"	7	**Wp**	-	1

Move the target 6" away from this model.

- 🌱 *Natural Selection:* When resolving, increase the damage the target is dealt from falling by +1.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
❧ **Take to the Skies**	6"	0	-	6	-

Place this model anywhere within range.

- ◆ *Claim Territory: Choose an enemy Scheme marker within range.* Make a Scheme marker into base contact with the chosen marker, then remove the chosen marker.

40 mm