



# ULTIMATE CREATION

Charles Hoffman, Inventor



This crew's power bar is equal to the number of friendly Pylon markers in play. Friendly Augmented models gain the following cumulative abilities based on the level of this crew's power bar:

**2 Linked Grid:** This model gains +1 Sp.

**3 Linked Grid:** When this model activates, it heals 1.

**4 Linked Grid:** When this model gains a **Shielded** token, draw and then discard a card.

**5 Linked Grid:** This model receives a **+1** to its attack actions.

Friendly Augmented models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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♦ Create Pylon

6"

Make a Pylon marker within range, not within 6" of this crew's deployment zone or another Pylon marker.



Crew Card



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## Markers

**Pylon:** 40mm, ht 2, blocking, impassable. When this marker is removed, enemy models within (1)2" must pass a TN 12 **Wp** duel or gain a **Stunned** token.

## Tokens

**Fast:** Increase this model's action limit by 1 (to a maximum of 3). When this model ends its activation, remove this token. Canceled by **Slow**.

**Hastened:** This model receives +2 **Sp**. When this model ends its activation, remove this token. Canceled by **Staggered**.

**Shielded:** When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

**Staggered:** This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.

**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.