GUIDED EVOLUTION

Marcus, *Monstermaker*

Friendly Chimera models gain the following ability:

Shed Skin: After resolving an action in which a Mutation upgrade was discarded from this model, it may drain a 🩸. If it does, it may remove a token from itself and may make a Scheme marker within 1".

Friendly living Chimera models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
Chimeramancy	8"	0	-	4+X	-

Once per turn. Ally only. X is equal to the number of Mutation upgrades attached to the target. Attach a Mutation upgrade to the target.

- 🜂 ***Mend:*** Target heals 2.
- 🦋 ***Unnatural Reflexes:*** Declare this action again, targeting a different model, ignoring "once per" restrictions.

Crew Card

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Tokens

Adversary: Friendly models receive a ⬦ to attack actions targeting this model. During the end phase, remove this token.

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

Instinct: When this model succeeds in an attack action, it may remove this token to receive an additional raise.

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**.