



ADAPTIVE EVOLUTION

Marcus, Alpha



During the start phase of turn 1, attach a Mutation upgrade to up to two friendly Chimera models without an attached Mutation upgrade.

After a Mutation upgrade is discarded from a friendly Chimera model, another ally within 3" without a Mutation upgrade may attach the discarded upgrade.

Friendly Chimera models gain the following trigger on their // actions:


- ☛ **Chimera Strike:** When resolving, this action deals +1 damage for every two friendly Mutation upgrades attached to models within 3" of this model.



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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**.