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- COST

# LORD COOPER

MANHUNTER

6  
DF6  
SP5  
WP2  
SZElite  
Equipment

Runaway (3)

*Master, Unique, Construct - Apex*

**Eyes on the Prize:** When this model would gain a token, it may discard a card. If it does so, it does not gain the token.

**Laugh Off:** If this model would be moved from an enemy model's effect, it may discard a card to choose not to.

**◆ Soulstone-Powered Armor:** This model may drain a ♦ to reduce damage dealt to it by 2.

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## Manhunter

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
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#### Machete

1" 5  Df - 2

*This model may remove a non-Scheme marker within 1" to receive a .*

 **Firm Disinvitation:** After resolving, move the target up to 3".

#### .950 Nitro Express

14" 6P Df - 5

*Once per activation. This action may target friendly models.*

 **You Signed the Contract:** Declare this action again, targeting an ally, ignoring this action's once per activation restriction.

 **Trophy Hunter:** After killing, make a Scheme marker in base contact with the target.

#### Target Sighted

14" 7 Sp 12 -

Target gains an **Distracted** token. If this attack receives a raise, the target also gains an **Adversary** token.

 **The Most Dangerous Game:** If the target is cost 7 or more, it must either be dealt 2 damage or this model may move it up to 3".

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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#### Quick Reload

8" 0 - 4 -

Target gains a **Reload** token.

 **According to Plan:** After resolving, move the target up to 4".