



# ELITE EQUIPMENT

**Lord Cooper, Manhunter**



Friendly Apex models gain the following ability:

**Cavity Rounds:** Once per activation. While receiving raises during a **¶** action, this model may drain a ♦ to reduce the attack's raise value to 3.

Friendly unique Apex models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
<b>¶ Sic 'Em</b>	6"	0	-	6	-

*Friendly beast only. Target declares the **Charge** action.*



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## Tokens

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

**Aura (Concealment):** The area within 2" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.

**Distracted:** When this model targets a friendly model, it must remove this token and suffer a  to that action's duel. Canceled by **Focused**.

**Reload:** When a model in this models LoS ends its activation, this model may remove this token to declare a  targeting that model. If it does so, no other models in this crew may use a **Reload** token until the next model activates.