



LORD COOPER

MANHUNTER

COST

6
DF

6
SP

5
WP

2
SZ

Master, Unique, Construct • Apex

Elite
Equipment

Runaway (3)

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.

1 2 3 4 5 6 7 8 9 10 11 12 13 14

LORD COOPER

Manhunter

Attack Actions

Rg Skl Rst TN Dmg

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" 6 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

Quick Reload

8" 0 - 4 -

Target gains a **Reload** token.

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