





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
-----------------	----	-----	-----	----	-----

 Sic 'Em	6"	0	-	6	-
--	----	---	---	---	---


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




ELITE EQUIPMENT


Lord Cooper, Manhunter

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.