



Abraham Lincoln

Mortal . Leader . Director

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	8	6	7	9	3	20

4

25PTS

1

WILLIAM'S OATH (AXE) - 10 / COMBAT / Base / Bleed

WILLIAM'S OATH (SHOTGUN) - 8 / RANGE / Template / Bleed

THROW ASIDE - 1

For the rest of the turn, after this Model makes a Combat Attack where the Mythos Effect was triggered it may spend an additional Mythos to move the target 3". This does not cause a Disengaging Strike.

THE MAN WITH THE PLAN - 2

(Once per Game) When this Model finished its activation the controlling player may immediately Activate another friendly Model within 7". This interrupts the normal flow of play.

HEAD OF THE SECRET SERVICE

After both players have finished deployment, the player of this Force may redeploy one of their Models.

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

STAND TOGETHER

This model provides -3 Combat Attack for each enemy model engaged with the Character instead of the usual -2.

LEADER

When activated this model gains +1 AP.



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WILLIAM'S OATH (AXE) - 9 / COMBAT / Base / Bleed

WILLIAM'S OATH (SHOTGUN) - 9 / RANGE / Template / Bleed

THROW DOWN - 1

After this Model makes a Combat Attack where the Mythos Effect was triggered it may spend an additional Mythos to give the target the Fatigue Condition.

THE MISTRUST OF SPIES

This Model suffers a -1 to all Tests and Attacks for each friendly Model within 7".

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

LEADER

When activated this model gains +1 AP.