



# Robert Pinkerton

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	7	6	6	1	16

2

14pts 1

**IRON ASP BATON - 7 / COMBAT / Base / Paralyse**

**HYPER-V RIFLE - 8 / RANGE / 15" / Bleed**

### CENTRE MASS - 1

This Model may make Aimed shots for 1 AP for the rest of its activation, instead of the usual 2 AP.

### SELF CONTROL

This Model may roll 3D6 for SAN Tests and keep the two highest dice.

### .270 COLD IRON ROUNDS

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



# Robert Pinkerton

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	6	6	6	1	16

**IRON ASP BATON - 7 / COMBAT / Base / Paralyse**

**HYPER-V RIFLE - 8 / RANGE / 15" / Bleed**

### ITCHY TRIGGER FINGER

This Model must make a SAN Test at the start of its Activation. If it Fails it must use its first action to make a Hyper-V Rifle Attack at the closest model, friendly or enemy.

### .270 COLD IRON ROUNDS

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

### THE MISTRUST OF SPIES

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