



# Henry Courtwright

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	5	6	7	1	15

2

12pts 1

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

**ROTOR CARBINE - 8 / RANGE / 10" / Bleed**

### GOTCHA! - 2

(Once Per Game) The next time an enemy Model moves within 15" of this Model it suffers 4 WND and the Burn Condition.

### UNDERCOVER

This Model may only be the Target of an Attack if it is within 8" of the Attacking Model.

### .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.



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**ROTOR CARBINE - 8 / RANGE / 10" / Bleed**

### FULL AUTO

When this Model makes a Rotor Carbine attack it may target a second Enemy Model as long as it is within 2" of the initial Target. The Attacker makes one Attack Roll and all defenders roll against that total. Mythos Effects are applied to all targets with the expenditure of 1 point of MYTH, or for free if the attack roll is a Critical Hit. If you roll a Critical Fail for any Rotor Carbine Attack then you may not make any more Rotor Carbine Attacks for the rest of the game.

### .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".