



Milo Jefferson

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	7	5	6	1	18

3

13PTS 1

IRON ASP BATON - 7 / COMBAT / Base / Paralyzed

MASTERWORK LAUNCHER - 9 / RANGE / 15" / Burn

HIGH EXPLOSIVE - 1

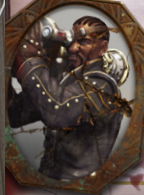
The next time this model makes a Masterwork Launcher attack, if the Mythos Effect is applied, each Model within 2" of the target suffers 2 WND.

STAND TOGETHER

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

.270 COLD IRON ROUNDS

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



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IRON ASP BATON - 7 / COMBAT / Base / Paralyzed

MASTERWORK LAUNCHER - 9 / RANGE / 15" / Burn

UNLEASH HELL - 2

The next time this model makes a Masterwork Launcher attack, if the Mythos Effect is applied, each Model within 3" of the target suffers 3 WND and the Burn condition.

HIGHLY EXPLOSIVE

If this Model ever rolls a Critical Fail, it and all other Models within 3" suffer 3 WND and the Burn Condition.

.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".