



Sernos

Myth . The Goat

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	9	8	6	7	7	2	24

4

28pts 3

GORE - 9 / COMBAT / Base / Bleed

GOD SHARD - 1

This Model gains +1 to Combat, Ranged and Arcane Attacks until the end of its activation.

ABOMINATION

This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

FLAILING DEATH

Models in base contact with this Model at the end of their activation must pass a CD test or suffer 3 WND.

ENRAGE

This Model gains +1 to Combat Attacks and to its CD until the end of turn if it charges or is charged.

BLOOD MAGIC (GOAT)

When this Model activates you may suffer 1 WND to re-roll all the dice rolled for one Attack or Test this turn.



Sernos

Myth . The Goat

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	9	8	6	6	7	2	24

GORE - 9 / COMBAT / Base / Bleed

ABOMINATION

This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

FLAILING DEATH

Models in base contact with this Model at the end of their activation must pass a CD test or suffer 3 WND.

REKNIT

This Model heals 1 WND for each MYTH it spends during its activation.

SEVERED CONNECTION

When this Model activates, take a SAN test. If you fail you may not use MYTH this activation.