

# SERNOS

15PTS

SUPPORT, LEGENDARY, HEX, CARCOSA, SPIRIT,  
WYLDBORNE, RAM, MYTH, TAINTED



# SERNOS

1 x

3

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**METTLE**, (For more details see p.12 of the Rules)

**EXPOSE THEIR WEAKNESS:** Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

**FORCEFUL STRIKE:** Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

**IMMUNE TO PAIN:** The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

**MALEFIC AURA:** At the start of the Round, Friendly HEX Units within 10" of this Unit may remove the Hunkered Condition from themselves even if they are in base contact with terrain. Successful Aim Checks against this Unit and Size 1 HEX Units within 12" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

**MONSTROUS:** If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

**SURE FOOT:** The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.



v3.04c

### SPIRIT CLAW

ATTUNED



RNG PRC ROA

- -1 2

### CRUEL HORNS

LETHAL, REFINED, SPECIAL  
-2 PIERCE



1" 0 1

### NECROTIC BREATH

HAZARDOUS, TORRENT, SPECIAL  
FATAL



- -1 1

