



GRAVE GOLEM

9
COST

4
DF

6
SP

5
WP

4
SZ



Unique, Construct, Versatile

Demise (Grave to Grave): Once per turn. When this model is killed, it may place into base contact with a Remains marker within 8" and remove it to heal 4.

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.



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GRAVE GOLEM

| Attack Actions | Rg | Skl | Rst | TN | Dmg |
|----------------|----|-----|-----|----|-----|
|----------------|----|-----|-----|----|-----|

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|------------------|----|---|----|---|---|
| Huge Fist | 4" | 6 | Df | - | 3 |
|------------------|----|---|----|---|---|

- ¶ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.
- ₩ **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.
- **Paralyzed:** When resolving, if the target has a **Stunned** token, deal +1 damage. Otherwise, it gains a **Stunned** token.
- ₩ **Dismember:** Make a Remains marker in base contact with the target.

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|-----------------------|----|---|----|---|---|
| Fling Monument | 8" | 7 | Sp | - | 2 |
|-----------------------|----|---|----|---|---|

If this attack receives a raise, move the target up to 2".

- ₩ **Dismember:** Make a Remains marker in base contact with the target.

| Tactical Actions | Rg | Skl | Rst | TN | Dmg |
|------------------|----|-----|-----|----|-----|
|------------------|----|-----|-----|----|-----|

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|--------------------|----|---|---|---|---|
| † Tomb Walk | 4" | 0 | - | 6 | - |
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Target a Remains marker. Place this model in base contact with the target. Then, remove the target and this model may declare a ¶ action.

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|--------------------------|----|---|---|---|---|
| † Unnatural Speed | 3" | 0 | - | 6 | - |
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Place this model anywhere within range.