

10  
COST

## ICE GOLEM

5  
DF6  
SP5  
WP4  
SZ

Unique, Elemental, Golem, Versatile • December, Academic

**Armor:** Once per activation. This model may reduce damage dealt to it by 1.

**Behemoth:** This model cannot be placed by other models. When it would be moved by another model, halve the distance it moves.

**Demise (Reform From Ice):** Once per turn. When this model is killed, it may place into base contact with a friendly Ice Pillar or Scheme marker within 6". If it does so, it may remove that marker to heal 5.



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# ICE GOLEM

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

|                     |    |   |    |   |   |
|---------------------|----|---|----|---|---|
| <b>Frozen Smash</b> | 3" | 6 | Df | - | 3 |
|---------------------|----|---|----|---|---|

This model may remove a friendly token from the target to increase this action's **Dmg** by 1.

• **Heave:** Place the target anywhere within 3" of this model.

• **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

• **Knock Aside:** Move the target up to 3".

• **Mutilate:** When resolving, if the target has a **Slow** token, deal +1 damage. Otherwise, it gains a **Slow** token.

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

|                        |   |   |   |   |   |
|------------------------|---|---|---|---|---|
| <b>Frozen Creation</b> | - | - | - | - | - |
|------------------------|---|---|---|---|---|

Once per turn. This model deals 3 irreducible damage to itself. Summon an Ice Gamin in base contact with this model.

|                      |    |   |   |   |   |
|----------------------|----|---|---|---|---|
| <b>Stinging Cold</b> | 6" | 0 | - | 5 | - |
|----------------------|----|---|---|---|---|

Enemy models within (X)3" of the target must pass a TN 13 **Sp** duel or gain a **Slow** token.