



# ICE GOLEM

10  
COST

5  
DF

6  
SP

5  
WP

4  
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.

1 2 3 4 5 6 7 8 9 10 11 12 13

# ICE GOLEM

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Frozen Smash** // 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
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♦ **Frozen Creation** - - - - -

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

⚡ **Stinging Cold** 6" 0 - 5 -

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