



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.

GRAVE GOLEM

Attack Actions

Rg Skl Rst TN Dmg

Huge Fist

⌘ 2" 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.

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

🦋 Tomb Walk

4" 0 - 6 -

Target a Remains marker. Place this model in base contact with the target. Then, remove the target and this model may declare a ⌘ action.

🦋 Unnatural Speed

3" 0 - 6 -

Place this model anywhere within range.