

# FLESH GOLEM



*"As the monster approached I felt my blood freeze in my veins: its body huge and stocky; an assembly of decomposing corpses welded to one another. Faces grimaced; muscles spastic; each member twisted with sinister cracking noises. The creature was legion."*

- Agon

## UNIT COMPOSITION

**Category:** Creature (Rank 3).

**Numbers:** 1

**Standard equipment:** Single-handed weapon.

**Special fighters:** None.

## ABILITIES

The golem acquires the Gift of the army it is allied with.

**Regeneration:** The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each «5» or «6» cancels a damage point.

**Savage:** Each «5» or «6» obtained on a hand to hand Strength test gives a bonus die.

**Abomination:** Courage tests taken against the Fear of fighters with Abomination are rolled with a bonus die. The opponent removes the best roll.

## EQUIPMENT

**Reach:** A fighter with Reach can attack enemies he is in contact with and those within 3 cm of him.



## COST OF A FLESH GOLEM UNIT

Composition	Standard Number (1)	Additional Fighter
Standard	450	+ 450

(1) : 1 Flesh Golem