

The Bone Golem

| CC | RC | PW | LD | AC | WD | ST | MV | AR | DEF | SZ | CT |
|----|----|----|----|----|----|----|----|----|-----|----|----|
| 11 | 8 | 8 | 10 | 2 | 3 | 8 | 4 | 20 | +1 | 4 | 63 |

Special Rules: Immune to Hand-held Missile Weapons
Cannot Run
Cleave*

Equipment: Scyth of Sundering.

Classification: Automaton

Weapon Stats:

Scyth of Sundering

| CR | MD | MX | DAM | Notes, Powers & Enchantments |
|----|----|----|--------|--|
| CC | - | - | ST + 6 | Sundering Sweep- When this attack is used, the Golem makes a mighty swing with his weapon and rolls to hit every model within 1" of himself and within its 180° front facing. Each attack is made as normal and does not suffer normal sweep depreciation. |

Requirements: Must have a Necromancer to field a Bone Golem.

Cleave

Models with this SA may, under certain conditions, sever the torso of their opponent. If the resulting to hit roll of the attack that took their opponent's last wound was less than a roll of four, they will have succeeded in bisecting their foe into two bloody halves. Models may not cleave opponents that are larger than one SZ value greater than they are, or opponents that do not have an apparent body.

If the cleaving attack is scored, enemy models within 4 inches will be required to make a Morale test against fear with a -3 penalty to their leadership. The affect lasts until the models next activation when they again activate us normal.

Friendly mortal models within 4 inches have their LD stat increased by 3 for any tests against their LD that they must make until their next activation.