

## ARMY LIST- DEVOUT

### Charnel Golem

CC	FC	PW	LD	AC	WD	ST	WV	AR	DEF	SZ	CT
13	8		8	3	3	6	3	22	0	3	90

**Special Rules:** Immune to Hand-held Missile Weapons  
 Cannot Run  
 Cause Revulsion\*  
 Writhing Tendrils 4\*\*  
 Absorption\*\*\*

**Equipment:** Bone Tooth Hammer

**Classification:** Construct/ Enchanted

**Weapon Stats:**

Bone Tooth Hammer				DAM	Notes, Powers & Enchantments
CR	RD	MX	ST +8		
CC				ST +8	none
					for a total of:
					14

**Requirements:** A Charnel Golem (only 1) may be included in a Devout Force which includes a Warped Lord. Forces with a Visceramancer may have many.

**\*Cause Revulsion**  
 Many creatures intimidate their opponents with showy displays of bravado or menace, while others rely on cunning and deception. Then there are those creatures that are so alien and so completely unnatural that many beings have the innate good sense to stay away from them entirely.  
 While a Charnel Golem causes Fear in Mortal opponents (as per the standard rules), it imposes a penalty to LD tests for Beasts of -4.

**\*\*Writhing Tendrils (4)**  
 Moving about on a mass of squirming intestine and animated flesh, the Charnel Golem's undulating method of movement is more than just a source of conveyance or revulsion.  
 Any model moving to attack the Charnel Golem in close combat loses their charge bonus as the writhing mass of flesh forces their balance into question and assaults those warriors with viciously sharp barbs, corrosive eruptions and random bone shards.  
 Additionally, an attacking models CC score is reduced by 4 while their DEF adjustment is increased by 4 as they fight to get to the core of the creature.

**\*\*\*Absorption**  
 Models killed by a Charnel Golem are absorbed by it if the Golem spends one action to assimilate the fallen flesh into its own mass.  
 It does not matter how many foes a Charnel Golem kills in a turn, whether it is one model or three, if they are within three inches of the Golem they are all absorbed with the cost of one action. A Golem must do this either on the same turn it has killed its foes or on the first action of its next turn.  
 Once assimilated, the Charnel Golem essentially regenerates its wounds. If it absorbs more than its maximum 3 wounds, keep a six-sided die on hand and keep track of the extra flesh and bone mass it has stored. If it absorbs six wounds above its basic 3, the Golem splits into two Charnel Golems.