

# Golemic Dragonling

1  
COST

ACTIONS

MOVE

7



FIGHT

3

STRENGTH

4

GUNS

2

REFLEX

4



Golem,  
Creature of the Aether,  
Mistmaker, Mistwalker, Armor of Mists,  
Sour Sustenance,  
Spew Acid: Ranged Weapon.

S | 6"

NOTES

0 | +1

Quick, 3" Acid Template.

MAGIC  
ABILITY



ARMOR

3

## Triad of Lotus Dragon

### ABILITIES:

**Golem:** During their activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

**Creature of the Aether:** This model is not deployed normally at the start of the game. When a Mist Template is put on the battlefield if there are Golemic Dragonlings yet to be deployed, place single remaining Golemic Dragonling within the Mist Template at the end of current model's Activation. If both players have Golemic Dragonlings to be deployed the player who has the Initiative places the model first. This model treats Mist Templates as friendly Scientists with Control Range of 6".

**Mistmaker:** Quick Action. Place a Mist Template in BtB contact with this model.

**Mistwalker.**

**Armor of Mists:** This model receives [+1] Armor while within Mist template.

**Sour Sustenance:** When this model receives Damage from Acid source, heal as many Wounds instead up to a maximum of its starting number of Wounds.

**Spew Acid:** Ranged Weapon.

S	6"	NOTES
0	+1	Quick, 3" Acid Template.

**3" Acid Template:** Place an Acid Template centered over target model. Remove it at the end of the turn.