

4ed Rules

0-1 Rat Golem 70pts

The Rat Golem is a prototype of a new Skaven creature. It is a mechanically modified Rat Ogre, with chunks of warpstone embedded in parts of its body to provide it with a resistance to magic and the ability to heal itself. However, it is even more stupid than normal Rat Ogres, and frequently needs repairing. It needs no food and instead draws upon the raw power of the warpstone within it to live. This source of Energy is somewhat slow and erratic though and the prototype is still unreliable.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Rat Golem	2D6	2	0	6	6	6	5	3	5

Special Rules

FEAR

The Rat Golem is a big, frightening horror of warpstone, flesh and machine which causes *Fear* in other creatures. The psychological rules for fear therefore apply.

STUPIDITY

Being even dumber than a normal Rat Ogre, if the Rat Golem isn't in close combat, the psychological rules for *stupidity* apply.

MOVE

Due to the erratic nature of the warpstone power and its prototype nature, declare a direction it will be moving and roll 2D6 and the Scatter die. If the scatter dice is a HIT, Move the Rat Golem the number of inches on the 2D6 in the direction declared. If the Scatter die is an arrow, adjust the direction as shown from the intended direction, and move the number of inches shown on the 2D6.

REGENERATE

The Rat Golem can regenerate damage if not too badly hurt. After normal wounds are calculated and both sides have made all their attacks, the Rat Golem can try to regenerate. Roll a D6 for each wound suffered during the combat. IF you roll a 4+, that wound has regenerated. Any non-Regenerated wounds are reinstated and the Golem takes them wounds as normal. The Results of combat are worked out after the Rat Golem has regenerated and the number of wounds regenerated do not count.

MAGIC RESISTANCE

The Warpstone has given the Rat Golem a degree of resistance to Magic. If a spell is directed upon the Rat Golem, it will be automatically dispelled on the D6 Roll of a 4+. However, this applies to all spells for both sides, not just enemy spells. Ordinary dispels, rebounds and other magic cards may be used as normal to stop spells directed at the Rat Golem should it's dispel fail to work. Its magical resistance does not affect magic weapons or other items, except for those which cast spells in the usual way.