

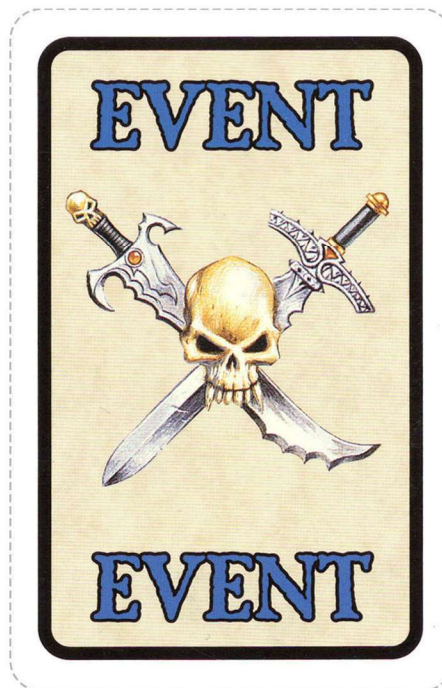
M
3 MIRROR GOLEMS
M

Wounds: 3
 Move: 4
 Weapon Skill: 2
 Strength: 2
 Toughness: 2
 Attacks: 1 (special)

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	4	4	4	4	5	5	5	6



VALUE
150G
EACH



M
MIRROR GOLEMS
M

Mirror Golems will always appear on the previous board section and as far away from the warriors as possible. Mirror Golems will always try and maintain a distance of 4 squares away from the warriors at all times. Mirror Golems use a special attack rather than engaging in melee combat. To perform this attack Mirror Golems will move into position, but cannot carry out a general move.

Special Rules
 Focussed Beam
 * Mirror Golems carry magical mirrors that can take the smallest amount of light and focus this into a deadly beam. They do this by reflecting light from each mirror. Each mirror forming the beam increases it's damage by +2. As long as at least 1 Mirror Golem has line of sight to a warrior the attack can happen.
 See example below:

