FOUR WINDS GOLEM

10 COST

5 DF

7 SP

5 WP

4 SZ

Unique, Golem, Elemental • Academic

⛨ Butterfly Jump: After resolving an enemy attack action targeting this model, this model may move up to 3".

Demise (Wind Shear): After this model is killed, either summon two Wind Gamin into base contact with it or make two Scheme markers into base contact with it.

Flight: This model ignores terrain and other models while moving.

◆ 1 2 3 4 5 6 7 8 9 10 11 12 13

FOUR WINDS GOLEM

Attack Actions

	Rg	Skl	Rst	TN	Dmg
"Up We Go!"	〰2"	3	**Sz**	-	2

Place the target anywhere within 3" of its current location.

- **Collision:** The target and enemy models within (X)1" of it are dealt 1 damage.
- **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

	Rg	Skl	Rst	TN	Dmg
Wind Gust	✦8"	6	**Sp**	10	-

This action may target friendly models. Move the target up to 6".

- **Collision:** The target and enemy models within (X)1" of it are dealt 1 damage.

	Rg	Skl	Rst	TN	Dmg
Crushing Winds	☛8"	6	**Df**	-	3

Enemy models within (X)2" of the target are dealt 1 damage.

- **Knock Aside:** Move the target up to 3".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⬥ Winds Manifestation	-	-	-	-	-

Once per turn. This model deals 3 irreducible damage to itself. Summon a Wind Gamin in base contact with this model.

	Rg	Skl	Rst	TN	Dmg
⚡ Leap	6"	0	-	5	-

Once per activation. Place this model anywhere within range.

50 mm