FIRE GAMIN

3 COST

4 DF

6 SP

3 WP

1 SZ

Minion (3), Elemental, Gamin, Versatile • Wildfire, Academic

Demise (Flashover): After this model is killed, models within (X)1" gain a **Burning** token.

Flameborn: When this model would suffer damage from a **Burning** token, it instead heals that amount.

Searing Pulse: When this model activates, a model within 3" gains a **Burning** token.

1 2 3

FIRE GAMIN

Attack Actions	Rg	Skl	Rst	TN	Dmg
Spout Flames	✦8"	4	**Df**	-	1

The target and models within (⅄)2" of the target gain a **Burning** token.

📖 *Big Boom:* When resolving, increase the (⅄) of this action by 1".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
Fire-Eater	3"	-	-	-	-

*Remove a **Burning** token from the target.* This model heals 2 and gains a **Burning** token.

30 mm