



FIRE GOLEM

10
COST5
DF7
SP5
WP4
SZ

Unique, Elemental, Golem, Versatile • Wildfire, Academic

Fiery Presence: When this model activates, models within (X) 3" gain a **Burning** token.

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

Heatstroke: When this model resolves a **Burning** token, damage from that token is dealt to enemy models within (X) 3" instead of base contact (ignoring any additional (X) distance granted by the fervor bar).



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Attack Actions	Rg	Skl	Rst	TN	Dmg
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Huge Flaming Fist	12"	6	Df	-	3
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Models damaged by this action gain a **Burning** token.

• **Kindle:** Target must have a **Burning** token.

Deal 1 damage to the target.

• **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

• **Feed the Flames:** This model gains a **Burning** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Fiery Creation	-	-	-	-	-
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Once per turn. This model deals 3 irreducible damage to itself. Summon a Fire Gamin in base contact with this model.

Flashfire	12"	0	-	6	-
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Enemy models within (X)3" of the target must pass a TN 12 **Df** duel or be dealt 2 damage and gain a **Burning** token.

• **Fire Whirl:** Enemy models that failed the duel are moved up to 3" toward the target.