



FIRE GOLEM

10
COST

5
DF

7
SP

5
WP

4
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).

1 2 3 4 5 6 7 8 9 10 11 12 13

FIRE GOLEM

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Huge Flaming Fist //2" 6 **Df** - 3
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** - - - - -
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 -
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.