



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 (1) 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.

FIRE GAMIN

Attack Actions Rg Skl Rst TN Dmg

Spout Flames	+8"	4	Df	-	1
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The target and models within (X)2" of the target gain a **Burning** token.

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

Tactical Actions Rg Skl Rst TN Dmg

Fire-Eater	3"	-	-	-	-
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Remove a **Burning** token from the target. This model heals 2 and gains a **Burning** token.