FIRE BALL

The fire ball is a magic missile with a range of up to 24". If successfully cast, the Fire Ball hits its target and causes D6 Strength 4 hits.

Cast on 5+ Magic Missile

THE LORE OF FIRE



FLAMING SWORD OF RHUIN

This spell can be cast by the Wizard on himself. It can be cast even if the Wizard is in close combat. Once it has been cast, the spell lasts until the Wizard attempts another spell. A magical flaming blade materialises in the Wizard's grasp. This counts as a magic weapon. The Wizard gains +1 additional Attack to his profile for the duration of the spell. All the Wizard's attacks will hit on a basic score of 2+ and he adds + 3 to his Strength whilst using the Sword of Rhuin. Whilst he has the Flaming Sword, the Wizard must use it as his sole weapon, he cannot combine it with other weapons. Cast on 6+

Remains in play

THE LORE OF FIRE



FIERY BLAST

The Fiery Blast is an especially dangerous magic missile – it is an upmarket version of the Fire Ball, being both more powerful and harder to cast. The Fiery Blast has a range of up to 24". If successfully cast, the Fiery Blast hits its target and causes 2D6 Strength 4 hits.

Cast on 8+ Magic Missile



BURNING HEAD

A phantasmic flaming head shoots 18" from the caster in a straight direct path, laughing insanely as it burns a trail of destruction in its way. Each model that lies in the direct path of the Burning Head suffers a Strength 4 hit.

Cast on 9+

THE LORE OF FIRE



CONFLAGRATION OF DOOM

This can be cast on any enemy unit anywhere on the table. If successfully cast, the target bursts into flames taking D6 Strength 4 hits. The target can take further hits depending on how long the fire burns. To represent this, both players roll a D6. If the casting player's dice score is lower than or equal to his opponent's, the flames go out and nothing else happens, but if he rolls higher, add the dice roll to the number of hits caused. Both players then roll a further D6 and repeat the process until the casting player rolls equal to or less than his opponent. Once the casting player fails to roll higher, the fire goes out and no further hits are caused.

Cast on 11+

THE LORE OF FIRE



WALL OF FIRE

This spell has a range of 24" and can be cast on an enemy unit which is visible to the caster and which has no models (friend or foe) within 1" of its front rank (though walls, hedges and other scenic features don't matter). A wall of fire rises in front of the unit. To represent this take some cotton wool or paper and place this in a line up to 1" thick in front of the unit. The unit suffers 1 automatic hit for each model (including characters) in its front rank. For example, six models in the front rank would suffer 6 hits. Each hit is resolved with a Strength of 4.

See the Warhammer rulebook for more details.

Cast on 12+ Remains in play

