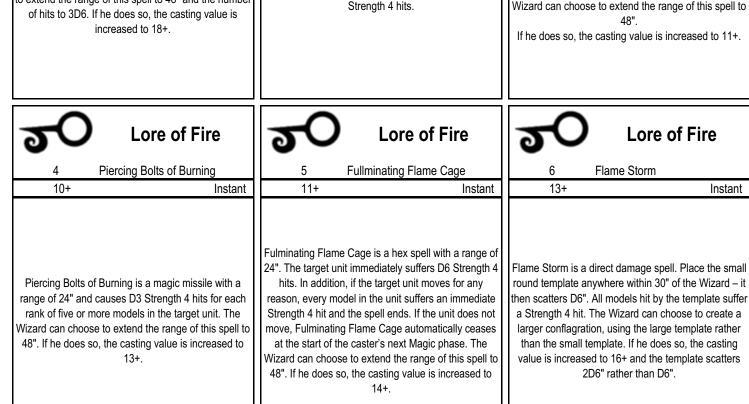
Some of Fire	Some of Fire	S Lore of Fire	Some of Fire
0 Fireball	1 Cascading Fire-Cloak	2 Flaming Sword of Rhuin	3 The Burning Head
Fireball is a magic missile with a range of 24" and causes D6 Strength 4 hits. The Wizard can choose to extend the range of this spell to 36" and the number of hits to 2D6. If he does so, the casting value is increased to 10+. Alternatively, the Wizard can choose to extend the range of this spell to 48" and the number of hits to 3D6. If he does so, the casting value is increased to 18+.	end of each Magic phase, any enemy unit in base	Flaming Sword of Rhuin is an augment spell with a range of 24". The target unit has a +1 bonus when rolling to wound with all shooting and close combat attacks until the start of the caster's next Magic phase. The target unit also counts as having both magical attacks and the Flaming Attacks special rule. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 11+.	The Burning Head is a direct damage spell. Extend a straight line, 18" in length, within the caster's front arc and directly away from his base. Each model in the way (determined as for a bouncing cannonball) suffers a Strength 4 hit. A unit that suffers one or more casualties from the Burning Head must take a Panic test. The Wizard can choose to extend the Burning Head's 'bounce' to 36". If he does so, the casting value is increased to 13+.



MARHAMMER BATTLE

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