

WARHAMMER



LORE OF FIRE

Aqshy, Bright Magic
Immolation, Pyromancy

KINDLEFLAME (Lore Attribute)

Fire feeds fire; two blazes together are more dangerous than two apart!

All of the spells in the *Lore of Fire* are Flaming Attacks. In addition, if a **direct damage** or **magic missile** spell from the *Lore of Fire* is cast at a unit that has already been hit by a **direct damage** or **magic missile** spell from the *Lore of Fire* in the same Magic phase (even if the spell was cast by a different Wizard) the casting Wizard adds +D3 to their casting total.



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FIREBALL (Signature Spell) Cast on 5+

The Wizard conjures a roiling ball of magical flame and hurls it at a nearby foe.

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 they do so, the casting value is increased to 10+.

Alternatively, the Wizard can choose to extend the range of the spell to 48" and the number of hits to 3D6. If they do so, the casting value is increased to 15+.

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1. CASCADING FIRE-CLOAK Cast on 5+

A shield of flame appears around the Wizard, scorching nearby foes.

Cascading Fire-Cloak is an **augment** spell cast upon the Wizard and their unit (if any). At the end of each Magic phase, any enemy unit in base contact with the target immediately suffers 2D6 Strength 4 hits.

Remains in Play



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2. FLAMING SWORD OF RUHIN Cast on 8+

The Wizard ensorcells their allies' weapons, making them burn with a savage, hungry flame.

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 the Magical Attacks and Flaming Attacks special rules.

The Wizard can choose to extend the range of this spell to 48". If they do so, the casting value is increased to 11+.

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3. THE BURNING HEAD

Cast on 10+

A cackling visage, wreathed in flame, appears before the Wizard. With a final screech of glee, it bounds towards the enemy.

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 their 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 they do so, the casting value is increased to 13+.

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4. PIERCING BOLTS OF BURNING

Cast on 10+

Focussing all their mystical might, the Wizard strikes their foe with a flurry of incandescent missiles.

Piercing Bolts of Burning is a **magic missile** with a range of 24" and causes D3 Strength 4 hits for each rank of five or more models in the target unit.

The Wizard can choose to extend the range of the spell to 48". If they do so, the casting value is increased to 13+.



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5. FULMINATING FLAME CAGE

Cast on 11+

Searing rods of magical flame shoot from the Wizard's outstretched hands, trapping their chosen foe in a fiery prison.

Fulminating Flame Cage is a **hex** spell with a range of 24". The target unit immediately suffers D6 Strength 4 hits. In addition, if the target unit moves for any reason, every model in the unit suffers an immediate Strength 4 hit and the spell ends. If the unit does not move, *Fulminating Flame Cage* automatically ceases at the start of the caster's next Magic phase.

The Wizard can choose to extend the range of this spell to 48". If they do so, the casting value is increased to 14+.

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6. FLAME STORM

Cast on 13+

A column of roaring flame bursts from the battlefield, the roar of its creation almost drowning out the screams of its victims.

Flame Storm is a **direct damage** spell. Place the small round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 4 hit.

The Wizard can choose to create a larger conflagration, using the large template instead. If they do so, the casting value is increased to 16+ and the template scatters 2D6".

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