

Fireball



Printed by: Magic Suitcase

Magic Missile

FR

24". D6 S4 Flaming hits.

Illus. Baron Wolf

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Flaming Sword



Printed by: Magic Suitcase

Remains in Play

FR

The Wizard gains +1 A. 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. It is Magical weapon and cannot be combined with other weapons.

Illus. Baron Wolf

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Burning head



Printed by: Magic Suitcase

Spell

FR

Each model on 18" straight line take S4 Flaming hit. Panic test if suffering wounds.

Illus. Baron Wolf

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Fiery Blast



Printed by: Magic Suitcase

Magic Missile

FR

24". 2D6 S4 Flaming hits.

Illus. Baron Wolf

8

Conflagration of Doom



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Spell

FR

Any enemy unit in LoS is taking D6 Flaming S4 hits. Both players roll a D6. IF the casting player rolls higher, add the dice roll to the number of hits caused. Repeat the process until the casting player rolls equal to or less then his opponent.

Illus. Baron Wolf

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Wall of Fire



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Remains in Play

FR

24". Each model in the unit's front rank suffers S4 Flaming hit. If a unit moves, each model in the unit suffers S4 hit and the spell ends. Fireball on skirmishers.

Illus. Baron Wolf

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