







## Chaos Dwarfs

Hell Hammer

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13+/17+

- 12"/24"

Instant

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Extend a straight line within the caster's front arc and directly away from their base. Each model in the way (determined using the line template) must take an I test or suffer a S 6 hit with Flaming Attacks and Multiple Wounds (D3). Any unit suffering casualties from this spell must immediately take a Panic test.



## Chaos Dwarfs

Killing Fire

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Instant

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Once a spell from the Lore of Hashut has been cast on an enemy unit, that unit counts as being Flammable for the remainder of the Magic phase.

**WARHAMMER  
BATTLE**

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