| _ |                            |                |
|---|----------------------------|----------------|
|   | A.                         | 1.<br><b>F</b> |
|   | CV                         |                |
|   |                            | T              |
|   | 6                          | H<br>N         |
|   |                            | D<br>R         |
|   |                            | R              |
|   |                            |                |
|   | Effect                     |                |
|   | The target su 0, Flaming A | ffers<br>ttacl |
|   |                            |                |
| H |                            |                |
|   | À                          | 5.             |
|   |                            | P              |
|   | CV                         | T              |
|   | 11                         | A              |
|   |                            | R              |
| 1 |                            |                |



| CV | Туре  | Duration |
|----|---|----------|
| 6  | Hex<br>Missile<br>Damage<br>Replicable<br>Range 36" | One Turn |

The target suffers 2D3+1 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.



2. Adept Spell

# Flaming Swords

| CV                           | Туре                 | Duration |
|------------------------------|----------------------|----------|
| [color=#0000<br>ff]8[/color] | Augment<br>Range 18" | One Turn |

Effect

The target gains +1 to wound, Flaming Attacks (Melee Melee \meleeandshooting{} Shooting Shooting), Magical Attacks (Melee Melee \meleeandshooting{} Shooting Shooting).



3. Adept Spell

### Dragon's Roar

| CV | Type                 | Duration |
|----|----------------------|----------|
| 9  | Augment<br>Range 18" | One Turn |

Effect

del>A single model part in the target /del>span style="color: #0000ff;">Choose a single model part in the target unit when casting the spell. This model part/span> gains Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks) and Grind Attack (2D6 hit(s), Str 4, AP 0, Flaming Attacks, Magical Attacks).



4. Adept Spell

#### **Pyroclastic Flow**

| CV | Type                                  | Duration |
|----|---------------------------------------|----------|
| 9  | Hex<br>Missile<br>Damage<br>Range 24" | One Turn |

Effect

The target suffers 5D3 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.

5. Master Spell

#### Pillars of Fire

| CV | Туре                 | Duration |
|----|----------------------|----------|
| 11 | Augment<br>Range 18" | One Turn |

Effect

Standard Melee Attacks from Rank-and-File models in the target hit automatically, have their Str **always set** to 4, and AP **always set** to 0, and gain Flaming Attacks, Magical Attacks.

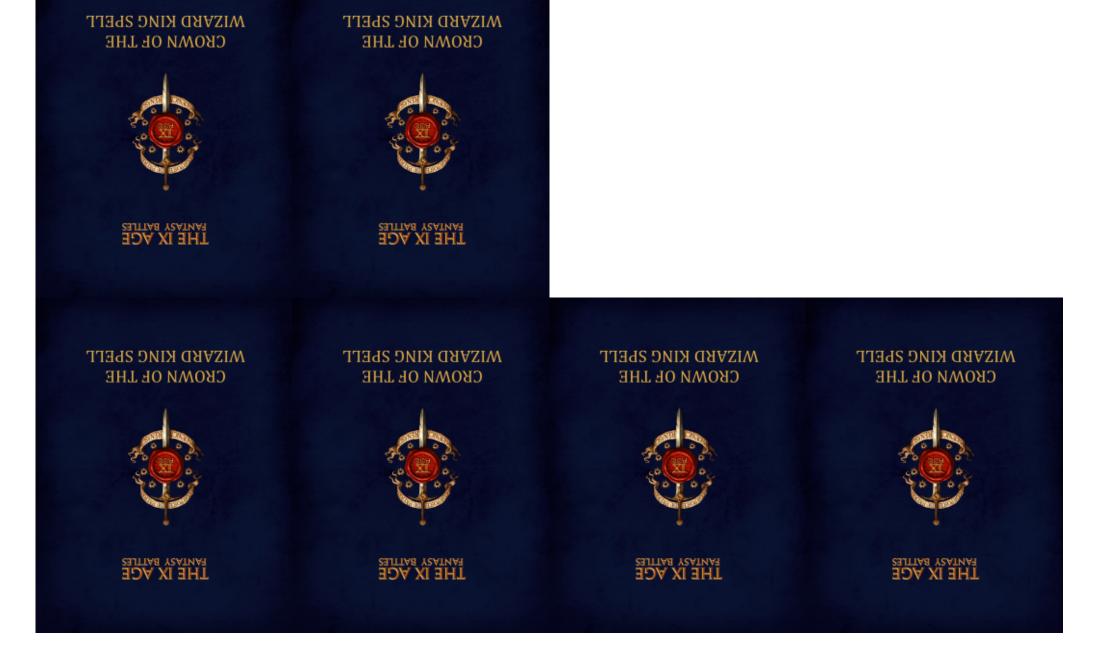


6. Master Spell

## Cage of Embers

| CV | Туре             | Duration |
|----|------------------|----------|
| 10 | Hex<br>Range 36" | One Turn |

Effect



span style="color: #0000ff;">The target gains Weakness (Flaming Attacks)/span>.

Immediately when the spell is cast, span style="color: #0000ff;">it suffers 2D3 hits with Str 4, AP 0, and Magical Attacks/span>.

In addition, whenever the target moves (see Definition and Terminolog Chapter), it suffers 2D3 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.