

The Magic Phase

Magic Levels

Each Wizard in *Warhammer Fantasy* will have a **Wizard Level** ranging between 1 and 4. This number reflects how powerful the Wizard is with 1 representing a rather novice mage, while 4 would represent the most potent spell casters in the Warhammer world. A wizard's magic level is used to determine a number of different things in relation to that model's ability to affect the magic phase.

Generating Spells

To generate spells, at the start of the game before deployment each wizard generates as many spells equal to their wizard level from one of the Lore of Magic that wizard has access to. So a Wizard with two wizard Levels generates two spells. When generating these spells roll one D6 for each of your wizard levels one at a time and then consult the corresponding spell from that Lore of Magic to determine which spell the Wizard knows.

You'll notice each spell has a **Magic Focus** value between 1 and 4. If this value is higher than your Wizard's level the spell is beyond that wizard's understanding, roll that die again until you get a result with Magic Focus level equal to or less than the Wizard's level. After generating all their spells a Wizard can choose to replace any one spell with the Lore's Signature Spell.

Casting Magic Spells

At the start of each of their Magic Phases a Wizard generates a number of Power points equal to their Wizard Level. To cast a spell refer to the Magic Focus number for that spell. In order to cast that spell a wizard must expend a number of Power points equal to the spell's Magic Focus. After expending the required Power points to cast the spell the Wizard rolls 2D6, adding his Wizard Level to the result. This is called the **Casting Roll**. If the total of the casting roll is equal to or higher than the spell's casting cost the spell is cast successfully. However, if the dice roll is double ones the spell automatically fails and the Wizard immediately rolls on the Miscast table, if the dice roll instead double sixes the spell is cast with Irresistible Force. A spell cast with Irresistible Force is automatically successful and cannot be dispelled (see below).

Dispelling

Whenever an opponent casts a Spell you roll 2D6 in an attempt to dispel it. This is called the **Dispel Roll**. If your Dispel roll is greater than the opposing Wizard's Casting Roll the spell is dispelled and is considered to have failed.

If your army includes a Wizard of its own they may attempt the dispel attempt instead. At the start of an opposing Magic Phase a Wizard generates a number of Dispel points equal to their Wizard Level. When an enemy wizard declares they are casting a spell one of your wizards may declare they are going to

attempt to dispel it. For a Wizard to attempt to dispel the enemy spell they must exhaust as many Dispel points equal to the Magic Focus of the enemy spell being cast. In some cases you'll notice your wizard does not have enough Dispel points to equal the total Magic Focus of the enemy spell. In this case if you have any other Wizards in your army, any number of them may expend their own Dispel points and add them to the dispel points of the wizard making the dispel attempt. In this way many weaker wizards can combine their efforts in an attempt to dispel a power cast by a more powerful Wizard. If your Wizard doesn't have enough Dispel points left to equal the enemy spell's Magic Focus and you do not have enough Dispel points among your other wizards to contribute enough to reach the Magic Focus then your Wizard is simply too weak or does not have enough magic left to halt the enemy caster and they may not attempt to Dispel the spell.

If your Wizard is able to expend as many Dispel points equal to the Magic Focus of the enemy spell then they roll 2D6 and add their Wizard level to the result. This is called the Dispel Roll. If the Dispel roll is greater than the opposing Wizard's Casting Roll the spell is dispelled and is considered to have failed.

Magic Resistance

Some units have a **Magic Resistance** with a number in brackets ranging from 1 to 3. If a unit has at least one model with magic resistance is the target of an enemy spell they always add a bonus to the Dispel roll equal to the number in brackets. If a unit has multiple sources of Magic Resistance, such as a character with a magic resistance has joined a unit with their own magic resistance, only ever add the highest number in brackets from among all of these sources to the Dispel roll.

Remains in Play Spells

Some spells remain in play long after they were initially cast. If a spell Remains in Play is successful its effects will continue until an opponent is able to dispel it. When the spell is first cast your opponent attempts to dispel it as normal. If the spell is successful resolve its effects and no further attempts to dispel it may be made that turn. However, during successive Magic Phases your opponent may attempt to dispel the spell. To do so they may make a dispel roll against the spell counting the spell's Casting Cost as the Casting Roll. If the remains in play spell is effecting one or more units with Magic Resistance, add the highest instance of resistance to the Dispel Roll.

Attempts to dispel the enemy remains in play spell may only be made during your magic phase unless one of your Wizards expends a equal number of Power points as the remains in play spell's Magic Focus in your Magic Phase. If you have multiple wizards they may contribute their own Power points to the first wizard just as if they were adding Dispel points during an enemy Magic Phase. If your Wizard is able to expend Power points with the spell's Magic Focus then he may make a normal Dispel roll using the spell's Casting Cost as the Casting Roll.

Fire

Fireball (Signature Spell)

1 Magic Focus

Casting Cost: 6

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

Fireball is a **Magic Missile** with a range of 24" that causes D6 Strength 4 hits. A Wizard can boost the *Fireball* up to two times. Each time *Fireball* is boosted increase its Magic Focus by 1, add +3 to the Casting Cost and increases the range of the spell by 12" and the number of hits by D6.

1. Cascading Fire Cloak

1 Magic Focus

Casting Cost: 6

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

Remains in Play. *Cascading Fire Cloak* is an **Augment** spell that targets the Wizard and his 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.

2. Flaming Sword of Rhuin

1 Magic Focus

Casting Cost: 8

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

Flaming Sword of Rhuin is an **Augment** spell with a range of 24". The target units has a +1 bonus to when rolling to wound with all shooting and close combat attacks until the start of the caster's next magic phase. In addition the target unit counts as having both magical attacks and the Flaming Attacks special rule. The Wizard can boost *Flaming Sword of Rhuin*. If *Flaming Sword of Rhuin* is boosted add +2 to the Casting Cost and increase the range of the spell to 48".

3. The Burning Head

2 Magic Focus

Casting Cost: 9

A cackling visage, wreathed in flame appears before the wizard. With a final screech of glee it hurls towards the foe.

The Burning Head is an **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 cannon ball) suffers a Strength 4 hit. A unit that suffers one or more casualties from *The Burning Head* must take a panic test. The Wizard may boost *The Burning Head*. If the spell is boosted, increase its Magic Focus by 1 and add +3 to the casting cost. A boosted version of *The Burning Head* draws a 36" line and increases the strength of each hit to 5.

Kindleflame (Lore Attribute)

Fire feeds fire, and two blazes together are more dangerous than two apart. If a spell from the Lord of Fire targets an enemy unit that has already been the target of a successfully cast spell from the Lore of Fire, reduce the Casting Cost of the spell by 1 for each previous successfully cast spell from the Lore of Fire that targeted that unit in the same turn.

4. Fulminating Flame Cage

2 Magic Focus

Casting Cost: 10

Searing rods of magical flame shoot from the wizard's outstretched hand, trammeling his chosen foe in a fiery prison.

Fulminating Flame Cage is an **Hex** spell with a range of 18". The target unit immediately takes 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 target unit does not move, *Fulminating Flame Cage* ends at the start of the caster's next magic phase. The Wizard may boost *Fulminating Flame Cage*. If the spell is boosted, add +2 to its casting cost and increase the spell's range to 36".

5. Flame Storm

3 Magic Focus

Casting Cost: 10

Searing rods of magical flame shoot from the wizard's outstretched hand, trammeling his chosen foe in a fiery prison.

Flame Storm is a **Direct Damage** spell. Place the small round template anywhere within 24" of the Wizard - it then scatters D6". All models hit by the template suffer a Strength 3 hit. The Wizard can boost *Flame Storm*. If the spell is boosted, add +3 to the casting cost. A boosted *Flame Storm* uses the large round template and scatters 2D6", any models hit by the template instead suffer a Strength 4 hit.

6. Conflagration of Doom

3 Magic Focus

Casting Cost: 11

Searing rods of magical flame shoot from the wizard's outstretched hand, trammeling his chosen foe in a fiery prison.

Remains in Play. *Conflagration of Doom* is a **Hex** spell with a range of 24" that immediately causes D3 Strength 4 hits for each rank of five or more models in the target unit. At the end of each magic phase that *Conflagration of Doom* is still in effect the target unit suffers another D3 Strength 4 hits for each rank of five or more models in the unit. The Wizard can boost *Conflagration of Doom*. If the spell is boosted, increase the Magic Focus by and add +3 to the casting cost. A boosted version of *Conflagration of Doom* instead causes D6 Strength 5 hits for each rank of five or more models in the target unit when first cast and at the end of each magic phase it is still in effect.