



HELLFIRE: FIREBALL

COMMON SPELL



5

POINTS

HELLFIRE: FIREBALL SPECIAL ATTACK

Range 5. Attack 4.

If this figure inflicts one or more wounds on an opponent's figure with this special attack, before placing Wound Markers, you may choose either the defending figure or a figure adjacent to the defending figure. After wounds are placed, roll 1 unblockable attack die against the chosen figure for each wound inflicted in that attack. After using this special attack, if this figure is not a Demon, roll an unblockable attack die against this figure.