

THE BURNING HEAD

Formed from the fires of Aqshy, the Burning Head is a blazing skull that scorches its way across the battlefield, incinerating ranks of troops and inflaming the anger of those who draw close.

DESCRIPTION

The Burning Head is a single model.

Summon Burning Head: *By igniting the fires of Aqshy around them, a wizard can give shape to a spectral burning skull.*

Summon Burning Head has a casting value of 7. If successfully cast, set up a Burning Head model wholly within 3" of the caster.

PREDATORY: The Burning Head is a predatory endless spell. It can move up to 9" and can fly.

ABILITIES

Fiery Missile: *When the Burning Head is called into being, it streaks from the caster's hands like a blazing meteor.*

When this model is set up, the player who set it up can immediately make a move with it.

Flaming Skull: *The Burning Head crashes into the enemy battle line with volcano-force, teeth violently gnashing as it reduces all around it to ash.*

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, suffers D3 mortal wounds.

Wrathful Aura: *Fighters who feel the incinerating heat of the Burning Head find their rage brought to the fore.*

Re-roll hit rolls of 1 for attacks made by units while they are wholly within 9" of this model.

Empowered by Aqshy: *The raging flames surrounding the Burning Head are stoked to a veritable inferno by the volatile energies of Aqshy.*

If your battle is taking place in the Realm of Fire, add 1 to the number of mortal wounds inflicted by the Flaming Skull ability.