Q. *What is the effect of the Amulet of Purifying Flame (-3 to casting rolls on hero/unit) vs bound spells (vs the Casket of Souls more specifically)?*

A. No effect against bound spells as they do not have a casting roll. Against the Casket of Souls, the -3 does take effect however, as it is cast like an incantation, which work in the same manner as other spells.

Q. *Are models wearing Dragon armour immune to hits from the Screaming Skull Catapult, since they are flaming hits? Same question with the Chariot of Fire's impact hits (and Dwarf war machine with Rune of Burning, by the way).*

A. They are only immune to 'pure' flame attacks such as Flame Cannons, Dragon's Breath, Warpfire Throwers, Lore of Fire attack spells and the like. They are not immune to cannonballs, Chariot scythes, screaming skulls or anything else that also happens to be on fire! (Note: they are not immune to Tzeentch spells).

Q. *Can Vaul's Unmaking be used to destroy the Casket of Souls or an Anvil of Doom?*

A. No, they are not magic items.

Q. *If the White Sword is destroyed with Bane of Forged Steel, can Eltharion still use his fighting styles?*

A. Yes. They are skills of his own, not skills that are gained through his weapon.

Q. *Does the High Elf spell, Flames of the Phoenix, count as a fire attack? The name implies it, but it's not explicitly written 'flaming hit' or 'flaming attack'.*

A. Yes.

Q. The War Crown of Saphery for Teclis give infinite range for spells. How does this work for area effect spells such as Drain Life or Cleansing Fire?

A. The War Crown of Saphery only affects spells that have the word "range" in their wording (like magic missiles etc.). If the spell does not use the word "range" (as in the case of the spells above), the Crown does not increase their area of effect.