




	<b>Pyromancy</b>
1	Fireball
6+	Hex Missile Damage Replicable Range 36"
	Instant
The target suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.	

	<b>Pyromancy</b>
2	Flaming Swords
7+	Augment Range 18"
	One Turn
The target gains +1 to wound, Flaming Attacks (Melee & Shooting) and Magical Attacks.	

	<b>Pyromancy</b>
3	Dragon's Roar
9+	Augment Focused Range 24"
	One Turn
A single model part in the target gains Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks), and Grind Attack (2D6 hits, Str 4, AP 0, Flaming Attacks, Magical Attacks).	

	<b>Pyromancy</b>
4	Pyroclastic Flow
9+	Hex Missile Damage Range 24"
	Instant
The target suffers 5D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.	

	<b>Pyromancy</b>
5	Pillars Of Fire
11+	Augment Range 18"
	One Turn
Standard Melee Attacks from Rank-and-File models in the target hit automatically, have their Str always set to 4, AP always set to 0, and gain Flaming Attacks and Magical Attacks.	

	<b>Pyromancy</b>
6	Cage of Embers
10+	Hex Range 36"
	One Turn
Immediately when the spell is cast, and whenever the target moves, it suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks . It gains Weakness (Flaming Attacks).	

WIZARD KING SPELL  
CROWN OF THE



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