




	<b>Pyromancy</b>		
1	Fireball		
4+	Hex Missile Damage Range 36"	Instant	
The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.			


	<b>Pyromancy</b>		
2	Cascading Fire		
5+ [8+]	Hex Range 24" [12"]	One Turn	
The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.			

	<b>Pyromancy</b>		
3	Flaming Swords		
8+ [11+]	Augment Range 18" [6"Aura]	One Turn	
The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.			

	<b>Pyromancy</b>		
4	Pyroclastic Flow		
7+ [10+]	Hex Missile Damage Range 24" [12"]	Instant	
The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.			

	<b>Pyromancy</b>		
5	Scorching Salvo		
8+	Hex Damage Range 24"Aura	Instant	
The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.			

	<b>Pyromancy</b>		
6	Enveloping Embers		
10+	Hex Damage Direct Range 24"	Instant	
Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.			

	<b>Pyromancy</b>		
A	Blaze		
	Hex Missile Damage Range 18"	Instant	
The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.			

WIZARD KING SPELL  
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