




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


	Pyromancy		
2	Cloak of Cinders		
7+ [9+]	Augment Range 18"	One Turn	
Melee {and Ranged} Attacks against the target suffer -1 to wound.			

	Pyromancy		
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.			

	Pyromancy		
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.			

	Pyromancy		
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.			

	Pyromancy		
6	Enveloping Embers		
11+	Hex Damage Direct Range 24"	Instant	
The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.			

	Pyromancy		
A	Blaze		
	Hex Missile Damage Range 24"	Instant	
The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.			

WIZARD KING SPELL
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