pyromancy

1	Fireball

6	Hex Missile Damage Replicable Alcance 36"	One Turn

The target suffers 2D3+1 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.

pyromancy

2	Flaming Swords

8	Augment Alcance 18"	One Turn

The target gains +1 to wound, Flaming Attacks (Melee Melee \meleeandshooting{} Shooting Shooting), Magical Attacks (Melee Melee \meleeandshooting{} Shooting Shooting).

pyromancy

3	Dragon's Roar

9	Augment Alcance 18"	One Turn

A single model part in the target Choose a single model part in the target unit when casting the spell. This model part gains **Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks)** and **Grind Attack (2D6 hit(s), Str 4, AP 0, Flaming Attacks, Magical Attacks)**.

pyromancy

4	Pyroclastic Flow

9	Hex Missile Damage Alcance 24"	One Turn

The target suffers 5D3 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.

pyromancy

5	Pillars of Fire

11	Augment Alcance 18"	One Turn

Standard Melee Attacks from Rank-and-File models in the target hit automatically, have their Str **always set** to 4, and AP **always set** to 0, and gain Flaming Attacks, Magical Attacks.

pyromancy

6	Cage of Embers

10	Hex Alcance 36"	One Turn

The target gains **Weakness (Flaming Attacks)**.

Immediately when the spell is cast, it suffers 2D3 hits with Str 4, AP 0, and **Magical Attacks**.

In addition, whenever the target moves *(see Definition and Terminolog Chapter)*, it suffers 2D3 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES