




	Pyromancy		
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.			

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

	Pyromancy		
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).			

	Pyromancy		
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.			

	Pyromancy		
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.			

	Pyromancy		
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
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