

<div>Pyromancy</div> <div>1Fireball (rep)</div> <div>36" 4+Hex, Missile, Instant Damage</div> <div>The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.</div>	<div>Pyromancy</div> <div>2Cascading Fire</div> <div>5+ [8+]24" [12"] HexLast one Turn</div> <div>The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.</div>	<div>Pyromancy</div> <div>3Flaming Swords</div> <div>8+ [11+]18" [6"Aura] AugmentLast one Turn</div> <div>The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.</div>	<div>Pyromancy</div> <div>4Pyroclastic Flow</div> <div>7+ [10+]24" [12"] Hex, Missile, Instant Damage</div> <div>The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.</div>
<div>Pyromancy</div> <div>5Scorching Salvo</div> <div>8+24"Aura Hex, DamageInstant</div> <div>The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.</div>	<div>Pyromancy</div> <div>6Enveloping Embers</div> <div>11+24" Hex, Damage, Instant Direct</div> <div>Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.</div>	<div>Pyromancy</div> <div>A Blaze</div> <div>24" Hex, Missile, Instant Damage</div> <div>The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.</div>	

WIZARD KING SPELL  
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FANTASY BATTLES

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