

Pyromancy

0 Flaming Swords

7+ Instant

Choose a friendly unit within 18" of the caster. The target's Melee and Shooting Attacks gain a +1 To-Wound modifier. The effects last until the start of your next Magic Phase.

Pyromancy

0 Scorching Salvo

8+ Instant

Targets all enemy units within 18" of the caster which are not Engaged in Combat. The target units suffer D3+1 hits with Strength 4 and AP 0.

Pyromancy

0 Fireball

5+ Instant

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3 hits with Strength 4 and AP 0, and 1 hit with Strength 5 and AP 2.

WIZARD KING SPELL
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