

# Pyromancy

1 Fireball

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4+ 

- Hex
- Missile
- Damage
- Range 36"

 Instant

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The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

# Pyromancy

2 Cascading Fire

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5+ [8+] 

- Hex
- Range 24" [12"]

 One Turn

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The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

# Pyromancy

3 Flaming Swords

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8+ [11+]

- Augment
- Range 18" [6"Aura]

One Turn

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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

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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

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The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

## Pyromancy

6 Enveloping Embers

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10+ 

- Hex
- Damage
- Direct
- Range 24"

 Instant

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Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

## Pyromancy

A Blaze

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- Hex
- Missile
- Damage
- Range 18"

 Instant

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The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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