

Pyromancy

1 Fireball (rep)

4+

- Hex
- Missile
- Damage
- Range 36"

 Instant

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

Pyromancy

2 Cascading Fire

5+ [8+]

- Hex
- Range 24" [12"]

 One Turn

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

Pyromancy

3 Flaming Swords

8+ [11+]

- Augment
- Range 18" [6"Aura]

One Turn

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

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

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

Pyromancy

6 Enveloping Embers

11+

- Hex
- Damage
- Direct
- Range 24"

 Instant

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

Pyromancy

A Blaze

- Hex
- Missile
- Damage
- Range 24"

 Instant

The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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