




		<b>Pyromancy</b>	
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.			

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

		<b>Pyromancy</b>	
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).			

		<b>Pyromancy</b>	
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.			

		<b>Pyromancy</b>	
5	Pillars Of Fire		
11+	Augment Range 18"	One Turn	
Standard Melee Attacks from Rank-andFile 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.			

		<b>Pyromancy</b>	
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  
CROWN OF THE



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