

## Piromancia

1 Bola de Fuego

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4+

- Hex
- Missile
- Damage
- Alcance 36"

Instant

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

## Piromancia

2 Cascada de Fuego

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5+ [8+]

- Augment
- Alcance 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.

## Piromancia

3 Espadas Ígneas

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8+ [11+]

- Augment
- Alcance 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.

## Piromancia

4

Flujo Piroclástico

7+ [10+]

- Hex
- Missile
- Damage
- Alcance 24" [12"]

Instant

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The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

## Piromancia

5

Salva Abrasadora

8+

- Hex
- Damage
- Alcance 24"Aura

Instant

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

## Piromancia

6

Ascuas Envolventes

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11+

- Hex
- Damage
- Direct
- Alcance 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.

## Piromancia

A

Blaze

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- Hex
- Missile
- Damage
- Alcance 24"

Instant

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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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