




	pyromancy
1	Fireball
6	Hex Missile Damage Replicable Gamma 36" One Turn
The target suffers 2D3+1 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.	

	pyromancy
2	Flaming Swords
8	Augment Gamma 18" One Turn
The target gains +1 to wound, Flaming Attacks (Melee Melee \meleeandshooting{} Shooting Shooting), Magical Attacks (Melee Melee \meleeandshooting{} Shooting Shooting).	

	pyromancy
3	Dragon's Roar
9	Augment Gamma 18" One Turn
A single model part in the target Choose a single model part in the target unit when casting the spell. This model part gains Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks) and Grind Attack (2D6 hit(s), Str 4, AP 0, Flaming Attacks, Magical Attacks) .	

	pyromancy
4	Pyroclastic Flow
9	Hex Missile Damage Gamma 24" One Turn
The target suffers 5D3 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.	

	pyromancy
5	Pillars of Fire
11	Augment Gamma 18" One Turn
Standard Melee Attacks from Rank-and-File models in the target hit automatically, have their Str always set to 4, and AP always set to 0, and gain Flaming Attacks, Magical Attacks.	

	pyromancy
6	Cage of Embers
10	Hex Gamma 36" One Turn
The target gains Weakness (Flaming Attacks) .	
Immediately when the spell is cast, it suffers 2D3 hits with Str 4, AP 0, and Magical Attacks .	
In addition, whenever the target moves (see <i>Definition and Terminology Chapter</i>), it suffers 2D3 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.	

WIZARD KING SPELL
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