

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  
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