

Pyromancy		
1	Fireball (rep)	
4+	36" Hex, Missile, Damage	Instant
<p>The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.</p>		

Pyromancy		
2	Cascading Fire	
5+ [8+]	24" [12"] Hex	Last one Turn
<p>The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.</p>		

Pyromancy		
3	Flaming Swords	
8+ [11+]	18" [6"Aura] Augment	Last one Turn
<p>The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.</p>		

Pyromancy		
4	Pyroclastic Flow	
7+ [10+]	24" [12"] Hex, Missile, Damage	Instant
<p>The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.</p>		

Pyromancy		
5	Scorching Salvo	
8+	24"Aura Hex, Damage	Instant
<p>The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.</p>		

Pyromancy		
6	Enveloping Embers	
11+	24" Hex, Damage, Direct	Instant
<p>Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.</p>		

Pyromancy		
A	Blaze	
	24" Hex, Missile, Damage	Instant
<p>The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.</p>		

WIZARD KING SPELL
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