




	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	Cloak of Cinders
7+ [9+]	Augment Range 18" One Turn
Melee {and Ranged} Attacks against the target suffer -1 to wound.	

	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
The target suffers 1 hit with Area Attack (6×6), 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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