Pyromancy	Pyromancy	Pyromancy	Pyromancy
1 Fireball (rep) 36" 4+ Hex, Missile, Instant Damage The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.	2 Cloak of Cinders 7+ [9+] 18" Last one Augment Turn Melee {and Ranged} Attacks against the target suffer –1 to wound.	3 Flaming Swords 8+ [11+] 18" [6"Aura] Last one Turn The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 towound modifier.	4 Pyroclastic Flow 24" [12"] 7+ [10+] Hex, Missile, Instant Damage The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
Pyromancy	Pyromancy	Pyromancy	

Pyromancy	Pyromancy	Pyromancy	
5 Scorching Salvo	6 Enveloping Embers	A Blaze	
8+ 24"Aura Instant Hex, Damage	24" 11+ Hex, Damage, Instant Direct	24" Hex, Missile, Instant Damage	
The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.	The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.	

