Pyromancy	Pyromancy	Pyromancy	Pyromancy
1 Pyroclastic Flow 36" [24"] {12"}	2 Cascading Fire  6+ [10+] 24" [6"Aura] Remains in	3 Scorching Salvo  7+ [10+] 24"Aura Instant	4 Immolation  18" Remains in
5+ [9+] {12+} Hex, Missile, Instant Damage  The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.	At the Initiative 0 step of each Round of Combat involving the target, all enemy models in base contact with the target unit suffer a Strength 4 hit with Flaming Attacks. This is a Special Close Combat Attack.	The target suffers  D3 [D6] Strength 4 hits with Flaming Attacks.	Place a round 3" diameter marker with its center on the selected target point and the marker more than 1" from all units. At the end of each Phase, each unit that has been in contact with the marker during that Phase suffers an Area Attack (4) with Strength 4 and Flaming Attacks. No unit can be affected by this more than once per Player Turn.
Pyromancy	Pyromancy	Pyromancy	
5 Flaming Swords	6 Enveloping Embers	T Fireball	
10+ [13+] 18" [6"Aura] Remains in Augment play	24" 12+ Hex, Damage, Instant Direct	24" Hex, Missile, Instant Damage	

Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks. The target suffers D3 Strength 4 hits with Flaming Attacks.

The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.

