
 **Pyromancy**

1 Pyroclastic Flow

Hex
Missile
Damage
Instant

5+ [9+] {12+}
Range 36" [24"] {12"}

The target suffers D6 [2D6] {3D6} Strength 4 hits with Flaming Attacks.


 **Pyromancy**

2 Cascading Fire

Augment
Remains in Play

6+ [10+]
Range 24" [6"Aura]

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.


 **Pyromancy**

3 Scorching Salvo

Hex
Damage
Instant

7+ [10+]
Range 24"Aura

The target suffers |D3|[D6] Strength 4 hits with Flaming Attacks.


 **Pyromancy**

4 Immolation

Ground
Remains in Play

8+
Range 18"

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**

5 Flaming Swords

Augment
Remains in Play

10+ [13+]
Range 18" [6"Aura]

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


 **Pyromancy**

6 Enveloping Embers

Hex
Damage
Direct
Instant

12+
Range 24"

Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.

 **Pyromancy**

T Fireball

Hex
Missile
Damage
Instant

Range 24"

The target suffers D3 Strength 4 hits with Flaming Attacks.

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