

Pyromancy

1 Pyroclastic Flow

Hex
Missile
Damage Instant
Range 36" [24"]
{12"}
5+ [9+] {12+}

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

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2 Cascading Fire

Augment Remains in
6+ [10+] Range 24" [6"Aura] Play

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.

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3 Scorching Salvo

Hex
Damage Instant
Range 24"Aura
7+ [10+]

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

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4 Immolation

Ground Remains in
8+ Range 18" Play

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.

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5 Flaming Swords

Augment Remains in
10+ [13+] Range 18" [6"Aura] Play

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

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6 Enveloping Embers

Hex
Damage Instant
Direct
Range 24"
12+

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

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T Fireball

Hex
Missile Instant
Damage
Range 24"

The target suffers D3 Strength 4 hits with Flaming Attacks.

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