

 Piromancia 1Fireball Hex Missile Damage Replicable Alcance 36" 6+ Instant The target suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.	 Piromancia 2Flaming Swords Augment Alcance 18" 7+ One Turn The target gains +1 to wound, Flaming Attacks (Melee & Shooting) and Magical Attacks.	 Piromancia 3Dragon's Roar Augment Focused Alcance 24" 9+ One Turn A single model part in the target gains Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks), and Grind Attack (2D6 hits, Str 4, AP 0, Flaming Attacks, Magical Attacks).	 Piromancia 4Pyroclastic Flow Hex Missile Damage Alcance 24" 9+ Instant The target suffers 5D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.
 Piromancia 5Pillars Of Fire Augment Alcance 18" 11+ One Turn Standard Melee Attacks from Rank-andFile models in the target hit automatically, have their Str always set to 4, AP always set to 0, and gain Flaming Attacks and Magical Attacks.	 Piromancia 6Cage of Embers Hex Alcance 36" 10+ One Turn Immediately when the spell is cast, and whenever the target moves, it suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks . It gains Weakness (Flaming Attacks).		

