Pyromancy	Pyromancy	Pyromancy	Pyromancy
1 Fireball	2 Cascading Fire	3 Flaming Swords	4 Pyroclastic Flow
Hex Missile 4+ Damage Range 36"	Hex One Turn 5+ [8+] Range 24" [12"]	8+ [11+] Augment Range 18" [6"Aura] One Turn	Hex 7+ [10+] Missile Instant Damage Range 24" [12"]
The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to- wound modifier.	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
Pyromancy	Pyromancy	Pyromancy	
5 Scorching Salvo	6 Enveloping Embers	A Blaze	
Hex 8+ Damage Instant Range 24"Aura	Hex Damage 10+ Direct Range 24"	Hex Missile Instant Damage Range 18"	
The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.	



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