Pyromancy	Pyromancy	Pyromancy	Pyromancy
1 Fireball (rep)	2 Cascading Fire	3 Flaming Swords	4 Pyroclastic Flow
Hex Missile 4+ Damage Range 36"	5+ [8+] Hex One Turn Range 24" [12"]	8+ [11+] Augment One Turn Range 18" [6"Aura]	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 towound 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	

	Pyromancy	Pyromancy	Pyromancy	
	5 Scorching Salvo	6 Enveloping Embers	A Blaze	
	Hex 8+ Damage Instant Range 24"Aura	Hex Damage Instant Direct Range 24"	Hex Missile Instant Damage Range 24"	
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 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.	

