E,	Pyromancy	E.	Pyromancy	E,	Pyromano	у	E,	Pyrc	omancy	
1 Pyrod	Pyroclastic Flow		2 Cascading Fire		3 Scorching Salvo			4 Immolation		
5+ [9+] {12+	Hex Missile Instant Damage Range 36" [24"] {12"}	6+ [10+]	Augment Range 24" [6"Aura] Remains in Play	7+ [10+]	Hex Damage Range 24"Aura	Instant	8+	Ground Range 18"	Remains in Play	
The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.		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.		The target suffers D3 [D6] Strength 4 hits with Flaming Attacks.			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 the has been in contact with the marker during that Phas suffers an Area Attack (4) with Strength 4 and Flamin Attacks. No unit can be affected by this more than once per Player Turn.			
Pyromancy		Pyromancy		Æ,	Pyromancy					
5 Flam	ing Swords	6 En	veloping Embers	T Firel	oall					
10+ [13+]	Augment Remains in	11	Hex		Hex					

600	Pyromar	ncy		Pyroma	ncy	C	Pyror	mancy
5 F	laming Swords		6	Enveloping Embers		T	Fireball	
10+ [13+	10+ [13+] Augment Remains in Range 18" [6"Aura] Play		12+	Hex Damage Direct Range 24"	Instant		Hex Missile Damage Range 24"	Instant
	The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.			del in the target unit suffe with Flaming Attack	•	The target suffers D3 Strength 4 hits with Flaming Attacks.		

