



## PYROMANCY

### A **BLAZE**

---

Range 24"	
Hex	Instant
Missile	
Damage	

---

The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

*Suddenly a sphere of incandescent flames, lighting up the ranks hiding the sorcerer, moved quickly against the unit on our right. Fire burned flesh, bones and steel, with men screaming everywhere and abandoning the battle order.*



**PYROMANCY**

**1**

**FIREBALL**

*rep*

---

	Range 36"	
4+	Hex	Instant
	Missile	
	Damage	

---

The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



## PYROMANCY

### 2 CASCADING FIRE

---

5+	Hex	One Turn
8+	Range 24"	
	Range 12"	

---

The target suffers **D6/2D6** hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

*After the insidious greenskins started to unleash their wild attacks, out of the corner of my eye I saw a light, like a small, subtle flame burning in the eye of our magical comrade, and a cascade of heavy sparks assaulted the enemy.*



## PYROMANCY

### 3 FLAMING SWORDS

---

8+	Augment	One Turn
11+	Range 18"	
	Range 6"	
	Aura	

---

The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.

*She touched the axe of her preferred hero. From her index finger small tongues of fire wrapped up the blade of the axe, which started to turn red and smoulder like a living torch.*



## PYROMANCY

### 4 PYROCLASTIC FLOW

---

7+	Hex	
10+	Missile	
	Damage	Instant
	Range 24"	
	Range 12"	

---

The target suffers **2D6/3D6** hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

*It was an unstoppable flow of flaming rocks, smoke, and ash. Incandescent and implacable: an unbelievable spurt of fire in different forms coming from nowhere and melting our knights. They didn't even have the chance to scream the horror of such a death.*



## PYROMANCY

### 5 SCORCHING SALVO

---

	Range 24"	
8+	Aura	Instant
	Hex	
	Damage	

---

The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

*I didn't know that young magician was able to cast such a rain of flaming bolts, so violent as to stop the charge of the enemy, penetrating their armour and burning them to ashes from the inside.*



## PYROMANCY

### 6 ENVELOPING EMBERS

---

	Range 24"	
	Hex	
9+	Direct	Instant
	Damage	

---

Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

*Burning ashes enveloped our ranks, and started burning on the flesh of those without armour. The horrible smell of burned flesh filled the battlefield, etching the dangers of magical fires in our minds.*

