Taumaturgia

1 Fiamme purificatrici

5+ [8+]

- Hex
- Missile
- Damage
- Gamma 24"

The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.

Taumaturgia

2 Punire i miscredenti

6+ [9+]

- Hex
- Gamma 24"

One Turn

One Turn

Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.]

- If 1-3 is rolled, the target suffers -1 Resilience.
- If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.

Taumaturgia

7+ [7+]

• Hex
• Gamma 18"

One Turn

Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

Taumaturgia

4 Mano del cielo

5+ [8+]

- [Augment]
- Focused

Instant

• Gamma Caster [18"]

The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks).

(Roll the D3 immediately after successfully casting this spell.)

[This spell may only target Characters, Champions, and single model units.]

Taumaturgia

5 Ira di dio

12+

- Ground
- Gamma 96"

Permanent

Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.

Taumaturgia

6	Prova di fede	
7+ [10+]	 Hex Missile Damage Focused Direct Gamma 12" [18"] 	Instant

The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.











