| | Taumaturgia | l | |
|--------------------------|------------------------------------------------------------------------|----------------------------------------|-------------------------------|
| 1 | Fiamme purificatrici | | |
| 5+ [8+] | HexMissileDamageGamma 24" | | One Turn |
| The target s Attacks. | suffers <mark>D6 [D6+1]</mark> hits with Strer | ngth <mark>D6 [D6+1]</mark> , Armour P | enetration 2 [3], and Magical |
| | Tourseturs | | |
| | Taumaturgia | | |
| 2 | Punire i miscredenti | | |
| 2 6+ [9+] | - | One Turn | |



Penetration.

Taumaturgia

Lingua ignota

7+

HexGamma 18"

One Turn

If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.

Taumaturgia Mano del cielo 4 • [Augment] 5+ [8+] Instant Focused • 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 Ira di dio 5

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 $(2D6+X)^n$, 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.











