

Piromanzia	
1	Flusso piroclastico
5+ [9+] {12+}	36" [24"] {12"} Hex, Missile, Immediato Danno
The target suffers D6{2D6}{3D6} Strength 4 hits with Flaming Attacks.	

Piromanzia	
2	Cascata di fuoco
6+ [10+]	24" [6"Aura] Aumentare Rimane in gioco
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.	

Piromanzia	
3	Salva rovente
7+ [10+]	24"Aura Hex, Danno Immediato
The target suffers D3 [D6] Strength 4 hits with Flaming Attacks.	

Piromanzia	
4	Immolation
8+	18" Terra Rimane in gioco
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 that has been in contact with the marker during that Phase suffers an Area Attack (4) with Strength 4 and Flaming Attacks. No unit can be affected by this more than once per Player Turn.	

Piromanzia	
5	Spade fiammeggianti
10+ [13+]	18" [6"Aura] Aumentare Rimane in gioco
The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.	

Piromanzia	
6	Braci avvolgenti
12+	24" Hex, Danno, Diretto Immediato
Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.	

Piromanzia	
T	Palla di fuoco
	24" Hex, Missile, Danno Immediato
The target suffers D3 Strength 4 hits with Flaming Attacks.	

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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