

Piromanzia

1 Flusso piroclastico

5+ [9+] {12+}

- Hex
- Missile
- Damage
- Gamma 36" [24"] {12"}

Instant

The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.

Piromanzia

2 Cascata di fuoco

6+ [10+]

- Augment
- Gamma 24" [6"Aura]

Remains in Play

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+]

- Hex
- Damage
- Gamma 24" Aura

Instant

The target suffers |D3|[D6] Strength 4 hits with Flaming Attacks.

Piromanzia

4 Immolation

8+

- Ground
- Gamma 18"

Remains in Play

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+]

- Augment
- Gamma 18" [6" Aura]

Remains in Play

The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.

Piromanzia

6 Braci avvolgenti

12+

- Hex
- Damage
- Direct
- Gamma 24"

 Instant

Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.

Piromanzia

T Palla di fuoco

- Hex
- Missile
- Damage
- Gamma 24"

 Instant

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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