Piromanzia	Piromanzia	Piromanzia	Piromanzia
1 Flusso piroclastico	2 Cascata di fuoco	3 Salva rovente	4 Immolation
36" [24"] {12"} 5+ [9+] {12+} Hex, Missile, Immediato Danno	6+ [10+] 24" [6"Aura] Rimane in Aumentare gioco	7+ [10+] 24"Aura Immediato	8+ 18" Rimane in Terra gioco
The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.	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.	The target suffers  D3 [D6] Strength 4 hits with Flaming Attacks.	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	Piromanzia	Piromanzia	
5 Spade fiammeggianti	6 Braci avvolgenti	T Palla di fuoco	
10+ [13+] 18" [6"Aura] Rimane in Aumentare gioco	12+ 24" Immediato Hex, Danno, Diretto	24" Hex, Missile, Immediato Danno	

The target suffers D3 Strength 4 hits with Flaming Attacks.

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

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

