Taumaturgia  1 Fiamme purificatrici	Taumaturgia  2 Punire i miscredenti	Taumaturgia 3 Lingua ignota	Taumaturgia  4 Mano del cielo	
Hex 5+ [8+] Missile One Turn Damage	6+ [9+] Hex One Turn Gamma 24"	7+ Universal One Turn Gamma 18"	[Augment] 5+ [8+] Focused Instant Gamma Caster [18"]	
Gamma 24"  The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.	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.	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.	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.]	

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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

Hex
Missile

7+ [10+]
Damage
Focused
Direct
Gamma 12" [18"]

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.

