




	Taumaturgia		
1	Fiamme purificatrici		
5+ [8+]	Hex Missile Damage Gamma 24"	One Turn	
<p>The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.</p>			

	Taumaturgia		
2	Punire i miscredenti		
6+ [9+]	Hex Gamma 24"	One Turn	
<p>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.</p>			

	Taumaturgia		
3	Lingua ignota		
7+	Hex Gamma 18"	One Turn	
<p>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.</p>			

	Taumaturgia		
4	Mano del cielo		
5+ [8+]	[Augment] Focused Gamma Caster [18"]	Instant	
<p>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.]</p>			

	Taumaturgia		
5	Ira di dio		
12+	Ground Gamma 96"	Permanent	
<p>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.</p>			

	Taumaturgia		
6	Prova di fede		
7+ [10+]	Hex Missile Damage Focused Direct Gamma 12" [18"]	Instant	
<p>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.</p>			

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