



1. Apprentice Spell

Flusso piroclastico

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Missile	Instant
[color=#0000ff]9+[/color]	Damage Range	
[color=#006000]{12+}[/color]	[color=#ff0000]36"[/color]	
	[color=#0000ff]24"[/color]	
	[color=#006000]{12"}[/color]	

Effect



2. Adept Spell

Cascata di fuoco

CV	Type	Duration
[color=#ff0000]6+[/color]	Augment Range	Remains in Play
[color=#0000ff]{10+}[/color]	[color=#ff0000]24"[/color]	
	[color=#0000ff]6" Aura[/color]	

Effect



3. Adept Spell

Salva rovente

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Damage Range	Instant
[color=#0000ff]{10+}[/color]	24" Aura	

Effect

The target suffers |D3|span style="color: #0000ff;">[D6]/span> Strength 4 hits with Flaming Attacks.



4. Adept Spell

Immolation

CV	Type	Duration
8+	Ground Range 18"	Remains in Play

Effect

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.



5. Master Spell

Spade fiammeggianti

CV	Type	Duration
[color=#ff0000]10+[/color]	Augment Range	Remains in Play
[color=#0000ff]13+[/color]	[color=#ff0000]18"[/color]	
	[color=#0000ff]6" Aura[/color]	

Effect



6. Master Spell

Braci avvolgenti

CV	Type	Duration
12+	Hex Damage Direct	Instant
	Range 24"	

Effect

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



Palla di fuoco

CV	Type	Duration
	Hex Missile Damage	Instant
	Range 24"	

Effect

The target suffers D3 Strength 4 hits with Flaming Attacks.



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WIZARD KING SPELL



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The target suffers D6 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's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.