E,	Piromanzia	E,	Piromanzia	E.	Piromanz	zia	E,	Piro	manzia	
1 Flusso piroclastico		2 Cascata di fuoco		3 Salva	3 Salva rovente			4 Immolation		
5+ [9+] {12+	Hex Missile Instant Damage Gamma 36" [24"] {12"}	6+ [10+]	Augment Gamma 24" [6"Aura] Remains in Pl	7+ [10+]	Hex Damage Gamma 24"Aura	Instant	8+	Ground Gamma 18"	Remains in Pla	
The target suffe	ers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.	involving the with the targe	ative 0 step of each Round of Combat target, all enemy models in base conta t unit suffer a Strength 4 hit with Flami his is a Special Close Combat Attack.		ruffers D3 [D6] Strength Flaming Attacks.	n 4 hits with	the selecter from all unit has been in suffers an A	d target point and tas. At the end of ean contact with the narea Attack (4) with	arker with its center on the marker more than 1 ch Phase, each unit th narker during that Phas i Strength 4 and Flamir cted by this more than er Turn.	
Piromanzia		Piromanzia			Piromanzia					
5 Spad	e fiammeggianti	6 Bra	aci avvolgenti	T Palla	di fuoco		1			
10+ [13+]	Augment Remains in Gamma 18" [6"Aura] Play	12+	Hex Damage Direct Instant		Hex Missile Damage	Instant				

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

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

The target suffers D3 Strength 4 hits with Flaming Attacks.

