

<p>Taumaturgia</p> <p>1 Mano del cielo</p>	<p>Taumaturgia</p> <p>2 Fiamme purificatrici</p>	<p>Taumaturgia</p> <p>3 Prova di fede</p>	<p>Taumaturgia</p> <p>4 Lingua ignota</p>
<p>Hex Missile Damage Gamma 24"</p> <p>5+ [9+] Instant</p>	<p>[Augment] Focused Gamma Caster [24"]</p> <p>6+ [10+] One Turn</p>	<p>Hex Damage Focused Direct Gamma 12" [24"]</p> <p>7+ [11+] Instant</p>	<p>8+ Hex Gamma 24" One Turn</p>
<p>The target suffers D6 [D6+1] hits with Strength D6[D6+1].</p>	<p>The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions and single model units.]</p>	<p>Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.</p>	<p>The target cannot benefit from Inspiring Presence.</p>
<p>Taumaturgia</p> <p>5 Punire i miscredenti</p>	<p>Taumaturgia</p> <p>6 Ira di dio</p>		
<p>11+ Hex Gamma 24" One Turn</p>	<p>13+ Ground Gamma 96" Permanent</p>		
<p>Immediately after successfully casting this spell, roll a D6. If 4-6 is rolled, the target suffers -1 Strength. If 1-3 is rolled, the target suffers -1 Toughness.</p>	<p>Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within (2D6+X)" suffers 2D6 Strength (4+X) hits, where X is equal to the number of counters. The spell then ends, remove all counters.</p>		

