Taumaturgia

1 Fiamme purificatrici

5+ [8+]

Hex
Missile
Damage
Gamma 24"

The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.

Taumaturgia

2 Punire i miscredenti

6+ [9+] Hex One Turn

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.

Taumaturgia

3 Lingua ignota

7+ Hex One Turn

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.

Taumaturgia

4 Mano del cielo

[Augment]
Focused
Gamma Caster
[18"]

[Augment]
Focused
Instant

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.]

Taumaturgia

5 Ira di dio

12+ Ground Permanent Gamma 96"

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.

