

Piromanzia	
1	Flusso piroclastico
5+ [9+] {12+}	Hex Missile Damage Gamma 36" [24"] {12"} Instant
<p>The target suffers D6{2D6}{3D6} Strength 4 hits with Flaming Attacks.</p>	

Piromanzia	
2	Cascata di fuoco
6+ [10+]	Augment Gamma 24" [6"Aura"] Remains in Play
<p>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.</p>	

Piromanzia	
3	Salva rovente
7+ [10+]	Hex Damage Gamma 24"Aura Instant
<p>The target suffers D3 [D6] Strength 4 hits with Flaming Attacks.</p>	

Piromanzia	
4	Immolation
8+	Ground Gamma 18" Remains in Play
<p>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.</p>	

Piromanzia	
5	Spade fiammeggianti
10+ [13+]	Augment Gamma 18" [6"Aura"] Remains in Play
<p>The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.</p>	

Piromanzia	
6	Braci avvolgenti
12+	Hex Damage Direct Gamma 24" Instant
<p>Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.</p>	

Piromanzia	
T	Palla di fuoco
	Hex Missile Damage Gamma 24" Instant
<p>The target suffers D3 Strength 4 hits with Flaming Attacks.</p>	

WIZARD KING SPELL
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