Piromanzia	Piromanzia	Piromanzia	Piromanzia
1 Flusso piroclastico Hex Missile 5+ [9+] {12+} Damage Instant Gamma 36" [24"] {12"} The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.	2 Cascata di fuoco Augment Augment 6+ [10+] Gamma 24" [6"Aura] Play 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.	3 Salva rovente Hex 7+ [10+] Damage Gamma 24"Aura The target suffers D3 [D6] Strength 4 hits with Flaming Attacks.	4 Immolation 8+ Ground Gamma 18" Remains in Play 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.
Piromanzia	Piromanzia	Piromanzia	
5 Spade fiammeggianti	6 Braci avvolgenti	T Palla di fuoco	
Augment 10+ [13+] Gamma 18" [6"Aura] Remains in Play	Hex Damage 12+ Direct Instant	Hex Missile Instant Damage	
	Gamma 24"	Gamma 24"	



MIZVED KING SEELL CROWN OF THE



THE IX AGE