| Piromanzia | Piromanzia | Piromanzia | Piromanzia |
|--|---|---|--|
| 1 Flusso piroclastico 36" [24"] {12"} 5+ [9+] {12+} Hex, Missile, Immediato Danno | 2 Cascata di fuoco 6+ [10+] 24" [6"Aura] Rimane in Aumentare gioco | 3 Salva rovente 7+ [10+] 24"Aura Hex, Danno Immediato | 4 Immolation 8+ Terra gioco |
| The target suffers <mark>D6[2D6]</mark> {3D6} Strength 4 hits with Flaming Attacks. | 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. | The target suffers D3 [D6] Strength 4 hits with Flaming Attacks. | 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 | |
| 10+ [13+]18" [6"Aura]Rimane in gioco | 12+ 24" Immediato Hex, Danno, Diretto | 24" Hex, Missile, Immediato | |
| | | Danno | |



MIZVED KING SEELL CROWN OF THE



THE IX AGE