



1. Apprentice Spell

Palla di Fuoco

CV	Type	Duration
5	Maledizione Proiettile Danni Replicabile Range 36	Istantaneo

Effect

The target suffers #1D3 (2)~hits with For~4, Pen~0, Attacchi Infuocati, Attacchi Magici.%



2. Adept Spell

Spade Fiammeggianti

CV	Type	Duration
8	Benedizione Range 18	Un Turno

Effect

The target gains +1 to wound, Attacchi Magici (Mischia \& Tiro), Attacchi Infuocati (Mischia \& Tiro).%



3. Adept Spell

Ruggito del Drago

CV	Type	Duration
9	Benedizione Range 18	Un Turno

Effect

Choose a single model part in the target unit when casting the spell. This model part gains Attacco a Soffio (For~4, Pen~0, Attacchi Infuocati, Attacchi Magici) and Attacco Stritolante) (#1D6 (2), For~4, Pen~0, Attacchi Infuocati, Attacchi Magici, Immodificabile)). %alphasorting not working for some reason



4. Adept Spell

Flusso Piroclastico

CV	Type	Duration
9	Maledizione Proiettile Danni Range 24	Istantaneo

Effect

The target suffers #1D3 (5)~hits with For~4, Pen~0, Attacchi Infuocati, Attacchi Magici.%



5. Master Spell

Colonne di Fuoco

CV	Type	Duration
11	Benedizione Range 18	Un Turno

Effect

Attacchi da Mischia Standard from Ranghi-e-File models in the target are always For~4 and Pen~0, and gain Attacchi Infuocati, Attacchi Magici, Colpi Automatici, Combattere su Rango Extra.



6. Master Spell

Marea di Fiamme

CV	Type	Duration
10	Maledizione Proiettile Danni Range 24	Istantaneo

Effect

The target suffers 1 hit with For 3, Pen 0, Attacco ad Area (55), Colpo Diretto (For 6, Pen 2, Ferite Multiple (2)), Attacchi Infuocati, and Attacchi Magici.



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FANTASY BATTLES

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WIZARD KING SPELL



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