

<h2>Thaumaturgie</h2> <p>1 Reinigendes Feuer</p> <table border="1"> <tr> <td style="text-align: center; padding: 5px;">Hex</td> <td style="text-align: center; padding: 5px;">Missile</td> <td style="text-align: center; padding: 5px;">One Turn</td> </tr> <tr> <td style="text-align: center; padding: 5px;">5+ [8+]</td> <td style="text-align: center; padding: 5px;">Damage</td> <td style="text-align: center; padding: 5px;">Angebot 24"</td> </tr> </table> <p>The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.</p>	Hex	Missile	One Turn	5+ [8+]	Damage	Angebot 24"	<h2>Thaumaturgie</h2> <p>2 Zerschmetterung der Ungläubigen</p> <table border="1"> <tr> <td style="text-align: center; padding: 5px;">Hex</td> <td style="text-align: center; padding: 5px;">Angebot 24"</td> <td style="text-align: center; padding: 5px;">One Turn</td> </tr> <tr> <td style="text-align: center; padding: 5px;">6+ [9+]</td> <td style="text-align: center; padding: 5px;"></td> <td style="text-align: center; padding: 5px;"></td> </tr> </table> <p>Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.]</p> <ul style="list-style-type: none"> - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration. 	Hex	Angebot 24"	One Turn	6+ [9+]			<h2>Thaumaturgie</h2> <p>3 Sprachengewirr</p> <table border="1"> <tr> <td style="text-align: center; padding: 5px;">Hex</td> <td style="text-align: center; padding: 5px;">Angebot 18"</td> <td style="text-align: center; padding: 5px;">One Turn</td> </tr> <tr> <td style="text-align: center; padding: 5px;">7+</td> <td style="text-align: center; padding: 5px;"></td> <td style="text-align: center; padding: 5px;"></td> </tr> </table> <p>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.</p>	Hex	Angebot 18"	One Turn	7+			<h2>Thaumaturgie</h2> <p>4 Hand des Himmels</p> <table border="1"> <tr> <td style="text-align: center; padding: 5px;">[Augment]</td> <td style="text-align: center; padding: 5px;">Focused</td> <td style="text-align: center; padding: 5px;">Instant</td> </tr> <tr> <td style="text-align: center; padding: 5px;">5+ [8+]</td> <td style="text-align: center; padding: 5px;">Angebot Caster</td> <td style="text-align: center; padding: 5px;">[18"]</td> </tr> </table> <p>The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.)</p> <p>[This spell may only target Characters, Champions, and single model units.]</p>	[Augment]	Focused	Instant	5+ [8+]	Angebot Caster	[18"]
Hex	Missile	One Turn																									
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<h2>Thaumaturgie</h2> <p>5 Der Zorn Gottes</p> <table border="1"> <tr> <td style="text-align: center; padding: 5px;">Ground</td> <td style="text-align: center; padding: 5px;">Permanent</td> </tr> <tr> <td style="text-align: center; padding: 5px;">12+</td> <td style="text-align: center; padding: 5px;">Angebot 96"</td> </tr> </table> <p>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.</p>	Ground	Permanent	12+	Angebot 96"	<h2>Thaumaturgie</h2> <p>6 Glaubensprüfung</p> <table border="1"> <tr> <td style="text-align: center; padding: 5px;">Hex</td> <td style="text-align: center; padding: 5px;">Focused</td> <td style="text-align: center; padding: 5px;">Instant</td> </tr> <tr> <td style="text-align: center; padding: 5px;">7+ [10+]</td> <td style="text-align: center; padding: 5px;">Direct</td> <td style="text-align: center; padding: 5px;">Angebot 12" [18"]</td> </tr> </table> <p>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.</p>	Hex	Focused	Instant	7+ [10+]	Direct	Angebot 12" [18"]																
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CROWN OF THE
WIZARD KING SPELL



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FANTASY BATTLES

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