

<div>Thaumaturgy</div> <div>1 Hand of Heaven</div> <div>5+ [9+] Hex Missile Instant Damage Range 24"</div> <div>The target suffers D6 [D6+1] hits with Strength D6[D6+1].</div>	<div>Thaumaturgy</div> <div>2 Cleansing Fire</div> <div>6+ [10+] [Augment] Focused One Turn Range Caster [24"]</div> <div>The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions and single model units.]</div>	<div>Thaumaturgy</div> <div>3 Trial of Faith</div> <div>7+ [11+] Hex Damage Instant Focused Direct Range 12" [24"]</div> <div>Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.</div>	<div>Thaumaturgy</div> <div>4 Speaking in Tongues</div> <div>8+ Hex One Turn Range 24"</div> <div>The target cannot benefit from Inspiring Presence.</div>
<div>Thaumaturgy</div> <div>5 Smite the Unbeliever</div> <div>11+ Hex One Turn Range 24"</div> <div>Immediately after successfully casting this spell, roll a D6. If 4-6 is rolled, the target suffers -1 Strength. If 1-3 is rolled, the target suffers -1 Toughness.</div>	<div>Thaumaturgy</div> <div>6 Wrath of God</div> <div>13+ Ground Permanent Range 96"</div> <div>Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within (2D6+X)" suffers 2D6 Strength (4+X) hits, where X is equal to the number of counters. The spell then ends, remove all counters.</div>		

