

7+

Thaumaturgy

1 Smite The Unbeliever

Hex

Range 24"

Missile Instant Damage

The target suffers D6 hits with Str 4 5, AP 2, and Magical Attacks.

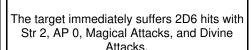
 \times : These hits are instead resolved with Str



Thaumaturgy

2 Light of Faith

6+ Hex One Turn Range 24"



₩: The target gains Minimise Flee rolls.

× : The target gains Maximised Flee rolls.



Thaumaturgy

3 Weight of Judgement

9+ Hex One Turn Range 24"

The target's Agi is set to 1.

- ₩ : Enemy* units in the same combat† as the target has their Agi set to 1.
- x: Friendly* units in the same combat† as the target has their Agi set to 1.

*From the perspective of the caster. †At the time of casting the spell.



Thaumaturgy

4 Holy Affliction

10+ Hex One Turn Range 24"

The target suffers −1 to wound.

★: The target suffers −1 AP.

x: The target gains +1 AP

the perspective of the caster.



Thaumaturgy

5 Rain of Fire

Damage
11+ Universal Instant
Range 24"

The target suffers D3+1 hits, and all units within 3" of the target suffer 1 hit. These hits are resolved with Str 9, AP 4, Flaming Attacks and Magical Attacks.

- ★: Increase the number of hits each unit suffers from this Spell by 1.
- x: Decrease the number of hits each unit suffers from this Spell by 1.



Thaumaturgy

6 Wrath of God

11+ Ground Permanent Range 48"

Place a marker on the target point. Instead of rolling for Divine Intervention when the spell is cast, do it at the start of each subsequent Magic Phase.

- ➡: Each unit within 2D6" from the center of the marker suffers 2D6 with Str 5, AP 2, and Magical Attacks. Then remove the marker.

 ■ The strength of the str
- x: The opponent may move the marker in any direction up to 3".

