

Divination	
1	Know Thy Enemy
7+ [12+]	Augment Range 18" [6"Aura] One Turn
<p>The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.</p>	

Divination	
2	Fate's Judgement
5+ [9+]	Hex Missile Damage Range 18" Instant
<p>The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).</p>	

Divination	
3	Scrying
7+ [12+]	Augment Range 18" [6"Aura] One Turn
<p>The target gains Distracting and Hard Target.</p>	

Divination	
4	The Stars Align
8+ [12+]	Augment Range 18" [6"Aura] One Turn
<p>The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.</p>	

Divination	
5	Unerring Strike
7+ [10+]	Hex Missile Damage Range 18" Instant
<p>The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.</p>	

Divination	
6	Portent of Doom
8+	Hex Range 24" Permanent
<p>When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&amp;F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.</p>	

Divination	
A	Guiding Light
	Augment Range 12" One Turn
<p>Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.</p>	

WIZARD KING SPELL  
CROWN OF THE



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FANTASY BATTLES

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