

<div>Thaumaturgy</div> <div>1Hand of Heaven</div> <div>Hex Missile Damage Range 24"</div> <div>5+ [8+]One Turn</div> <div>The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.</div>	<div>Thaumaturgy</div> <div>2Smite the Unbeliever</div> <div>Hex Range 24"</div> <div>6+ [9+]One Turn</div> <div>Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.</div>	<div>Thaumaturgy</div> <div>3Speaking in Tongues</div> <div>Hex Range 18"</div> <div>7+ [7+]One Turn</div> <div>Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].</div>	<div>Thaumaturgy</div> <div>4Cleansing Fire</div> <div>[Augment] Focused Range Caster [18"]</div> <div>5+ [8+]Instant</div> <div>The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]</div>
<div>Thaumaturgy</div> <div>5Wrath of God</div> <div>Ground Range 96"</div> <div>12+Permanent</div> <div>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.</div>	<div>Thaumaturgy</div> <div>6Trial of Faith</div> <div>Hex Missile Damage Focused Direct Range 12" [18"]</div> <div>7+ [10+]Instant</div> <div>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.</div>		

