

<b>Divination</b>	
0	Scrying
<b>7+ [10+]</b>	Augment Range 18" [6"Aura] One Turn
The target gains Distracting and Hard Target.	

<b>Divination</b>	
1	Fate's Judgement
<b>7+ [10+]</b>	Hex Missile Damage Range 18" Instant
The target suffers <b>D3[D6]</b> hits that wound automatically, with no Ward or Regeneration Saves allowed.	

<b>Divination</b>	
2	Know Thy Enemy
<b>8+ [12+]</b>	Augment Range 18" [6"Aura] One Turn
The target gains +2 Weapon Skill and +2 Initiative.	

<b>Divination</b>	
3	The Stars Align
<b>9+ [12+]</b>	Augment Range 18" [6"Aura] One Turn
The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.	

<b>Divination</b>	
4	Look to the West
<b>9+</b>	Augment Range 18" One Turn
The target gains Stubborn and Immune to Psychology.	

<b>Divination</b>	
5	Unerring Strike
<b>9+ [13+]</b>	Hex Missile Damage Range 18" Instant
The target suffers  2D6 [3D6] hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.	

<b>Divination</b>	
6	Portent of Doom
<b>10+</b>	Hex Range 18" One Turn
At the start of the following phases, roll a D6, plus one extra D6 for each Character in the unit. If one or more dice result in a '6', the target cannot perform the corresponding action this Phase. Declare Charges sub-phase: Declare Charges. Remaining Moves sub-phase: March Move. Magic Phase: Cast Spells. Shooting Phase: Shoot.	

<b>Divination</b>	
A	Guiding Light
	Augment Range 18" One Turn
When the target takes a Leadership Test, roll an additional D6 and remove the highest D6 rolled. A unit cannot be affected by this spell more than once per Magic Phase.	

WIZARD KING SPELL  
CROWN OF THE



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FANTASY BATTLES

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