

## Thaumaturgy

1 Hand of Heaven

Hex  
Missile  
Damage  
Range 24"  
One Turn  
5+ [8+]

The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits

## Thaumaturgy

2 Smite the Unbeliever

Hex  
Range 24"  
One Turn  
6+ [9+]

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.

## Thaumaturgy

3 Speaking in Tongues

Hex  
Range 24"  
One Turn  
5+

The target must take a Discipline Test:  
• If the test is passed, the target gains Fearless.  
• If the test is failed, the target becomes Shaken.

## Thaumaturgy

4 Cleansing Fire

[Augment]  
Focused  
Instant  
Range Caster [18"]  
5+ [8+]

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.]

## Thaumaturgy

5 Wrath of God

Ground  
Range 96"  
Permanent  
12+

Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6:  
• If 1–3 is rolled, nothing happens.  
• If 4–6 is rolled, each unit within 2D6" 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 (for all other rules, the Caster is considered to be the attacker). The spell then ends.

## Thaumaturgy

6 Trial of Faith

Hex  
Missile  
Damage  
Focused  
Direct  
Range 12" [18"]  
Instant  
7+ [10+]

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.

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THE IX AGE  
FANTASY BATTLES

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