

| <b>Divination</b>                             |  |
|---|--|
| 0   | Scrying                                |
| <b>7+ [10+]</b>                               | Augment<br>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<br>Missile<br>Damage<br>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<br>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<br>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<br>Range 18" One Turn |
| The target gains Stubborn and Immune to Psychology. |                               |

| <b>Divination</b>   |   |
|---|---|
| 5   | Unerring Strike                               |
| <b>9+ [13+]</b>   | Hex<br>Missile<br>Damage<br>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<br>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<br>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



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES