

<p style="text-align: center;"><b>Adivinación</b></p> <p>1 Conoce a tu Enemigo</p>	<p style="text-align: center;"><b>Adivinación</b></p> <p>2 Juicio del Destino</p>	<p style="text-align: center;"><b>Adivinación</b></p> <p>3 Predicción</p>	<p style="text-align: center;"><b>Adivinación</b></p> <p>4 Alineamiento Estelar</p>
<p style="text-align: center;">Augment &lt;7+&gt; {12+} Alcance &lt;18"&gt; One Turn {6"Aura}</p>	<p style="text-align: center;">Hex Missile Instant Damage Alcance 18"</p>	<p style="text-align: center;">Augment &lt;7+&gt; {12+} Alcance &lt;18"&gt; One Turn {6"Aura}</p>	<p style="text-align: center;">Augment &lt;8+&gt; {12+} Alcance &lt;18"&gt; One Turn {6"Aura}</p>
<p>The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.</p>	<p>The target suffers &lt;1D3&gt; {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).</p>	<p>El objetivo obtiene: - Distracción. - Objetivo Difícil.</p>	<p>El objetivo obtiene: - Ataques Divinos. - Debe repetir las tiradas fallidas para Impactar en Ataques de Combate y de Disparo.</p>
<p style="text-align: center;"><b>Adivinación</b></p> <p>5 Ataque Infalible</p>	<p style="text-align: center;"><b>Adivinación</b></p> <p>6 Presagio del Fin</p>	<p style="text-align: center;"><b>Adivinación</b></p> <p>A Luz Guía</p>	
<p style="text-align: center;">Hex &lt;7+&gt; {10+} Missile Instant Damage Alcance 18"</p>	<p style="text-align: center;">Hex Permanent 8+ Alcance 24"</p>	<p style="text-align: center;">Augment One Turn Alcance 12"</p>	
<p>The target suffers &lt;2D6&gt; {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b></p>	<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>	<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



THE IX AGE  
FANTASY BATTLES

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