

<p style="text-align: center;">Adivinación</p> <p>1 Conoce a tu Enemigo</p>	<p style="text-align: center;">Adivinación</p> <p>2 Juicio del Destino</p>	<p style="text-align: center;">Adivinación</p> <p>3 Predicción</p>	<p style="text-align: center;">Adivinación</p> <p>4 Alineamiento Estelar</p>
<p style="text-align: center;">Augment <7+> {12+} Alcance <18"> One Turn {6"Aura}</p>	<p style="text-align: center;">Hex Missile Instant Damage Alcance 18"</p>	<p style="text-align: center;">Augment <7+> {12+} Alcance <18"> One Turn {6"Aura}</p>	<p style="text-align: center;">Augment <8+> {12+} Alcance <18"> One Turn {6"Aura}</p>
<p>The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.</p>	<p>The target suffers <1D3> {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;">Adivinación</p> <p>5 Ataque Infalible</p>	<p style="text-align: center;">Adivinación</p> <p>6 Presagio del Fin</p>	<p style="text-align: center;">Adivinación</p> <p>A Luz Guía</p>	
<p style="text-align: center;">Hex <7+> {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 <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks</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&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

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