

7+

Thaumaturgie

Smite The Unbeliever

Hex Missile

Instant

Damage Portée 24"

The target suffers D6 hits with Str 4 5, AP 2, and Magical Attacks.

: These hits are instead resolved with Str

x: These hits are instead resolved with Str.



Thaumaturgie

Light of Faith

Hex 6+ One Turn Portée 24"

The target immediately suffers 2D6 hits with

Str 2, AP 0, Magical Attacks, and Divine

Attacks.

₩: The target gains Minimise Flee rolls.

×: The target gains Maximised Flee rolls.



Thaumaturgie

Weight of Judgement

Hex 9+ One Turn Portée 24"



Thaumaturgie

Holy Affliction

Hex 10+ One Turn Portée 24"

The target's Agi is set to 1.

- Enemy* units in the same combat† as the target has their Agi set to 1.
- x : Friendly* units in the same combat† as the target has their Agi set to 1.
 - *From the perspective of the caster. †At the time of casting the spell.

The target suffers –1 to wound.

×: The target gains +1 AP



Thaumaturgie

Rain of Fire

Damage 11+ Universal

Instant

Portée 24"

Thaumaturgie

Wrath of God

Ground 11+ Portée 48"

Permanent

The target suffers D3+1 hits, and all units within 3" of the target suffer 1 hit. These hits are resolved with Str 9, AP 4, Flaming Attacks and Magical Attacks.

- ₩: Increase the number of hits each unit suffers from this Spell by 1.
- x : Decrease the number of hits each unit suffers from this Spell by 1.

Place a marker on the target point. Instead of rolling for Divine Intervention when the spell is cast, do it at the start of each subsequent Magic Phase.

- ⊞: Each unit within 2D6" from the center of the marker suffers 2D6 with Str 5, AP 2, and Magical Attacks. Then remove the marker.
- × : The opponent may move the marker in any direction up to 3".

