







<div>  <b>Thaumaturgie</b> </div> <div> 1    Smite The Unbeliever </div> <div> Hex Missile Damage Portée 24" </div> <div> 7+ </div> <div> Instant </div> <div> <p>The target suffers D6 hits with Str 4 5, AP 2, and Magical Attacks.</p> <p>⌘ : These hits are instead resolved with Str 7.</p> <p>× : These hits are instead resolved with Str 3.</p> </div>	<div>  <b>Thaumaturgie</b> </div> <div> 2    Light of Faith </div> <div> Hex Portée 24" </div> <div> 6+ </div> <div> One Turn </div> <div> <p>The target immediately suffers 2D6 hits with Str 2, AP 0, Magical Attacks, and Divine Attacks.</p> <p>⌘ : The target gains Minimise Flee rolls.</p> <p>× : The target gains Maximised Flee rolls.</p> </div>	<div>  <b>Thaumaturgie</b> </div> <div> 3    Weight of Judgement </div> <div> Hex Portée 24" </div> <div> 9+ </div> <div> One Turn </div> <div> <p>The target's Agi is set to 1.</p> <p>⌘ : Enemy* units in the same combat† as the target has their Agi set to 1.</p> <p>× : Friendly* units in the same combat† as the target has their Agi set to 1.</p> <p>*From the perspective of the caster.</p> <p>†At the time of casting the spell.</p> </div>	<div>  <b>Thaumaturgie</b> </div> <div> 4    Holy Affliction </div> <div> Hex Portée 24" </div> <div> 10+ </div> <div> One Turn </div> <div> <p>The target suffers –1 to wound.</p> <p>⌘ : The target suffers –1 AP.</p> <p>× : The target gains +1 AP</p> </div>
<div>  <b>Thaumaturgie</b> </div> <div> 5    Rain of Fire </div> <div> Damage Universal Portée 24" </div> <div> 11+ </div> <div> Instant </div> <div> <p>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.</p> <p>⌘ : Increase the number of hits each unit suffers from this Spell by 1.</p> <p>× : Decrease the number of hits each unit suffers from this Spell by 1.</p> </div>	<div>  <b>Thaumaturgie</b> </div> <div> 6    Wrath of God </div> <div> Ground Portée 48" </div> <div> 11+ </div> <div> Permanent </div> <div> <p>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.</p> <p>⌘ : Each unit within 2D6" from the center of the marker suffers 2D6 with Str 5, AP 2, and Magical Attacks. Then remove the marker.</p> <p>× : The opponent may move the marker in any direction up to 3".</p> </div>		

