| Taumaturgia   | Taumaturgia  | Taumaturgia   | Taumaturgia  |
|---|--|---|--|
| 1 Smite The Unbeliever  | 2 Light of Faith   | 3 Weight of Judgement   | 4 Holy Affliction  |
| Hex<br>Missile<br>7+ Damage<br>Gamma 24"  | 6+ Hex One Turn<br>Gamma 24"   | 9+ Hex One Turn<br>Gamma 24"  | Hex One Turn<br>Gamma 24"  |
| The target suffers D6 hits with Str 4 5, AP 2,<br>and Magical Attacks.  | <ul> <li>The target immediately suffers 2D6 hits with Str 2, AP 0, Magical Attacks, and Divine Attacks.</li> <li></li></ul>  | <ul> <li>The target's Agi is set to 1.</li> <li>✤ : Enemy* units in the same combat† as the target has their Agi set to 1.</li> <li>× : Friendly* units in the same combat† as the target has their Agi set to 1.</li> <li>*From the perspective of the caster. †At the time of casting the spell.</li> </ul> | The target suffers –1 to wound.<br>逊 : The target suffers –1 AP.<br>× : The target gains +1 AP |
| 5 Rain of Fire  | 6 Wrath of God   |   |  |
| Damage<br>11+ Universal Instant<br>Gamma 24"  | 11+ Ground<br>Gamma 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.            H : Increase the number of hits each unit         suffers from this Spell by 1.         × : Decrease the number of hits each unit         suffers from this Spell by 1. | <ul> <li>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.</li> <li></li></ul> |   |  |

