

| Divination                                    |  |
|---|--|
| 0   | Scrying                                |
| 7+ [10+]                                      | Augment<br>Range 18" [6"Aura] One Turn |
| The target gains Distracting and Hard Target. |  |

| Divination   |   |
|--|---|
| 1  | Fate's Judgement                              |
| 7+ [10+]   | Hex<br>Missile<br>Damage<br>Range 18" Instant |
| The target suffers D3[D6] hits that wound automatically, with no Ward or Regeneration Saves allowed. |   |

| Divination  |  |
|---|--|
| 2   | Know Thy Enemy                         |
| 8+ [12+]  | Augment<br>Range 18" [6"Aura] One Turn |
| The target gains +2 Weapon Skill and +2 Initiative. |  |

| Divination  |  |
|---|--|
| 3   | The Stars Align                        |
| 9+ [12+]  | Augment<br>Range 18" [6"Aura] One Turn |
| The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks. |  |

| Divination  |                               |
|---|-------------------------------|
| 4   | Look to the West              |
| 9+  | Augment<br>Range 18" One Turn |
| The target gains Stubborn and Immune to Psychology. |                               |

| Divination  |   |
|---|---|
| 5   | Unerring Strike                               |
| 9+ [13+]  | Hex<br>Missile<br>Damage<br>Range 18" Instant |
| The target suffers  2D6 [3D6] hits that wound on 4+, have Armour Piercing (2) and Divine Attacks. |   |

| Divination   |                           |
|--|---------------------------|
| 6  | Portent of Doom           |
| 10+  | Hex<br>Range 18" One Turn |
| At the start of the following phases, roll a D6, plus one extra D6 for each Character in the unit. If one or more dice result in a '6', the target cannot perform the corresponding action this Phase. Declare Charges sub-phase: Declare Charges. Remaining Moves sub-phase: March Move. Magic Phase: Cast Spells. Shooting Phase: Shoot. |                           |

| Divination   |                               |
|--|-------------------------------|
| A  | Guiding Light                 |
|  | Augment<br>Range 18" One Turn |
| When the target takes a Leadership Test, roll an additional D6 and remove the highest D6 rolled. A unit cannot be affected by this spell more than once per Magic Phase. |                               |

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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