

<div>Thaumaturgy</div> <div>1    Hand of Heaven</div> <div>24" 5+ [9+]    Hex, Missile,    Instant Damage</div> <div>The target suffers  D6 <span style="color:blue">[D6+1]</span> hits with Strength <span style="color:red">D6</span><span style="color:blue">[D6+1]</span>.</div>	<div>Thaumaturgy</div> <div>2    Cleansing Fire</div> <div><span style="color:red">Caster</span> <span style="color:blue">[24"]</span>    Last one [Augment],    Turn Focused</div> <div>The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) <span style="color:blue">[This spell may only target Characters, Champions and single model units.]</span></div>	<div>Thaumaturgy</div> <div>3    Trial of Faith</div> <div><span style="color:red">12" [24"]</span>    Instant 7+ <span style="color:blue">[11+]</span>    Hex, Damage,    Focused, Direct</div> <div>Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.</div>	<div>Thaumaturgy</div> <div>4    Speaking in Tongues</div> <div>24" 8+    Hex    Last one Turn</div> <div>The target cannot benefit from Inspiring Presence.</div>
<div>Thaumaturgy</div> <div>5    Smite the Unbeliever</div> <div>24" 11+    Hex    Last one Turn</div> <div>Immediately after successfully casting this spell, roll a D6. If 4-6 is rolled, the target suffers -1 Strength. If 1-3 is rolled, the target suffers -1 Toughness.</div>	<div>Thaumaturgy</div> <div>6    Wrath of God</div> <div>96" 13+    Ground    Permanent</div> <div>Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within (2D6+X)" suffers 2D6 Strength (4+X) hits, where X is equal to the number of counters. The spell then ends, remove all counters.</div>		

