

## Thaumaturgie

 1
 Smite The Unbeliever

 +
 + Hex

 7+
 • Missile

 • Damage
 • Angebot 24"

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

 # : These hits are instead resolved with Str 7.

 \* : These hits are instead resolved with Str 3.

 Image: 1 mission of the instead resolved with Str 3.

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6+

• Hex

Angebot 24"

One Turn

The target immediately suffers 2D6 hits with Str 2, AP 0, Magical Attacks, and Divine Attacks.

 $\boldsymbol{\Xi}$  : The target gains Minimise Flee rolls.

 $\times$  : The target gains Maximised Flee rolls.



Thaumaturgie

9+

3

HexAngebot 24"

One Turn

The target's Agi is set to 1.

 $\boldsymbol{\Xi}$  : Enemy\* units in the same combat† as the target has their Agi set to 1.

 $\times$  : 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.



4 Holy Affliction

10+ • Hex • Angebot 24" One Turn



## Thaumaturgie

Rain of Fire

11+

Damage

Universal

Angebot 24"

Instant

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.

 $\mathbf{H}$ : Increase the number of hits each unit suffers from this Spell by 1.

 $\times$ : Decrease the number of hits each unit suffers from this Spell by 1.

	Thaumaturgie	
6	Wrath of God	
11+	<ul><li>Ground</li><li>Angebot 48"</li></ul>	Permanent

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.

H: Each unit within 2D6" from the center of the marker suffers 2D6 with Str 5, AP 2, and Magical Attacks. Then remove the marker.

 $\times$  : The opponent may move the marker in any direction up to 3".











