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|   | <b>Thaumaturgie</b>                     |
| 1  | Smite The Unbeliever                    |
| 7+   | Hex<br>Missile<br>Damage<br>Angebot 24" |
|  | Instant                                 |
| <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> |   |

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|   | <b>Thaumaturgie</b> |
| 2  | Light of Faith      |
| 6+   | Hex<br>Angebot 24"  |
|  | One Turn            |
| <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> |                     |

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|--|---------------------|
|   | <b>Thaumaturgie</b> |
| 3  | Weight of Judgement |
| 9+   | Hex<br>Angebot 24"  |
|  | One Turn            |
| <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.<br/>†At the time of casting the spell.</p> |                     |

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|---|---------------------|
|                            | <b>Thaumaturgie</b> |
| 4   | Holy Affliction     |
| 10+   | Hex<br>Angebot 24"  |
|   | One Turn            |
| <p>The target suffers -1 to wound.</p> <p>⌘ : The target suffers -1 AP.</p> <p>× : The target gains +1 AP</p> |                     |

|   |                                    |
|---|------------------------------------|
|    | <b>Thaumaturgie</b>                |
| 5   | Rain of Fire                       |
| 11+   | Damage<br>Universal<br>Angebot 24" |
|   | Instant                            |
| <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> |                                    |

|   |                       |
|---|-----------------------|
|    | <b>Thaumaturgie</b>   |
| 6   | Wrath of God          |
| 11+   | Ground<br>Angebot 48" |
|   | Permanent             |
| <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> |                       |

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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