| 1 | Thaumaturgie Reinigendes Feuer | |
|------------------------------|--|---|
| 5+ [8+] | HexMissileDamageAngebot 24" | One Turn |
| The target suffe Attacks. | rs D6 [D6+1] hits with Strength D6 [D6+1] | , Armour Penetration 2 [3], and Magical |



Thaumaturgie

| 2 | Zerschmetterung der Ungläubigen |
|---|---------------------------------|
|---|---------------------------------|

6+ [9+]

HexAngebot 24"

One Turn

Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.



Thaumaturgie

Sprachengewirr

7+

HexAngebot 18"

One Turn

If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.

Thaumaturgie

4 Hand des Himmels

5+ [8+]

[Augment]Focused

• Angebot Caster [18"]

Instant

The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.)

[This spell may only target Characters, Champions, and single model units.]

| | Thaumaturgie | |
|-----|--|-----------|
| 5 | Der Zorn Gottes | |
| 12+ | GroundAngebot 96" | Permanent |

Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within $(2D6+X)^n$, where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.

| | Thaumaturgie | |
|----------|--|---------|
| 6 | Glaubensprüfung | |
| 7+ [10+] | Hex Missile Damage Focused Direct Angebot 12" [18"] | Instant |

The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.











