

## Divination

0 Know Thine Enemy

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5+ Instant

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Choose a friendly unit within 18" of the caster. The chosen unit gains +2 Offensive Skill and +2 Defensive Skill. The effects last until the start of your next Magic Phase.

## Divination

0 Fate's Judgement

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5+ Instant

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Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3 hits that wound automatically with AP 0.

## Divination

0 Scrying

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7+ Instant

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Target a friendly unit within 18" of the caster. Melee and Shooting Attacks against the target unit suffer a -1 To-Hit penalty. The effects last until the start of your next Magic Phase.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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