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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.<br/>         × : 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.<br/>         × : 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.<br/>         × : 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.<br/>         × : The target gains +1 AP</p> |                    |          |

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|---|------------------------------------|---------|
|  <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.<br/>         × : Decrease the number of hits each unit suffers from this Spell by 1.</p> |                                    |         |

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|---|-----------------------|-----------|
|  <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.<br/>         × : 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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