

Thaumaturgy

1 Hand of Heaven

5+ [9+]

- Hex
- Missile
- Damage
- Range 24"

Instant

The target suffers |D6|[D6+1] hits with Strength D6[D6+1]

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Thaumaturgy

2 Cleansing Fire

6+ [10+]

- [Augment]
- Focused
- Range Caster [24"]

One Turn

The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions and single model units.]

Thaumaturgy

3 Trial of Faith

7+ [11+]

- Hex
- Damage
- Focused
- Direct
- Range 12" [24"]

Instant

Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.

Thaumaturgy

4 Speaking in Tongues

8+

- Hex
- Range 24"

One Turn

The target cannot benefit from Inspiring Presence.

Thaumaturgy

5 Smite the Unbeliever

11+

- Hex
- Range 24"

One Turn

Immediately after successfully casting this spell, roll a D6.

If 4-6 is rolled, the target suffers -1 Strength.

If 1-3 is rolled, the target suffers -1 Toughness.

Thaumaturgy

6

Wrath of God

13+

- Ground
- Range 96"

Permanent

Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within $(2D6+X)$ " suffers $2D6$ Strength $(4+X)$ hits, where X is equal to the number of counters. The spell then ends, remove all counters.

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FANTASY BATTLES

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