

Divination

1 Know Thy Enemy

7+ [12+] Augment
Range 18" [6"Aura] One Turn

The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

Divination

2 Fate's Judgement

5+ [9+] Hex
Missile Damage
Range 18" Instant

The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Divination

3 Scrying

7+ [12+] Augment
Range 18" [6"Aura] One Turn

The target gains Distracting and Hard Target.

Divination

4 The Stars Align

8+ [12+] Augment
Range 18" [6"Aura] One Turn

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.

Divination

5 Unerring Strike

7+ [10+] Hex
Missile Damage
Range 18" Instant

The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.

Divination

6 Portent of Doom

8+ Hex
Range 24" Permanent

When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models.
A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.

Divination

A Guiding Light

Augment
Range 12" One Turn

Discipline Tests of units with all models affected by the spell are subject to Minimised Roll.
A unit cannot be affected by this spell more than once per Magic Phase.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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