

Divination		
A	Guiding Light	
12" Augment		Last one Turn
<p>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.</p>		

Divination		
1	Know Thy Enemy	
<7+> {12+}	<18"> {6"Aura} Augment	Last one Turn
<p>The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.</p>		

Divination		
2	Fate's Judgement	
<5+> {9+}	18" Hex, Missile, Damage	Instant
<p>The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).</p>		

Divination		
3	Scrying	
<7+> {12+}	<18"> {6"Aura} Augment	Last one Turn
<p>The target gains Distracting and Hard Target.</p>		

Divination		
4	The Stars Align	
<8+> {12+}	<18"> {6"Aura} Augment	Last one Turn
<p>The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.</p>		

Divination		
5	Unerring Strike	
<7+> {10+}	18" Hex, Missile, Damage	Instant
<p>The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks</p>		

Divination		
6	Portent of Doom	
8+	24" Hex	Permanent
<p>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.</p>		

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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