## **Thaumaturgy**

1 Hand of Heaven

5+ [8+]

- Hex
- Missile
- Damage
- Range 24"

The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.

## **Thaumaturgy**

2 Smite the Unbeliever

6+ [9+]

- Hex
- Range 24"

One Turn

One Turn

Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.]

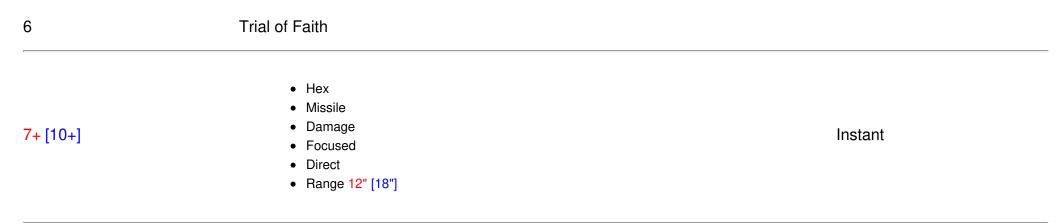
- If 1-3 is rolled, the target suffers -1 Resilience.
- If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.

## **Thaumaturgy**

7+	<ul><li>Universal</li><li>Range 18"</li></ul>	One Turn	
If this spel Discipline		roll failed Discipline Tests. If this spell targets an enemy unit, the target can no	ever reroll failed
	Thaumaturgy		
4	Cleansing Fire		
<b>5+</b> [8+]	<ul><li> [Augment]</li><li> Focused</li><li> Range Caster [18"]</li></ul>	Instant	
Attacks). (Roll the D	t gains Breath Attack (Strength D3+2, Ar D3 immediately after successfully casting may only target Characters, Champions	this spell.)	
	Thaumaturgy		
5	Wrath of God		
12+	<ul><li>Ground</li><li>Range 96"</li></ul>	Permanent	

Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.

## **Thaumaturgy**



The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.











