

Divination

0 Scrying

7+ [10+] • Augment One Turn
• Range 18" [6"Aura]

The target gains Distracting and Hard Target.

Divination

1 Fate's Judgement

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

The target suffers D3[D6] hits that wound automatically, with no Ward or Regeneration Saves allowed.

Divination

2 Know Thy Enemy

8+ [12+]

- Augment
- Range 18" [6"Aura]

One Turn

The target gains +2 Weapon Skill and +2 Initiative.

Divination

3

The Stars Align

9+ [12+]

- Augment
- Range 18" [6"Aura]

One Turn

The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.

Divination

4 Look to the West

9+

- Augment
- Range 18"

One Turn

The target gains Stubborn and Immune to Psychology.

Divination

5

Unerring Strike

9+ [13+]

- Hex
- Missile
- Damage
- Range 18"

Instant

The target suffers |2D6|[3D6] hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.

Divination

6

Portent of Doom

10+

- Hex
- Range 18"

One Turn

At the start of the following phases, roll a D6, plus one extra D6 for each Character in the unit. If one or more dice result in a '6', the target cannot perform the corresponding action this Phase. Declare Charges sub-phase: Declare Charges. Remaining Moves sub-phase: March Move. Magic Phase: Cast Spells. Shooting Phase: Shoot.

Divination

A

Guiding Light

-
- Augment
 - Range 18"

One Turn

When the target takes a Leadership Test, roll an additional D6 and remove the highest D6 rolled. A unit cannot be affected by this spell more than once per Magic Phase.



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CROWN OF THE



THE IX AGE
FANTASY BATTLES

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