

<p style="text-align: center;">Divination</p> <p>A Guiding Light</p>	<p style="text-align: center;">Divination</p> <p>0 Scrying</p>	<p style="text-align: center;">Divination</p> <p>1 Fate's Judgement</p>	<p style="text-align: center;">Divination</p> <p>2 Know Thy Enemy</p>
<p style="text-align: center;">18" Augment Last one Turn</p>	<p style="text-align: center;">7+ [10+] 18" [6"Aura] Augment Last one Turn</p>	<p style="text-align: center;">18" Hex, Missile, Instant Damage</p>	<p style="text-align: center;">8+ [12+] 18" [6"Aura] Augment Last one Turn</p>
<p>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.</p>	<p>The target gains Distracting and Hard Target.</p>	<p>The target suffers D3[D6] hits that wound automatically, with no Ward or Regeneration Saves allowed.</p>	<p>The target gains +2 Weapon Skill and +2 Initiative.</p>
<p style="text-align: center;">Divination</p> <p>3 The Stars Align</p>	<p style="text-align: center;">Divination</p> <p>4 Look to the West</p>	<p style="text-align: center;">Divination</p> <p>5 Unerring Strike</p>	<p style="text-align: center;">Divination</p> <p>6 Portent of Doom</p>
<p style="text-align: center;">9+ [12+] 18" [6"Aura] Augment Last one Turn</p>	<p style="text-align: center;">9+ 18" Augment Last one Turn</p>	<p style="text-align: center;">9+ [13+] 18" Hex, Missile, Instant Damage</p>	<p style="text-align: center;">10+ 18" Hex Last one Turn</p>
<p>The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.</p>	<p>The target gains Stubborn and Immune to Psychology.</p>	<p>The target suffers 2D6 [3D6] hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.</p>	<p>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.</p>

WIZARD KING SPELL
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FANTASY BATTLES

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