


## Divination

1 Know Thy Enemy

Augment  
One Turn

**7+ [12+]** Range 18" [6"Aura"]

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




## Divination

2 Fate's Judgement

Hex  
Instant

**5+ [9+]** Missile Damage  
Range 18"

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

Augment  
One Turn

**7+ [12+]** Range 18" [6"Aura"]

The target gains Distracting and Hard Target.




## Divination

4 The Stars Align

Augment  
One Turn

**8+ [12+]** Range 18" [6"Aura"]

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




## Divination

5 Unerring Strike

Hex  
Instant

**7+ [10+]** Missile Damage  
Range 18"

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




## Divination

6 Portent of Doom

Hex  
Permanent

**8+** Range 24"

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  
One Turn

Range 12"

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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