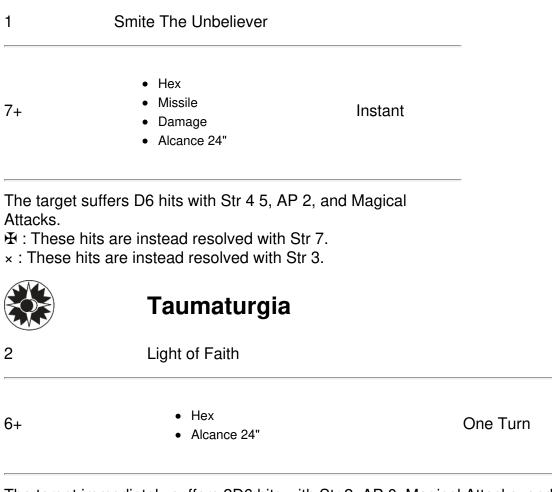


Taumaturgia



The target immediately suffers 2D6 hits with Str 2, AP 0, Magical Attacks, and Divine Attacks.

 \mathbf{H} : The target gains Minimise Flee rolls.

× : The target gains Maximised Flee rolls.



2

Taumaturgia

9+

3

HexAlcance 24"

One Turn

The target's Agi is set to 1.

 $\boldsymbol{\Xi}$: Enemy* units in the same combat† as the target has their Agi set to 1.

 \times : Friendly* units in the same combat† as the target has their Agi set to 1.

*From the perspective of the caster. †At the time of casting the spell.

Taumaturgia

4 Holy Affliction

10+ Hex • Alcance 24" One Turn



Taumaturgia

Rain of Fire

11 +

- Damage
- Universal
- Alcance 24"

Instant

The target suffers D3+1 hits, and all units within 3" of the target suffer 1 hit. These hits are resolved with Str 9, AP 4, Flaming Attacks and Magical Attacks.

 \mathbf{H} : Increase the number of hits each unit suffers from this Spell by 1.

 \times : Decrease the number of hits each unit suffers from this Spell by 1.

	Taumaturgia	
6	Wrath of God	
11+	GroundAlcance 48"	Permanent

Place a marker on the target point. Instead of rolling for Divine Intervention when the spell is cast, do it at the start of each subsequent Magic Phase.

H: Each unit within 2D6" from the center of the marker suffers 2D6 with Str 5, AP 2, and Magical Attacks. Then remove the marker.

 \times : The opponent may move the marker in any direction up to 3".











