Taumaturgia



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

Taumaturgia

2 Castigo al Incrédulo 6+ [9+] • Hex • Alcance 24" 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.

Taumaturgia

7+

HexAlcance 18"

One Turn

If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.

Taumaturgia

4 Mano del Cielo

5+ [8+]

[Augment] Focused

• Alcance Caster [18"]

Instant

The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]

Taumaturgia

5 Ira de Dios

12+

- Ground
- Alcance 96"

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 $(2D6+X)^n$, 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.

	Taumaturgia	
6	Prueba de Fe	
7+ [10+]	 Hex Missile Damage Focused Direct Alcance 12" [18"] 	Instant

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.











