

Taumaturgia

1 Smite The Unbeliever

Hex
7+ Missile Instant
Damage
Alcance 24"

The target suffers D6 hits with Str 4 5, AP 2, and Magical Attacks.

₩: These hits are instead resolved with Str 7.

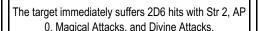
×: These hits are instead resolved with Str 3.



Taumaturgia

2 Light of Faith

6+ Hex One Turn
Alcance 24"



- ★: The target gains Minimise Flee rolls.
- ×: The target gains Maximised Flee rolls.



Taumaturgia

3 Weight of Judgement

9+ Hex One Turn
Alcance 24"

The target's Agi is set to 1.

- ₩ : Enemy* units in the same combat† as the target has their Agi set to 1.
- × : 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 One Turn

The target suffers −1 to wound. ★: The target suffers −1 AP.

× : The target gains +1 AP



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5 Rain of Fire

Damage
11+ Universal Instant
Alcance 24"

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.

- ★: Increase the number of hits each unit suffers from this Spell by 1.
- × : Decrease the number of hits each unit suffers from this Spell by 1.



Taumaturgia

6 Wrath of God

11+ Ground Permanent Alcance 48"

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.

- ⊞: 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".

