

7+

# **Thaumaturgie**

1 Smite The Unbeliever

• Hex

Missile

Instant

• Damage

• Portée 24"

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

f H: These hits are instead resolved with Str 7.

×: These hits are instead resolved with Str 3.



6+

# **Thaumaturgie**

2 Light of Faith

Hex

• Portée 24"

One Turn

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

₩: The target gains Minimise Flee rolls.

 $\times$ : The target gains Maximised Flee rolls.



# **Thaumaturgie**

9+

- Hex
- Portée 24"

One Turn

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.



Holy Affliction

10+

- Portée 24" One Turn

The target suffers -1 to wound.

 $\maltese$ : The target suffers –1 AP.

x: The target gains +1 AP



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### **Thaumaturgie**

11+	<ul><li>Damage</li><li>Universal</li><li>Portée 24"</li></ul>	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.

 $\maltese$ : 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.



### **Thaumaturgie**

Portée 48"

6	Wrath of God	
11+	• Ground	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.

# : 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".











