

1. Apprentice Spell

#### Smite the Unbeliever

CV Type Duration

7 Hex One Turn
Missile
Damage
Replicable
Range 24"

Effect

The target suffers D6 hits with Str 5, AP 2, and Magical Attacks. ul>li>\overline{\Omega}. These hits are instead resolved with Str 7, AP 2, and Magical Attacks./li>li>\overline{\Omega}. These hits are instead resolved with Str 3, AP 2, and Magical Attacks./li>li>/ul>



2. Adept Spell

# Light of Faith

CV Type Duration

[color=#0000 Hex One Turn ff]7[/color] Range 24"

Effect

span style="color: #0000ff;">The target counts as having one fewer Proper Ranks when Engaged./span> ul>li>⊠: span style="color: #0000ff;">Two fewer Proper Ranks instead/span>/li>li>×: span style="color: #0000ff;">Spell has no effect/span>/li>/ul>



3. Adept Spell

# Weight of Judgement

CV Type Duration

[color=#0000 Hex One Turn
ff]8[/color] Range 24"

Effect

}/li>/ul>

The target suffers del>-10/del> span style="color: #0000ff;">-2/span> Agi to a minimum of 1. ul>li>\overline{\minuss{}3 Agi instead} /li>li>\text{ii}>\text{ii}\text{ii}>\text{ii}\text{minuss}}1 Agiinstead



4. Adept Spell

## **Holy Affliction**

CV Type Duration

10 Hex One Turn
Range 24"

Effect

The target suffers -1 to wound. ul>li>M: The target suffers -1 AP./li>li>x: The target gains +1 AP./li>/ul>



5. Master Spell

#### Wrath of God

CV Type Duration

[color=#0000 Ground One Turn ff]10[/color] Range 48"

 $\it Effect$ 

Place a marker on the target point, span style="color: #0000ff;">You **must** roll for Divine Intervention/span> at the start of each subsequent Magic Phase. ul>li>\overline{\Overline{N}}: Each unit within 2D6\overline{\Overline{N}} of the centre of the marker suffers 2D6 with Str 5, AP 2, and **Magical Attacks**. Then remove the marker./li>li>li>x: The opponent may move the marker up to 3\overline{\Overline{N}} in any direction./li>/ul>

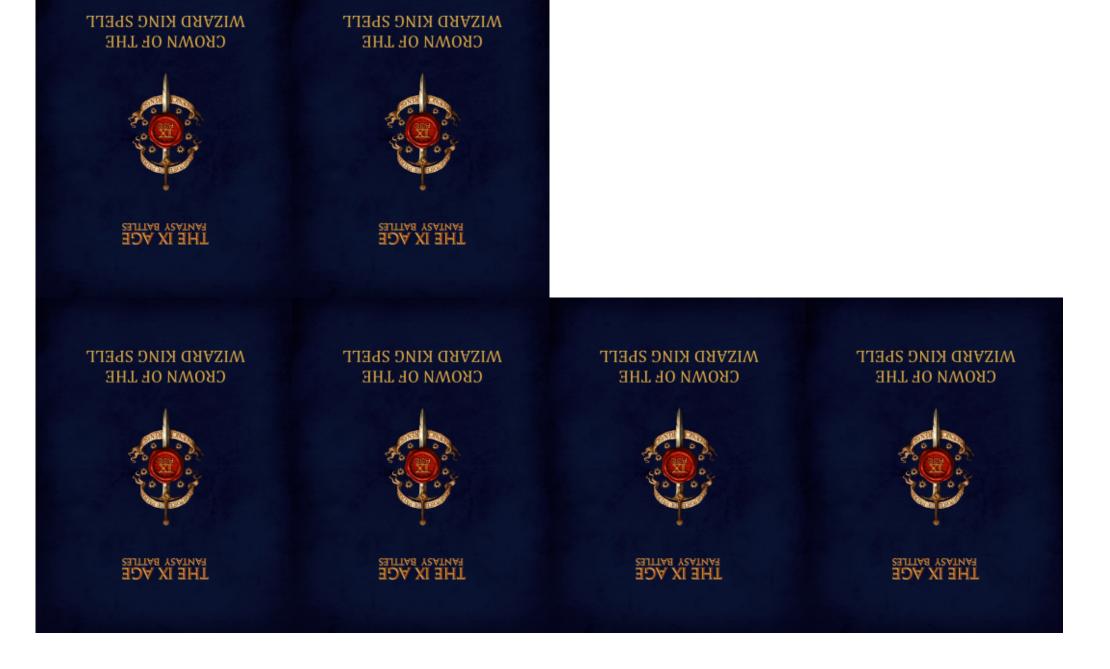


6. Master Spell

### Rain of Fire

CV	Туре	Duration
11	Damage Universal Range 24"	One Turn

Effect



The target suffers D3+1 hits. All span style="color: #0000ff;">other/span> units within 3⊠ of the target suffer 1 hit.

All hits are resolved with Str 9, AP 4, Flaming Attacks, Magical Attacks. ul>li>\text{M}: Increase the number of hits each unit suffers by 1./li>li>\text{N}: Decrease the number of hits each unit suffers by 1./li>/ul>