

7+

Taumaturgia

1 Smite The Unbeliever

• Hex

MissileDamage

Instant

• Gamma 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.



6+

Taumaturgia

Light of Faith

• Hex

• Gamma 24"

One Turn

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

 $\boldsymbol{\maltese}$: The target gains Minimise Flee rolls.

 \times : The target gains Maximised Flee rolls.



Taumaturgia

9+

Hex

• Gamma 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+

- Gamma 24" One Turn

The target suffers -1 to wound.

 \maltese : The target suffers –1 AP.

x: The target gains +1 AP



Taumaturgia

Instant
are resolved with Str 9, AP 4, Flaming Attacks and
- 1

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.

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Taumaturgia

6	Wrath of God	

 Ground 11+ Permanent Gamma 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.

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











