Divinazione

0 Scrutare

7+ [10+]	18" [6"Aura] Aumentare	Ultimo giro

The target gains Distracting and Hard Target.

Divinazione

1 Fate's Judgement

7+ [10+]	18" Hex, Missile, Danno	Immediato

The target suffers D3[D6] hits that wound automatically, with no Ward or Regeneration Saves allowed.

Divinazione

2 Conosci il tuo nemico

8+ [12+]	18" [6"Aura] Aumentare	Ultimo giro

The target gains +2 Weapon Skill and +2 Initiative.

Divinazione

3 Le stelle si allineano

9+ [12+]	18" [6"Aura] Aumentare	Ultimo giro

The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.

Divinazione

4 Look to the West

9+	18" Aumentare	Ultimo giro

The target gains Stubborn and Immune to Psychology.

Divinazione

5 Colpo infallibile

9+ [13+]	18" Hex, Missile, Danno	Immediato

The target suffers |2D6|[3D6] hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.

Divinazione

6 Presagio di morte

10+	18" Hex	Ultimo giro

At the start of the following phases, roll a D6, plus one extra D6 for each Character in the unit. If one or more dice result in a '6', the target cannot perform the corresponding action this Phase. Declare Charges sub-phase: Declare Charges. Remaining Moves sub-phase: March Move. Magic Phase: Cast Spells. Shooting Phase: Shoot.

Divinazione

UN Luce guida

	18" Aumentare	Ultimo giro

When the target takes a Leadership Test, roll an additional D6 and remove the highest D6 rolled. A unit cannot be affected by this spell more than once per Magic Phase.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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