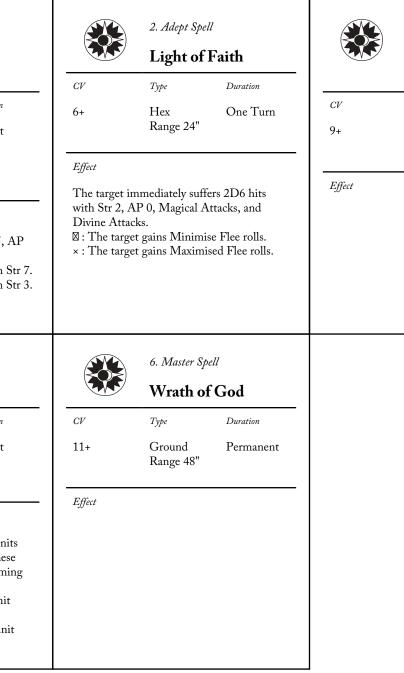
1. Apprentice Spell Smite The Unbeliever CVType CVТуре Duration Hex 6+ 7+ Hex Instant Missile Damage Effect Range 24" Effect Divine Attacks. The target suffers D6 hits with Str 4 5, AP 2, and Magical Attacks. \boxtimes : These hits are instead resolved with Str 7. × : These hits are instead resolved with Str 3. 5. Master Spell Rain of Fire CVDuration CVType Type 11+ Damage Instant 11+ Universal Range 24" Effect Effect The target suffers D3+1 hits, and all units within $3 \boxtimes$ of the target suffer 1 hit. These hits are resolved with Str 9, AP 4, Flaming Attacks and Magical Attacks. \boxtimes : 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.



3. Adept Spell 4. Adept Spell Weight of **Holy Affliction** Judgement CVType Duration Туре Duration 10+ Hex One Turn Range 24" Hex One Turn Range 24" Effect The target suffers -1 to wound. \boxtimes : The target suffers -1 AP. × : The target gains +1 AP



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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.

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^{\square}.