

| Divination  |                |         |               |
|---|----------------|---------|---------------|
| 1   | Know Thy Enemy |         |               |
| <7+> {12+}  | <18"> {6"Aura} | Augment | Last one Turn |
| <p>The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.</p> |                |         |               |

| Divination   |                  |                      |         |
|--|------------------|----------------------|---------|
| 2  | Fate's Judgement |                      |         |
| <5+> {9+}  | 18"              | Hex, Missile, Damage | Instant |
| <p>The target suffers &lt;1D3&gt; {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).</p> |                  |                      |         |

| Divination   |                |         |               |
|--|----------------|---------|---------------|
| 3  | Scrying        |         |               |
| <7+> {12+}   | <18"> {6"Aura} | Augment | Last one Turn |
| <p>The target gains Distracting and Hard Target.</p> |                |         |               |

| Divination  |                 |         |               |
|---|-----------------|---------|---------------|
| 4   | The Stars Align |         |               |
| <8+> {12+}  | <18"> {6"Aura}  | Augment | Last one Turn |
| <p>The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat &lt;and Shooting&gt; Attacks.</p> |                 |         |               |

| Divination   |                 |                      |         |
|--|-----------------|----------------------|---------|
| 5  | Unerring Strike |                      |         |
| <7+> {10+}   | 18"             | Hex, Missile, Damage | Instant |
| <p>The target suffers &lt;2D6&gt; {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b></p> |                 |                      |         |

| Divination  |                 |     |           |
|---|-----------------|-----|-----------|
| 6   | Portent of Doom |     |           |
| 8+  | 24"             | Hex | Permanent |
| <p>When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&amp;F models.<br/>A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.</p> |                 |     |           |

| Divination  |               |         |               |
|---|---------------|---------|---------------|
| A   | Guiding Light |         |               |
|   | 12"           | Augment | Last one Turn |
| <p>Discipline Tests of units with all models affected by the spell are subject to Minimised Roll.<br/>A unit cannot be affected by this spell more than once per Magic Phase.</p> |               |         |               |

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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