

Divination

1 Know Thy Enemy

Augment
<7+> {12+} Range <18"> One Turn
{6"Aura}

The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

Divination

2 Fate's Judgement

Hex
<5+> {9+} Missile Instant
Damage
Range 18"

The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Divination

3 Scrying

Augment
<7+> {12+} Range <18"> One Turn
{6"Aura}

The target gains Distracting and Hard Target.

Divination

4 The Stars Align

Augment
<8+> {12+} Range <18"> One Turn
{6"Aura}

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.

Divination

5 Unerring Strike

Hex
<7+> {10+} Missile Instant
Damage
Range 18"

The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, **Divine Attacks and Magical Attacks**

Divination

6 Portent of Doom

Hex Permanent
8+ Range 24"

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&F models.
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.

Divination

A Guiding Light

Augment One Turn
Range 12"

Discipline Tests of units with all models affected by the spell are subject to Minimised Roll.
A unit cannot be affected by this spell more than once per Magic Phase.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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