

Divination		
0	Scrying	
7+ [10+]	18" [6"Aura] Augment	Last one Turn
The target gains Distracting and Hard Target.		

Divination		
1	Fate's Judgement	
7+ [10+]	18" Hex, Missile, Damage	Instant
The target suffers D3[D6] hits that wound automatically, with no Ward or Regeneration Saves allowed.		

Divination		
2	Know Thy Enemy	
8+ [12+]	18" [6"Aura] Augment	Last one Turn
The target gains +2 Weapon Skill and +2 Initiative.		

Divination		
3	The Stars Align	
9+ [12+]	18" [6"Aura] Augment	Last one Turn
The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.		

Divination		
4	Look to the West	
9+	18" Augment	Last one Turn
The target gains Stubborn and Immune to Psychology.		

Divination		
5	Unerring Strike	
9+ [13+]	18" Hex, Missile, Damage	Instant
The target suffers 2D6 [3D6] hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.		

Divination		
6	Portent of Doom	
10+	18" Hex	Last one Turn
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.		

Divination		
A	Guiding Light	
	18" Augment	Last one Turn
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.		

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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