
 **Thaumaturgy**

1 Hand of Heaven

24" Last one Turn
5+ [8+] Hex, Missile, Damage

The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits


 **Thaumaturgy**

2 Smite the Unbeliever

24" Last one Turn
6+ [9+] Hex

Immediately after successfully casting this spell, roll a D6.
[Choose which effect to apply when casting the spell.]

- If 1-3 is rolled, the target suffers -1 Resilience.
- If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.


 **Thaumaturgy**

3 Speaking in Tongues

24" Last one Turn
5+ Hex

The target must take a Discipline Test:


- If the test is passed, the target gains Fearless.
- If the test is failed, the target becomes Shaken.

 **Thaumaturgy**

4 Cleansing Fire

Caster [18"] Instant
5+ [8+] [Augment], Focused

The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.)
[This spell may only target Characters, Champions, and single model units.]


 **Thaumaturgy**

5 Wrath of God

96" Permanent
12+ Ground

Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6:

- If 1-3 is rolled, nothing happens.
- If 4-6 is rolled, each unit within 2D6" suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it Flees directly away from the marked point (for all other rules, the Caster is considered to be the attacker). The spell then ends.

 **Thaumaturgy**

6 Trial of Faith

12" [18"] Instant
7+ [10+] Hex, Missile, Damage, Focused, Direct

The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

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