

<div>Thaumaturgy</div> <div>1Hand of Heaven</div> <div>5+ [8+]24"Hex, Missile, DamageLast one Turn</div> <div>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</div>	<div>Thaumaturgy</div> <div>2Smite the Unbeliever</div> <div>6+ [9+]24"HexLast one Turn</div> <div>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.</div>	<div>Thaumaturgy</div> <div>3Speaking in Tongues</div> <div>5+24"HexLast one Turn</div> <div>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.</div>	<div>Thaumaturgy</div> <div>4Cleansing Fire</div> <div>5+ [8+]Caster [18"] [Augment], FocusedInstant</div> <div>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.]</div>
<div>Thaumaturgy</div> <div>5Wrath of God</div> <div>12+96"GroundPermanent</div> <div>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.</div>	<div>Thaumaturgy</div> <div>6Trial of Faith</div> <div>7+ [10+]12" [18"]Hex, Missile, Damage, Focused, DirectInstant</div> <div>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.</div>		

