

5+ [8+]

Thaumaturgy

Hand of Heaven

Hex Missile Damage

One Turn

Permanent

Range 24"

The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.

Strength and apply the rolled Strength value to all hits

Wrath of God

12+

Ground

Range 96"

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.

The spell then ends.

Thaumaturgy



Thaumaturgy

Smite the Unbeliever

Hex 6+ [9+] One Turn Range 24"



Thaumaturgy

Speaking in Tongues

Hex 5+ One Turn Range 24"

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

Cleansing Fire

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

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.]

Roll once for the number of hits and once for the

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

Trial of Faith

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

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 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.

