

| Divination  |                         |                  |
|---|-------------------------|------------------|
| 1   | Know Thy Enemy          |                  |
| 7+ [12+]  | 18" [6"Aura]<br>Augment | Last one<br>Turn |
| <p>The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.</p> |                         |                  |

| Divination  |                                |         |
|---|--------------------------------|---------|
| 2   | Fate's Judgement               |         |
| 5+ [9+]   | 18"<br>Hex, Missile,<br>Damage | Instant |
| <p>The target suffers <b>D3 [D6]</b> hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).</p> |                                |         |

| Divination   |                         |                  |
|--|-------------------------|------------------|
| 3  | Scrying                 |                  |
| 7+ [12+]   | 18" [6"Aura]<br>Augment | Last one<br>Turn |
| <p>The target gains Distracting and Hard Target.</p> |                         |                  |

| Divination   |                         |                  |
|--|-------------------------|------------------|
| 4  | The Stars Align         |                  |
| 8+ [12+]   | 18" [6"Aura]<br>Augment | Last one<br>Turn |
| <p>The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <b>and Shooting</b> Attacks.</p> |                         |                  |

| Divination  |                                |         |
|---|--------------------------------|---------|
| 5   | Unerring Strike                |         |
| 7+ [10+]  | 18"<br>Hex, Missile,<br>Damage | Instant |
| <p>The target suffers <b>2D6 [3D6]</b> hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.</p> |                                |         |

| Divination  |                 |           |
|---|-----------------|-----------|
| 6   | Portent of Doom |           |
| 8+  | 24"<br>Hex      | Permanent |
| <p>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&amp;F models.<br/>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.</p> |                 |           |

| Divination  |                |                  |
|---|----------------|------------------|
| A   | Guiding Light  |                  |
|   | 12"<br>Augment | Last one<br>Turn |
| <p>Discipline Tests of units with all models affected by the spell are subject to Minimised Roll.<br/>A unit cannot be affected by this spell more than once per Magic Phase.</p> |                |                  |

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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