

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

| Divination   |                                |         |
|--|--------------------------------|---------|
| 1  | Fate's Judgement               |         |
| 7+ [10+]   | 18"<br>Hex, Missile,<br>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]<br>Augment | Last one<br>Turn |
| The target gains +2 Weapon Skill and +2 Initiative. |                         |                  |

| Divination  |                         |                  |
|---|-------------------------|------------------|
| 3   | The Stars Align         |                  |
| 9+ [12+]  | 18" [6"Aura]<br>Augment | Last one<br>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"<br>Augment   | Last one<br>Turn |
| The target gains Stubborn and Immune to Psychology. |                  |                  |

| Divination  |                                |         |
|---|--------------------------------|---------|
| 5   | Unerring Strike                |         |
| 9+ [13+]  | 18"<br>Hex, Missile,<br>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"<br>Hex      | Last one<br>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"<br>Augment | Last one<br>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



THE IX AGE  
FANTASY BATTLES

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