

Weissagung	Weissagung	Weissagung	Weissagung
<p>1 Kenne deinen Feind</p> <p><7+> {12+} <18"> {6"Aura} Letzter Augment Zug</p>	<p>2 Schicksalsurteil</p> <p><5+> {9+} 18" Hex, Missile, Sofortig Damage</p>	<p>3 Hellsicht</p> <p><7+> {12+} <18"> {6"Aura} Letzter Augment Zug</p>	<p>4 Gunst der Sterne</p> <p><8+> {12+} <18"> {6"Aura} Letzter Augment Zug</p>
The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).	Das Ziel erhält Ablenkend und Schwieriges Ziel.	Das Ziel erhält Heilige Attacken und muss misslungene Trefferwürfe mit Nahkampf- und Schussattacken wiederholen.

Weissagung		
5 Unfehlbarer Angriff	18" <i><7+> {10+}</i>	Hex, Missile, Sofortig Damage
The target suffers <i><2D6> {3D6}</i> hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks	6 Zeichen des Untergangs	24" 8+ Hex Permanent
	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&F models.	
	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.	EIN Wegweisendes Licht 12" Augment Letzter Zug

CROWN OF THE
WIZARD KING SPELL



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FANTASY BATTLES

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