

<div>Thaumaturgie</div> <div>1Reinigendes Feuer</div> <div>24"Hex, Missile, Damage</div> <div>5+ [8+]Letzter Zug</div> <div>The target suffers <b>D6 [D6+1]</b> hits with Strength <b>D6 [D6+1]</b>, Armour Penetration <b>2 [3]</b>, and Magical Attacks.</div>	<div>Thaumaturgie</div> <div>2Zerschmetterung der Ungläubigen</div> <div>24"Hex</div> <div>6+ [9+]Letzter Zug</div> <div><div>Immediately after successfully casting this spell, roll a D6.</div><div>[Choose which effect to apply when casting the spell.]</div><div>- If 1-3 is rolled, the target suffers -1 Resilience.</div><div>- If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.</div></div>	<div>Thaumaturgie</div> <div>3Sprachengewirr</div> <div>18"Hex</div> <div>7+Letzter Zug</div> <div>If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.</div>	<div>Thaumaturgie</div> <div>4Hand des Himmels</div> <div>Caster [18"]</div> <div>5+ [8+][Augment], Focused</div> <div>Sofortig</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>Thaumaturgie</div> <div>5Der Zorn Gottes</div> <div>96"Ground</div> <div>12+Permanent</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, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, 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. The spell then ends, remove all counters.</div>	<div>Thaumaturgie</div> <div>6Glaubensprüfung</div> <div>12" [18"]</div> <div>7+ [10+]Hex, Missile, Damage, Focused, Direct</div> <div>Sofortig</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>		

