

Divinazione 0 Scrutare 7+ [10+] 18" [6"Aura] Aumentare Ultimo giro The target gains Distracting and Hard Target.	Divinazione 1 Fate's Judgement 7+ [10+] 18" Hex, Missile, Danno Immediato The target suffers D3[D6] hits that wound automatically, with no Ward or Regeneration Saves allowed.	Divinazione 2 Conosci il tuo nemico 8+ [12+] 18" [6"Aura] Aumentare Ultimo giro The target gains +2 Weapon Skill and +2 Initiative.	Divinazione 3 Le stelle si allineano 9+ [12+] 18" [6"Aura] Aumentare Ultimo giro The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.
Divinazione 4 Look to the West 9+ 18" Aumentare Ultimo giro The target gains Stubborn and Immune to Psychology.	Divinazione 5 Colpo infallibile 9+ [13+] 18" Hex, Missile, Danno Immediato The target suffers 2D6 [3D6] hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.	Divinazione 6 Presagio di morte 10+ 18" Hex Ultimo giro 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.	Divinazione UN Luce guida 18" Aumentare Ultimo giro 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.

CROWN OF THE
WIZARD KING SPELL



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FANTASY BATTLES

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