








<div>  <div> <div>Divinazione</div> <div> 1 Conosci il tuo nemico </div> </div> <div> <div> <7+> {12+} <18"> {6"Aura} </div> <div> Ultimo giro Aumentare </div> </div> <div> <p>The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.</p> </div> </div>	<div>  <div> <div>Divinazione</div> <div> 2 Fate's Judgement </div> </div> <div> <div> 18" <5+> {9+} </div> <div> Immediato Hex, Missile, Danno </div> </div> <div> <p>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).</p> </div> </div>	<div>  <div> <div>Divinazione</div> <div> 3 Scrutare </div> </div> <div> <div> <7+> {12+} <18"> {6"Aura} </div> <div> Ultimo giro Aumentare </div> </div> <div> <p>The target gains Distracting and Hard Target.</p> </div> </div>	<div>  <div> <div>Divinazione</div> <div> 4 Le stelle si allineano </div> </div> <div> <div> <8+> {12+} <18"> {6"Aura} </div> <div> Ultimo giro Aumentare </div> </div> <div> <p>The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.</p> </div> </div>
<div>  <div> <div>Divinazione</div> <div> 5 Colpo infallibile </div> </div> <div> <div> 18" <7+> {10+} </div> <div> Immediato Hex, Missile, Danno </div> </div> <div> <p>The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks</p> </div> </div>	<div>  <div> <div>Divinazione</div> <div> 6 Presagio di morte </div> </div> <div> <div> 24" 8+ </div> <div> Permanente Hex </div> </div> <div> <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&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.</p> </div> </div>	<div>  <div> <div>Divinazione</div> <div> UN Luce guida </div> </div> <div> <div> 12" </div> <div> Ultimo giro Aumentare </div> </div> <div> <p>Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.</p> </div> </div>	

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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