

<div>Cosmology</div> <div>1 Altered Sight Cosmos</div> <div>5+ 24" Last one Turn Augment</div> <div>The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.</div>	<div>Cosmology</div> <div>1 Altered Sight Chaos</div> <div>5+ 24" Last one Turn Hex</div> <div>The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.</div>	<div>Cosmology</div> <div>2 Truth of Time Cosmos</div> <div>5+ 24" Last one Turn Augment</div> <div>Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.</div>	<div>Cosmology</div> <div>2 Truth of Time Chaos</div> <div>5+ 24" Last one Turn Hex</div> <div>Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.</div>
<div>Cosmology</div> <div>3 Ice and Fire Cosmos</div> <div>8+ 24" Instant Hex, Missile, Damage</div> <div>The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks. Successful Special Saves against wounds caused by this spell must be rerolled.</div>	<div>Cosmology</div> <div>3 Ice and Fire Chaos</div> <div>8+ 24" Instant Hex, Damage, Augment</div> <div>The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.</div>	<div>Cosmology</div> <div>4 Perception of Strength Cosmos</div> <div>8+ 24" Last one Turn Augment</div> <div>The target gains +1 Strength and +1 Armour Penetration.</div>	<div>Cosmology</div> <div>4 Perception of Strength Chaos</div> <div>8+ 24" Last one Turn Hex</div> <div>The target suffers -1 Strength and -1 Armour Penetration.</div>

Cosmology	Cosmology	Cosmology	Cosmology
5 Unity in Divergence Cosmos	5 Unity in Divergence Chaos	6 Truth of Time Cosmos	6 Touch the Heart chaos
10+ 24" Last one Turn Augment	10+ 24" Instant Hex, Damage, Direct	7+ 24" Instant Augment, Focused	7+ 24" Instant Hex, Missile, Damage, Focused
All models in the target unit gain Aegis (5+) .	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.	The target Recovers 1 Health Point	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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