

Cosmology

1 Altered Sight Cosmos

5+

- Augment
- Range 24"

 One Turn

The target gains **+1** Offensive Skill and **+1** Defensive Skill, and has its weapons' Aim **improved** by 1.

Cosmology

1 Altered Sight Chaos

5+

- Hex
- Range 24"

 One Turn

The target suffers **-1** Offensive Skill and **-1** Defensive Skill, and has its weapons' Aim **worsened** by 1.

Cosmology

2 Truth of Time Cosmos

5+

- Augment
- Range 24"

 One Turn

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.

Cosmology

2 Truth of Time Chaos

5+

- Hex
- Range 24"

 One Turn

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.

Cosmology

3 Ice and Fire Cosmos

7+

- Hex
- Missile
- Damage
- Range 24"

 Instant

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.

Cosmology

3 Ice and Fire Chaos

7+

- Hex
- Damage
- Augment
- Range 24"

Instant

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.

Cosmology

4 Perception of Strength Cosmos

8+

- Augment
- Range 24"

One Turn

The target gains **+1** Strength and **+1** Armour Penetration.

Cosmology

4 Perception of Strength Chaos

8+

- Hex
- Range 24"

One Turn

The target suffers **-1 Strength** and **-1 Armour Penetration**.

Cosmology

5 Unity in Divergence Cosmos

10+ • Augment One Turn
 • Range 24"

All models in the target unit **gain Aegis (5+)**.

Cosmology

5 Unity in Divergence Chaos

10+ • Hex
 • Damage Instant
 • Direct
 • Range 24"

Each model in the target unit **suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks**.

Cosmology

6 Truth of Time Cosmos

7+ • Augment
 • Focused Instant
 • Range 24"

The target **Recovers** 1 Health Point

Cosmology

6 Touch the Heart chaos

7+ • Hex
 • Missile
 • Damage Instant
 • Focused
 • Range 24"

The target suffers **1 hit that wounds automatically** with Armour Penetration 10 and Magical Attacks.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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