



Cosmology

1	Altered Sight Cosmos	
5+	<ul style="list-style-type: none">• 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+	<ul style="list-style-type: none">• 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+	<ul style="list-style-type: none">• Augment• Range 24"	One Turn

The target gains +2” Advance Rate and +2 Agility.



Cosmology

2 Truth of Time Chaos

5+

- Hex
- Range 24"

 One Turn

The target suffers -2” Advance Rate, to a minimum of 3”, and -2 Agility, to a minimum of 1.



Cosmology

3 Ice and Fire Cosmos

8+

- 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

8+

- 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"

The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, and Magical Attacks.



Cosmology

6 Truth of Time Cosmos

7+

- Augment
 - Focused
 - Range 24"
- Instant

The target **Recovers** 1 Health Point



Cosmology

6

Touch the Heart chaos

7+

- Hex
- Missile
- Damage
- Focused
- Range 24"

Instant

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

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

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