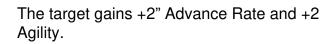
Cosmology

1	Altered Sight Cosmo	
5+	AugmentRange 24"	One Turn
The 1.	target gains +1 Offensive	Skill and +1 Defensive Skill, and has its weapons' Aim improved by
	Cosmology	
1	Altered Sight Chaos	
5+	HexRange 24"	One Turn
The 1.	target suffers -1 Offensiv	Skill and -1 Defensive Skill, and has its weapons' Aim worsened by
(Cosmology	
2	Truth of Time Cosmos	
5+	AugmentRange 24"	One Turn



Cosmology

2	Truth of Time Chaos				
5+	HexRange 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

	• Hex		
8+	Damage		Instant
0+	Augment		mstant
	Range 24"		
	e target suffers 2D6 hits with Strers spell must be rerolled.	ngth 4 and Armour F	Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by
	Cosmology		
4	Perception of Strength Cosmos		-
8+	AugmentRange 24"	One Turn	
	e target gains +1 Strength and +1 netration.	Armour	
	Cosmology		
4	Perception of Strength Chaos		_
8+	HexRange 24"	One Turn	

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

Cosmology

• Range 24"

5 Unity in Divergence Cosmos

• Augment

One Turn

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

Cosmology

5 Unity in Divergence Chaos

Hex

10+

Damage

Direct

• Range 24"

Instant

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

Cosmology

6 Truth of Time Cosmos

 Augment 7+ Instant Focused • Range 24" The target **Recovers** 1 Health Point Cosmology Touch the Heart chaos 6 Hex Missile 7+ Instant Damage Focused • Range 24"

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



