

# Cosmology

1 Altered Sight Cosmos

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5+ 

- Augment
- Range 24"

 One Turn

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

# Cosmology

1 Altered Sight Chaos

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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

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5+ 

- Augment
- Range 24"

 One Turn

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

## Cosmology

2 Truth of Time Chaos

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5+ 

- Hex
- Range 24"

 One Turn

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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

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8+ 

- Hex
- Missile
- Damage
- Range 24"

 Instant

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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

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8+

- Hex
- Damage
- Augment
- Range 24"

Instant

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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

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8+

- Augment
- Range 24"

One Turn

---

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

## Cosmology

4 Perception of Strength Chaos

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8+

- Hex
- Range 24"

One Turn

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

## Cosmology

5 Unity in Divergence Cosmos

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10+      • Augment      One Turn  
          • Range 24"

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

## Cosmology

5 Unity in Divergence Chaos

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

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

## Cosmology

6 Truth of Time Cosmos

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7+      • Augment      Instant  
• Focused  
• Range 24"

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The target **Recovers** 1 Health Point

## Cosmology

6      Touch the Heart chaos

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

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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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