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|---|------------------------|----------|
|  <h2 style="text-align: center;">Cosmology</h2>  |                        |          |
| 1   | Weal and Woe           |          |
| 8+  | Universal<br>Range 18" | One Turn |
| <p>The target must reroll [<math>\alpha</math>] to-wound rolls, except natural rolls of [<math>\beta</math>].</p> <p style="text-align: center;">[<math>\alpha</math>]: Failed<br/>[<math>\beta</math>]: '1'</p> <p style="text-align: center;">[<math>\alpha</math>]: Successful<br/>[<math>\beta</math>]: '6'</p> |                        |          |

|   |                           |         |
|---|---------------------------|---------|
|  <h2 style="text-align: center;">Cosmology</h2>  |                           |         |
| 2   | Hearts and Minds          |         |
| 6+  | [ $\alpha$ ]<br>Range 24" | Instant |
| <p>If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test.</p> <p style="text-align: center;">[<math>\alpha</math>]: Hex, Damage<br/>[<math>\alpha</math>]: Augment</p> |                           |         |

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|--|------------------------|----------|
|  <h2 style="text-align: center;">Cosmology</h2>                           |                        |          |
| 3  | Truth of Time          |          |
| 9+   | Universal<br>Range 24" | One Turn |
| <p>The target's Cha and Mob are set to [<math>\alpha</math>].</p> <p style="text-align: center;">[<math>\alpha</math>]: 8"<br/>[<math>\alpha</math>]: 3"</p> |                        |          |

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|  <h2 style="text-align: center;">Cosmology</h2>   |                                       |         |
| 4  | Ice and Fire                          |         |
| 10+  | Hex<br>Missile<br>Damage<br>Range 24" | Instant |
| <p>The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [<math>\alpha</math>] against wounds caused by this spell must be rerolled.</p> <p style="text-align: center;">[<math>\alpha</math>]: Special Saves<br/>[<math>\alpha</math>]: Armour Saves</p> |                                       |         |

|   |                      |          |
|---|----------------------|----------|
|  <h2 style="text-align: center;">Cosmology</h2>  |                      |          |
| 5   | Cosmic Scales        |          |
| 11+   | Augment<br>Range 18" | One Turn |
| <p>The target gains Divine Attacks (Melee &amp; Shooting) and Magical Attacks (Melee &amp; Shooting), and it's [<math>\alpha</math>] is set to at least 8.</p> <p style="text-align: center;">[<math>\alpha</math>]: Def<br/>[<math>\alpha</math>]: Off</p> |                      |          |

|  |                        |         |
|--|------------------------|---------|
|  <h2 style="text-align: center;">Cosmology</h2>   |                        |         |
| 6  | Near and Far           |         |
| 11+  | Damage<br>[ $\alpha$ ] | Instant |
| <p>The target suffers D3+1 hits with Str 7, AP 3, and Magical Attacks.</p> <p style="text-align: center;">[<math>\alpha</math>]: Hex, Range 24"<br/>[<math>\alpha</math>]: Aura*, Range 9", Universal</p> <p style="text-align: center;">*The caster's unit is not targeted.</p> |                        |         |

WIZARD KING SPELL  
CROWN OF THE



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FANTASY BATTLES

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