




 Cosmology		
1	Weal and Woe	
8+	Universal Gamma 18"	One Turn
<p>The target must reroll [] to-wound rolls, except natural rolls of [].</p> <p>[]: Failed []: '1'</p> <p>[]: Successful []: '6'</p>		

 Cosmology		
2	Hearts and Minds	
6+	[] Gamma 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>[]: Hex, Damage []: Augment</p>		

 Cosmology		
3	Truth of Time	
9+	Universal Gamma 24"	One Turn
<p>The target's Cha and Mob are set to [].</p> <p>[]: 8" []: 3"</p>		

 Cosmology		
4	Ice and Fire	
10+	Hex Missile Damage Gamma 24"	Instant
<p>The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [] against wounds caused by this spell must be rerolled.</p> <p>[]: Special Saves []: Armour Saves</p>		

 Cosmology		
5	Cosmic Scales	
11+	Augment Gamma 18"	One Turn
<p>The target gains Divine Attacks (Melee & Shooting) and Magical Attacks (Melee & Shooting), and it's [] is set to at least 8.</p> <p>[]: Def []: Off</p>		

 Cosmology		
6	Near and Far	
11+	Damage []	Instant
<p>The target suffers D3+1 hits with Str 7, AP 3, and Magical Attacks.</p> <p>[]: Hex, Range 24" []: Aura*, Range 9", Universal</p> <p>*The caster's unit is not targeted.</p>		

WIZARD KING SPELL
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