




 <h2 style="text-align: center;">Cosmology</h2>		
1	Weal and Woe	
8+	Universal Gamma 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 [<math>\beta</math>]: '1'</p> <p style="text-align: center;">[<math>\alpha</math>]: Successful [<math>\beta</math>]: '6'</p>		

 <h2 style="text-align: center;">Cosmology</h2>		
2	Hearts and Minds	
6+	[ $\alpha$ ] 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 style="text-align: center;">[<math>\alpha</math>]: Hex, Damage [<math>\alpha</math>]: Augment</p>		

 <h2 style="text-align: center;">Cosmology</h2>		
3	Truth of Time	
9+	Universal Gamma 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" [<math>\alpha</math>]: 3"</p>		

 <h2 style="text-align: center;">Cosmology</h2>		
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 [<math>\alpha</math>] against wounds caused by this spell must be rerolled.</p> <p style="text-align: center;">[<math>\alpha</math>]: Special Saves [<math>\alpha</math>]: Armour Saves</p>		

 <h2 style="text-align: center;">Cosmology</h2>		
5	Cosmic Scales	
11+	Augment Gamma 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 [<math>\alpha</math>]: Off</p>		

 <h2 style="text-align: center;">Cosmology</h2>		
6	Near and Far	
11+	Damage [ $\alpha$ ]	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" [<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



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES