

Cosmology		
0	Altered Sight	
7+ {5+}	24" Augment	Last one Turn
The target gains +1 Weapon Skill and +1 Ballistic Skill.		

Cosmology		
1	Touch the Heart	
7+ {5+}	18" Augment, Focused	Instant
The target Recovers 1 Wound.		

Cosmology		
2	Mind Games	
7+ {5+}	18" Augment	Remains in play
The target gains +1 Leadership.		

Cosmology		
3	Truth of Time	
9+ {7+}	18" Augment	Last one Turn
When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 and discards the lowest D6.		

Cosmology		
4	Ice and Fire	
9+ {7+}	18" Hex, Missile, Damage	Instant
The target suffers 2D6 Strength 3 hits with Flaming Attacks and Divine Attacks.		

Cosmology		
5	Perception of Strength	
10+ {8+}	18" Augment	Last one Turn
The target gains +1 Strength.		

Cosmology		
6	Unity in Divergence	
11+ {9+}	18" Augment	Last one Turn
All models in the target unit gain a Ward Save (5+).		

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