

<p style="text-align: center;"><b>Cosmology</b></p> <p>1 Altered Sight Cosmos</p>	<p style="text-align: center;"><b>Cosmology</b></p> <p>1 Altered Sight Chaos</p>	<p style="text-align: center;"><b>Cosmology</b></p> <p>2 Truth of Time Cosmos</p>	<p style="text-align: center;"><b>Cosmology</b></p> <p>2 Truth of Time Chaos</p>
<p>5+            24" Augment      Last one Turn</p>	<p>5+            24" Hex            Last one Turn</p>	<p>5+            24" Augment      Last one Turn</p>	<p>5+            24" Hex            Last one Turn</p>
<p>The target gains <b>+1</b> Offensive Skill and <b>+1</b> Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.</p>	<p>The target suffers <b>-1</b> Offensive Skill and <b>-1</b> Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.</p>	<p>Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.</p>	<p>Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.</p>
<p style="text-align: center;"><b>Cosmology</b></p> <p>3 Ice and Fire Cosmos</p>	<p style="text-align: center;"><b>Cosmology</b></p> <p>3 Ice and Fire Chaos</p>	<p style="text-align: center;"><b>Cosmology</b></p> <p>4 Perception of Strength Cosmos</p>	<p style="text-align: center;"><b>Cosmology</b></p> <p>4 Perception of Strength Chaos</p>
<p>7+            24" Hex, Missile,    Instant Damage</p>	<p>7+            24" Hex, Damage,    Instant Augment</p>	<p>8+            24" Augment      Last one Turn</p>	<p>8+            24" Hex            Last one Turn</p>
<p>The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b>. Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.</p>	<p>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.</p>	<p>The target gains <b>+1</b> Strength and <b>+1</b> Armour Penetration.</p>	<p>The target suffers <b>-1</b> Strength and <b>-1</b> Armour Penetration.</p>

Cosmology		
5	Unity in Divergence Cosmos	
10+	24" Augment	Last one Turn
All models in the target unit <b>gain Aegis (5+)</b> .		

Cosmology		
5	Unity in Divergence Chaos	
10+	24" Hex, Damage, Direct	Instant
Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.</b>		

Cosmology		
6	Truth of Time Cosmos	
7+	24" Augment, Focused	Instant
The target <b>Recovers</b> 1 Health Point		

Cosmology		
6	Touch the Heart chaos	
7+	24" Hex, Missile, Damage, Focused	Instant
The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.		



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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