

Cosmology		
0	Altered Sight	
7+ {5+}	24" Hex	Last one Turn
The target suffers -1 Weapon Skill, to a minimum of 1, and -1 Ballistic Skill.		

Cosmology		
1	Touch the Heart	
7+ {5+}	18" Hex, Damage, Focused, Direct	Instant
The target suffers 1 hit that automatically wounds with Armour Piercing (6).		

Cosmology		
2	Mind Games	
7+ {5+}	18" Hex	Remains in play
The target suffers -1 Leadership.		

Cosmology		
3	Truth of Time	
9+ {7+}	18" Hex	Last one Turn
When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls one less D6 than normal.		

Cosmology		
4	Ice and Fire	
9+ {7+}	18" Hex, Missile, Damage	Instant
The target suffers 2D6 Strength 3 hits with Armour Piercing (3).		

Cosmology		
5	Perception of Strength	
10+ {8+}	18" Hex	Last one Turn
The target suffers -1 Strength.		

Cosmology		
6	Unity in Divergence	
11+ {9+}	18" Hex, Damage, Direct	Instant
Each model in the target unit suffers a Strength 3 hit.		

WIZARD KING SPELL
CROWN OF THE



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