




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

	Kosmologie
2	Hearts and Minds
6+	[α] Angebot 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>[α]: Hex, Damage [α]: Augment</p>	

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

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

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

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

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