

<div>Cosmology</div> <div>0 Altered Sight</div> <div>7+ {5+} Augment Range 24" One Turn</div> <div>The target gains +1 Weapon Skill and +1 Ballistic Skill.</div>	<div>Cosmology</div> <div>1 Touch the Heart</div> <div>7+ {5+} Augment Focused Range 18" Instant</div> <div>The target Recovers 1 Wound.</div>	<div>Cosmology</div> <div>2 Mind Games</div> <div>7+ {5+} Augment Range 18" Remains in Play</div> <div>The target gains +1 Leadership.</div>	<div>Cosmology</div> <div>3 Truth of Time</div> <div>9+ {7+} Augment Range 18" One Turn</div> <div>When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 and discards the lowest D6.</div>
<div>Cosmology</div> <div>4 Ice and Fire</div> <div>9+ {7+} Hex Missile Damage Range 18" Instant</div> <div>The target suffers 2D6 Strength 3 hits with Flaming Attacks and Divine Attacks.</div>	<div>Cosmology</div> <div>5 Perception of Strength</div> <div>10+ {8+} Augment Range 18" One Turn</div> <div>The target gains +1 Strength.</div>	<div>Cosmology</div> <div>6 Unity in Divergence</div> <div>11+ {9+} Augment Range 18" One Turn</div> <div>All models in the target unit gain a Ward Save (5+).</div>	

THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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