

Cosmology

1

Weal and Woe

8+

Universal


Gamma 18"

One Turn

The target must reroll [] to-wound rolls, except natural rolls of [].

[]: Failed
[]: '1'

[]: Successful
[]: '6'



Cosmology

2

Hearts and Minds

6+


[]

Gamma 24"

Instant

If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test.

[]: Hex, Damage
[]: Augment



Cosmology

3

Truth of Time

9+


Universal

Gamma 24"

One Turn

The target's Cha and Mob are set to [].

[]: 8"
[]: 3"



Cosmology

4

Ice and Fire

10+

Hex

Missile


Damage

Gamma 24"

Instant

The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [] against wounds caused by this spell must be rerolled.

[]: Special Saves
[]: Armour Saves



Cosmology

5

Cosmic Scales

11+


Augment

Gamma 18"

One Turn

The target gains Divine Attacks (Melee & Shooting) and Magical Attacks (Melee & Shooting), and it's [] is set to at least 8.

[]: Def
[]: Off



Cosmology

6

Near and Far

11+

Damage

[]

Instant

The target suffers D3+1 hits with Str 7, AP 3, and Magical Attacks.

[]: Hex, Range 24"
[]: Aura*, Range 9", Universal

*The caster's unit is not targeted.

