




 Cosmology		
1	Weal and Woe	
8+	Universal Gamma 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>		

 Cosmology		
2	Hearts and Minds	
6+	[α] Gamma 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>		

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

 Cosmology		
4	Ice and Fire	
10+	Hex Missile Damage Gamma 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>		

 Cosmology		
5	Cosmic Scales	
11+	Augment Gamma 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>		

 Cosmology		
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>		

WIZARD KING SPELL
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