

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

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