

<div>Cosmology</div> <div>0    Altered Sight</div> <div>7+ {5+}      24"      Last one Hex      Turn</div> <div>The target suffers -1 Weapon Skill, to a minimum of 1, and -1 Ballistic Skill.</div>	<div>Cosmology</div> <div>1    Touch the Heart</div> <div>7+ {5+}      18"      Instant Hex, Damage,      Focused, Direct</div> <div>The target suffers 1 hit that automatically wounds with Armour Piercing (6).</div>	<div>Cosmology</div> <div>2    Mind Games</div> <div>7+ {5+}      18"      Remains in Hex      play</div> <div>The target suffers -1 Leadership.</div>	<div>Cosmology</div> <div>3    Truth of Time</div> <div>9+ {7+}      18"      Last one Hex      Turn</div> <div>When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls one less D6 than normal.</div>
<div>Cosmology</div> <div>4    Ice and Fire</div> <div>9+ {7+}      18"      Instant Hex, Missile,      Damage</div> <div>The target suffers 2D6 Strength 3 hits with Armour Piercing (3).</div>	<div>Cosmology</div> <div>5    Perception of Strength</div> <div>10+ {8+}      18"      Last one Hex      Turn</div> <div>The target suffers -1 Strength.</div>	<div>Cosmology</div> <div>6    Unity in Divergence</div> <div>11+ {9+}      18"      Instant Hex, Damage,      Direct</div> <div>Each model in the target unit suffers a Strength 3 hit.</div>	

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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