

<b>Cosmología</b>	<b>Cosmología</b>	<b>Cosmología</b>	<b>Cosmología</b>
1 Visión Alterada Cosmos 5+ 24" Potenciación Dura un Turno	1 Visión Alterada Chaos 5+ 24" Maldición Dura un Turno	2 Tocar el Corazón Cosmos 5+ 24" Potenciación Dura un Turno	2 Tocar el Corazón Chaos 5+ 24" Maldición Dura un Turno
The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
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3 Hielo y Fuego Cosmos 8+ 24" Maldición, Instantáneo Proyectil, Daño	3 Hielo y Fuego Chaos 8+ 24" Maldición, Daño, Instantáneo Potenciación	4 Percepción de Fuerza Cosmos 8+ 24" Potenciación Dura un Turno	4 Percepción de Fuerza Chaos 8+ 24" Maldición Dura un Turno
The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.	The target gains +1 Strength and +1 Armour Penetration.	The target suffers -1 Strength and -1 Armour Penetration.

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<p>5 Unidad en Divergencia Cosmos 11+ 24" Dura un Turno Potenciación</p>	<p>5 Unidad en Divergencia Chaos 11+ 24" Maldición, Daño, Instantáneo Directo</p>	<p>6 La Verdad del Tiempo Cosmos 7+ Potenciación, Instantáneo Enfocado</p>	<p>6 La Verdad del Tiempo Chaos 7+ 24" Maldición, Proyectil, Daño, Instantáneo Enfocado</p>
All models in the target unit <b>gain Aegis (5+)</b> .	Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.</b>	The target <b>Recovers</b> 1 Health Point	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.

FANTASY BATTLES



CROWN OF THE  
WIZARD KING SPELL

THE IX AGE

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