

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

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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