

CHRONOMANTIC COGS

Like the procession of the heavens, the rotations of the Chronomantic Cogs control the passage of time, allowing wizards to speed or slow the events that are unfolding around them.

DESCRIPTION

Chronomantic Cogs is a single model.

Summon Chronomantic Cogs: *A wizard can draw on the magic of Azyr to conjure a manifestation of the very workings of the realmspheres.*

Summon Chronomantic Cogs has a casting value of 7. If successfully cast, set up a Chronomantic Cogs model wholly within 12" of the caster.

ABILITIES

Mechanisms of Time: *The perfect workings of the Chronomantic Cogs show the passing of seconds and aeons alike. By manipulating the cogs, those practised in the arcane arts can speed up time around them, allowing warriors to quickly close with their enemies. In the same vein, a wizard can slow time's passage so as to avoid incoming blows and provide themselves a chance to cast further spells.*

In their controlling player's hero phase, a single **WIZARD** within 9" of this model may manipulate the cogs to increase or decrease the flow of time. They may do this in the same phase as the Chronomantic Cogs are set up. If they do so, choose one of the effects opposite. The effect lasts until their next hero phase, or until an enemy **WIZARD** chooses to manipulate the cogs.

Speed Up Time: Add 2" to the Move characteristic of all units on the battlefield. In addition, add 2 to charge rolls for all units on the battlefield.

Slow Down Time: The wizard manipulating the cogs can cast 1 additional spell in this hero phase. In addition, re-roll failed save rolls for that wizard.