




 <b>Alchemie</b>	
1	Molter Copper
8+	Hex Missile Damage Replicable Angebot 18"
	Instant
<p>The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.</p>	

 <b>Alchemie</b>	
2	Zersetzung des Zinns
8+	Hex Angebot 36"
	One Turn
<p>Das Ziel erleidet -1 auf seinen Rüstungswurf.</p>	

 <b>Alchemie</b>	
3	Living Steel
8+	Augment Angebot 18"
	One Turn
<p>The target gains +1 to hit and Magical Attacks (Melee &amp; Shooting).</p>	

 <b>Alchemie</b>	
4	Wall of Lead
8+	Ground Angebot 24"
	One Turn
<p>Place a Wall Terrain Feature with dimensions 1x6" on the target. Remove the Terrain Feature when the spell ends.</p>	

 <b>Alchemie</b>	
5	Wort des Eisens
5+ [9+]	Augment Angebot 18"
	One Turn
<p>Das Ziel erhält +1 [+2] auf seinen Rüstungswurf.</p>	

 <b>Alchemie</b>	
6	Quecksilberpeitsche
7+	Hex Missile Damage Angebot 24"
	Instant
<p>The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.</p>	

WIZARD KING SPELL  
CROWN OF THE



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FANTASY BATTLES

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