 **alchemy**


1 Living Steel

Augment
Replicable
Range 18"

7 One Turn

The target's **Melee Attacks** gains +1 to hit and **Magical Attacks** (~~Melee~~ ~~melee~~ and ~~shooting~~ ~~Shooting~~).

No model or unit can be affected by more than one instance of this spell simultaneously.


 **alchemy**

2 Corruption of Tin

Hex
Range 24"

6 One Turn

The target suffers -1 Arm\removedrule{, -1 \Agi{}} and gains [ChTag](Metal Armour).


 **alchemy**

3 Wall of Lead

8 Range 24" One Turn

Place a Wall Terrain Feature with dimensions 1x6" **anywhere** on the target.

Remove the Terrain Feature when the spell ends.


 **alchemy**

4 Molten Copper

Hex
Missile
Damage
Range 24"

8 One Turn

The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits **always** wound on 4+.


 **alchemy**

5 Word of Iron

Augment
Range 18"

11 One Turn

The target gains +2 Arm and [ChTag](Metal Armour).

 **alchemy**

6 Quicksilver Lash

Hex
Missile
Damage
Range 24"

11 One Turn

The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits **always** wound on 4+.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES