




 Alchemie	
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>	

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

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

 Alchemie	
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>	

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

 Alchemie	
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



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