

1. Apprentice Spell

Living Steel

CV

Type

Duration

[color=#0000 ff]7[/color]

Augment Replicable One Turn

Range 18"

Effect

The targetspan style="color: #0000ff;">'s Melee Attacks/span> gains +1 to hit and Magical Attacks del>(Melee \meleeandshooting{} Shooting)/del>.

span style="color: #0000ff;">No model or unit can be affected by more than one instance of this spell simultaneously./span>



ff 6 /color

2. Adept Spell

Corruption of Tin

CV

Type

[color=#0000 Hex Range 24" One Turn

Duration

Effect

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



3. Adept Spell

Wall of Lead

CV

Type

Duration

Range 24"

One Turn

\removedrule\{\removed choose the target such that the placed Terrain Feature is placed fully within range and not in contact with any enemy unit or Terrain Feature.}}[color=#0000ff]As long as the target point is within range, part of the wall is allowed to be outside the Range of the spell.[/color]

Effect



4. Adept Spell

Molten Copper

Type

Duration

One Turn

Hex Missile

Damage Range 24"

Effect

CV

8

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



5. Master Spell

Word of Iron

CV

Type

Duration

11

Augment Range 18" One Turn

Effect

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



6. Master Spell

Quicksilver Lash

CV11

Type

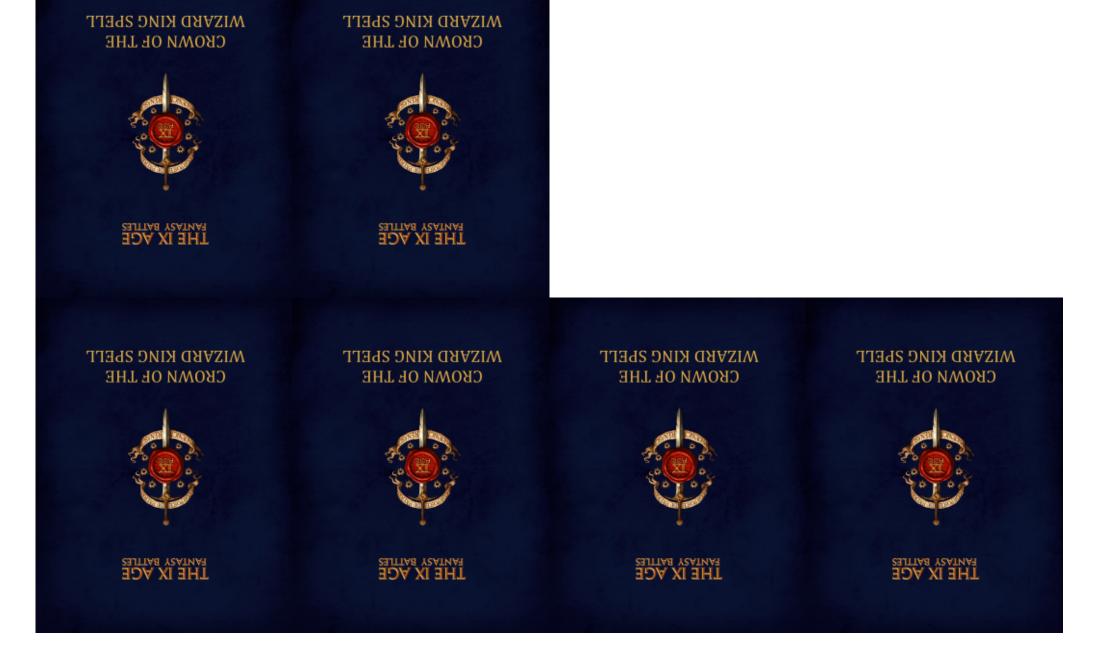
Duration One Turn

Hex Missile

Damage Range 24"

Effect

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



Place a Wall Terrain Feature with dimensions 1×6\(\text{S}\) span style="color: #0000ff;">anywhere/span> on the target.

Remove the Terrain Feature when the spell ends.