



Alchemy

1

Molter Copper

8+

- Hex
- Missile
- Damage
- Replicable
- Range 18"

Instant

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



Alchemy

2

Corruption of Tin

7+

- Hex
- Range 24"

One Turn

The target suffers -1 Arm, -1 Agi and gains Metal Armour.



Alchemy

3

Living Steel

8+

- Augment
- Range 18"

One Turn

The target gains +1 to hit and Magical Attacks (Melee & Shooting).



Alchemy

4

Wall of Lead

8+

- Ground
- Range 24"

One Turn

Place a Wall Terrain Feature with dimensions 1×6" on the target.

Remove the Terrain Feature when the spell ends.



Alchemy

5

Word of Iron

11+

- Augment
- Range 18"

One Turn

The target gains +2 Arm and Metal Armour.



Alchemy

6

Quicksilver Lash

11+

- Hex
- Missile
- Damage
- Range 24"

Instant

The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour).

These hits always wound on 4+.



WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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