

Alchemy

0 Corruption of Tin

4+ Instant

Choose an enemy unit within 24" of the caster. The chosen unit suffers –1 Armour. The effects last until the start of your next Magic Phase.

Alchemy

0 Silver Spike

6+ Instant

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 1 hit with Strength 6 and AP 10. If all models in target unit have more than 1 HP in its Characteristics Profile, the chosen unit suffers 2 hits instead.

Alchemy

0 Molten Copper

8+ Instant

Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 hits with Strength X+1 and AP 4, where X is equal to the chosen unit's Armour.

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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