











<div><div>1. <i>Apprentice Spell</i></div><div>Molter Copper</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Hex Missile Damage Replicable Range 18"</td><td>Instant</td></tr></table> <div>Effect</div> <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>	CV	Type	Duration	8+	Hex Missile Damage Replicable Range 18"	Instant	<div><div><div>2. <i>Adept Spell</i></div><div>Corruzione dello stagno</div></div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Hex Range 36"</td><td>One Turn</td></tr></table><div>Effect</div><p>The target suffers -1 Armour.</p></div> <td><div><div><div>3. <i>Adept Spell</i></div><div>Living Steel</div></div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Augment Range 18"</td><td>One Turn</td></tr></table><div>Effect</div><p>The target gains +1 to hit and Magical Attacks (Melee & Shooting).</p></div><td><div><div><div>4. <i>Adept Spell</i></div><div>Wall of Lead</div></div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Ground Range 24"</td><td>One Turn</td></tr></table><div>Effect</div><p>Place a Wall Terrain Feature with dimensions 1×6 on the target. Remove the Terrain Feature when the spell ends.</p></div></td></td>	CV	Type	Duration	8+	Hex Range 36"	One Turn	<div><div><div>3. <i>Adept Spell</i></div><div>Living Steel</div></div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Augment Range 18"</td><td>One Turn</td></tr></table><div>Effect</div><p>The target gains +1 to hit and Magical Attacks (Melee & Shooting).</p></div> <td><div><div><div>4. <i>Adept Spell</i></div><div>Wall of Lead</div></div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Ground Range 24"</td><td>One Turn</td></tr></table><div>Effect</div><p>Place a Wall Terrain Feature with dimensions 1×6 on the target. Remove the Terrain Feature when the spell ends.</p></div></td>	CV	Type	Duration	8+	Augment Range 18"	One Turn	<div><div><div>4. <i>Adept Spell</i></div><div>Wall of Lead</div></div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Ground Range 24"</td><td>One Turn</td></tr></table><div>Effect</div><p>Place a Wall Terrain Feature with dimensions 1×6 on the target. Remove the Terrain Feature when the spell ends.</p></div>	CV	Type	Duration	8+	Ground Range 24"	One Turn
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<div><div><div>5. <i>Master Spell</i></div><div>Parola di ferro</div></div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[/color]</td><td>Augment Range 18"</td><td>One Turn</td></tr></table><div>Effect</div><p>The target gains +1 to its Armour.</p></div> <td><div><div><div>6. <i>Master Spell</i></div><div>Sferzata di mercurio</div></div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+</td><td>Hex Missile Damage Range 24"</td><td>Instant</td></tr></table><div>Effect</div><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></div><td></td></td>	CV	Type	Duration	[color=#ff0000]5+[/color]	Augment Range 18"	One Turn	<div><div><div>6. <i>Master Spell</i></div><div>Sferzata di mercurio</div></div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+</td><td>Hex Missile Damage Range 24"</td><td>Instant</td></tr></table><div>Effect</div><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></div> <td></td>	CV	Type	Duration	7+	Hex Missile Damage Range 24"	Instant														
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WIZARD KING SPELL



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