




 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 1x6" 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
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