




		<b>Alchemy</b>	
1	Molter Copper		
8+	Hex Missile Damage Replicable Range 18"	Instant	
<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>			

		<b>Alchemy</b>	
2	Corruption of Tin		
7+	Hex Range 24"	One Turn	
<p>The target suffers -1 Arm, -1 Agi and gains Metal Armour.</p>			

		<b>Alchemy</b>	
3	Living Steel		
8+	Augment Range 18"	One Turn	
<p>The target gains +1 to hit and Magical Attacks (Melee &amp; Shooting).</p>			

		<b>Alchemy</b>	
4	Wall of Lead		
8+	Ground Range 24"	One Turn	
<p>Place a Wall Terrain Feature with dimensions 1x6" on the target. Remove the Terrain Feature when the spell ends.</p>			

		<b>Alchemy</b>	
5	Word of Iron		
11+	Augment Range 18"	One Turn	
<p>The target gains +2 Arm and Metal Armour.</p>			

		<b>Alchemy</b>	
6	Quicksilver Lash		
11+	Hex Missile Damage Range 24"	Instant	
<p>The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.</p>			

WIZARD KING SPELL  
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