

Rule of Burning Iron



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Spell

ME

24", LOS, Pick a model, it suffers a Flaming hit of S8 - target's armour save (1+sv = S7, no save = S1, etc.). No AS.

Illus. Baron Wolf

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Commandment of Brass



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Spell

ME

24". One enemy war machine or chariot cannot move (except flee) or shoot. Lasts until the end of the unit's following turn or if unit flees.

Illus. Baron Wolf

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Transmutation of Lead



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Spell

ME

24". Enemy unit in HtH suffers a -1 penalty on rolls to hit, to wound and armour saves in next HtH phase.

Illus. Baron Wolf

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Distillation of Silver



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Magic Missile

ME

24", 2D6 S4 Flaming hits.

Illus. Baron Wolf

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Law of Gold



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Spell

ME

24", Opponent chooses one magic item in target enemy unit. Roll a D6, on 1-3 can't be used until end of his next turn, on 4+ destroyed.

Illus. Baron Wolf

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Spirit of the Forge



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Spell

ME

24", LOS, Flaming 2D6 hits at S8 - target's armour save (1+sv = S7, no save = S1). No AS.

Illus. Baron Wolf

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