

# Alchemie

1 Quecksilberpeitsche

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7+ 

- Hex
- Missile
- Damage
- Angebot 24"

 Instant

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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.

# Alchemie

2 Wort des Eisens

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5+ [9+] 

- Augment
- Angebot 24"

 One Turn

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Das Ziel erhält +1 [+2] auf seinen Rüstungswurf.

# Alchemie

3 Ruhm des Goldes

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8+

- Augment
- Angebot 18"

One Turn

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The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

## Alchemie

4

Silver Spike

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(6+){9+}

- Hex
- Missile
- Damage
- Angebot (18"){36"}

Instant

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The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1×5).

## Alchemie

5 Zersetzung des Zinns

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8+

- Hex
- Angebot 36"

Permanent

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Das Ziel erleidet -1 auf seinen Rüstungswurf.

# Alchemie

6 Molter Copper

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7+ 

- Hex
- Missile
- Damage
- Angebot 24"

 Instant

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The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.

# Alchemie

EIN Alchemistisches Feuer

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- Hex
- Angebot 18"

 One Turn

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Das Ziel erhält Brennbar gegen Nahkampfattacken und Zauber.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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