

Alchemy		Alchemy		Alchemy	
0	Corruption of Tin	0	Silver Spike	0	Molten Copper
4+	Instant	6+	Instant	8+	Instant
<p>Choose an enemy unit within 24" of the caster. The chosen unit suffers –1 Armour. The effects last until the start of your next Magic Phase.</p>		<p>Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 1 hit with Strength 6 and AP 10. If all models in target unit have more than 1 HP in its Characteristics Profile, the chosen unit suffers 2 hits instead.</p>		<p>Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 hits with Strength X+1 and AP 4, where X is equal to the chosen unit's Armour.</p>	

THE IX AGE
FANTASY BATTLES



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