

Alquimia

1 Latigazo de Mercurio

7+

- Hex
- Missile
- Damage
- Alcance 24"

Instant

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.

Alquimia

2 Palabra de Hierro

5+ [9+] • Augment One Turn
• Alcance 18"

El objetivo obtiene:

- Salvación por Armadura (+1).

[Salvación por Armadura (+2)].

Alquimia

3 Gloria de Oro

8+
• Augment
• Alcance 18"

One Turn

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

Alquimia

4 Silver Spike

<6+> {9+}

- Hex
- Missile
- Damage
- Alcance <18"> {36"}

Instant

The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, **Magical Attacks**, **[Multiple Wounds (D3)]**, and **Area Attack (1x5)**.

Alquimia

5 Corrupción del Estaño

8+
• Hex
• Alcance 36" Permanent

El objetivo sufre:
- Salvación por Armadura (-1).

Alquimia

6 Molter Copper

7+

- Hex
- Missile
- Damage
- Alcance 24"

 Instant

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

Alquimia

A Fuego Alquímico

- Hex
- Alcance 18"

 One Turn

El objetivo obtiene Inflamable contra Ataques de Combate y Hechizos.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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