

<p style="text-align: center;"><b>Alchimia</b></p> <p>0 Sferzata di mercurio</p>	<p style="text-align: center;"><b>Alchimia</b></p> <p>1 Parola di ferro</p>	<p style="text-align: center;"><b>Alchimia</b></p> <p>2 Rame fuso</p>	<p style="text-align: center;"><b>Alchimia</b></p> <p>3 Punta d'argento</p>
<p style="text-align: center;">Hex Missile Damage Gamma 24"</p> <p>8+ Instant</p>	<p style="text-align: center;">6+ [9+] Augment Gamma 24" One Turn</p>	<p style="text-align: center;">Hex Missile Damage Gamma 24"</p> <p>7+ Instant</p>	<p style="text-align: center;">Hex Missile Damage Gamma 18" [36"]</p> <p>7+ [10+] Permanent</p>
<p style="text-align: center;">The target suffers D3+1 hits with Metalshifting.</p>	<p style="text-align: center;">The target gains +1[+2] to its Armour Save.</p>	<p style="text-align: center;">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.</p>	<p style="text-align: center;">The target suffers one hit with Strength 6, Armour Piercing (6), 8+ Multiple Wounds (D3), and Penetrating.</p>
<p style="text-align: center;"><b>Alchimia</b></p> <p>4 Corruzione dello stagno</p>	<p style="text-align: center;"><b>Alchimia</b></p> <p>5 Transmutation to Lead</p>	<p style="text-align: center;"><b>Alchimia</b></p> <p>6 Gloria dell'oro</p>	<p style="text-align: center;"><b>Alchimia</b></p> <p>UN Fuoco alchemico</p>
<p style="text-align: center;">Hex Gamma 24" [48"]</p> <p>8+ [11+] Instant</p>	<p style="text-align: center;">Hex Gamma 24" [48"]</p> <p>9+ [12+] One Turn</p>	<p style="text-align: center;">Augment Gamma 18"</p> <p>10+ One Turn</p>	<p style="text-align: center;">Hex Gamma 18"</p> <p>One Turn</p>
<p style="text-align: center;">The target suffers -1 to its Armour Save.</p>	<p style="text-align: center;">The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit suffer -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.</p>	<p style="text-align: center;">The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).</p>	<p style="text-align: center;">The target gains Flammable against Close Combat Attacks and Spells.</p>

WIZARD KING SPELL  
CROWN OF THE



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FANTASY BATTLES

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