



## Alchimia

1

Molter Copper

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8+

- Hex
- Missile
- Damage
- Replicable
- Gamma 18"

Instant

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The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.



## Alchimia

2

Corruzione dello stagno

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8+

- Hex
  - Gamma 36"
- One Turn
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The target suffers -1 Armour.



## Alchimia

3

Living Steel

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8+

- Augment
- Gamma 18"

One Turn

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The target gains +1 to hit and Magical Attacks (Melee & Shooting).



## Alchimia

4

Wall of Lead

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8+

- Ground
- Gamma 24"

One Turn

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Place a Wall Terrain Feature with dimensions 1×6" on the target.

Remove the Terrain Feature when the spell ends.



## Alchimia

5

Parola di ferro

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5+ [9+]

- Augment
- Gamma 18"

One Turn

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The target gains <+1> {+2} to its Armour.



# Alchimia

6

Sferzata di mercurio

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7+

- Hex
- Missile
- Damage
- Gamma 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.



WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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