

# Alchimia

1 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.

# Alchimia

2 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

3 Gloria dell'oro

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8+

- Augment
- Gamma 18"

One Turn

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

## Alchimia

4

Silver Spike

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<6+> {9+}

- Hex
- Missile
- Damage
- Gamma <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 (1x5)**.

## Alchimia

5 Corruzione dello stagno

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8+      • Hex      Permanent  
         • Gamma 36"

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The target suffers -1 Armour.

# Alchimia

6 Molter Copper

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7+ 

- Hex
- Missile
- Damage
- Gamma 24"

 Instant

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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.

# Alchimia

UN Fuoco alchemico

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- Hex
- Gamma 18"

 One Turn

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The target gains Flammable against Melee Attacks.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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