Alchimia

1	Sferzata di mercurio		
7+		• Hex • Missile • Damage • Gamma 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.

Alchimia

2	Parola di ferro		
5+ [9+]		• Augment • Gamma 18"	One Turn

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

Alchimia

3	Gloria dell'oro

8+	• Augment • Gamma 18"	One Turn

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

Alchimia

4	Silver Spike

<6+> {9+}	• Hex • Missile • Damage • Gamma **<18">** **{36"}**	Instant

The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, **Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1×5)**.

Alchimia

5	Corruzione dello stagno

8+	• Hex • Gamma 36"	Permanent

The target suffers -1 Armour.

Alchimia

6	Molter Copper	

| 7+ | Hex Missile Damage Gamma 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.

Alchimia

UN	Fuoco alchemico

- Hex - Gamma 18"	One Turn

The target gains Flammable against Melee Attacks.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES

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IX

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