

Type

Hex

Missile

Damage

Range 24"

The target suffers D3+1 hits with Flaming

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

Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on

CV

7+

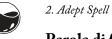
Effect

wound.

### 1. Apprentice Spell Sferzata di mercurio

Duration

Instant



Parola di ferro

Type One Turn [color=#ff00 Augment 00]5+[/color Range 24" [color=#0000

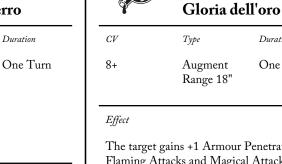
### Effect

ff][9+][/colo

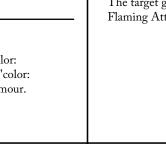
CV

r

The target gains span style="color: #0000ff;">[+2]/span> to its Armour.



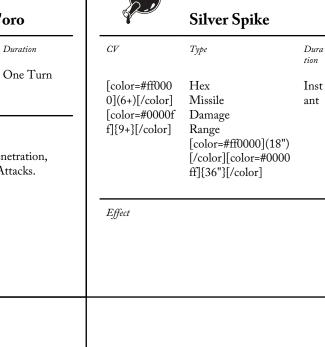
#ff0000;">+1/span>span style="color:



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

3. Adept Spell

Duration



4. Adept Spell

## 5. Master Spell Corruzione dello

### stagno Duration

CVТуре 8+ Hex Permanent Range 36"

#### Effect

The target suffers -1 Armour.

**Molter Copper** CVType 7+ Hex Instant Missile

### Damage Range 24"

6. Master Spell

Duration

#### Effect

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.

Type Duration Hex One Turn Range 18"

Fuoco alchemico

#### Effect

CV

The target gains Flammable against Melee Attacks.

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