



Alchemy

1

Quicksilver Lash

7+

- Hex
- Missile
- Damage
- Range 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.



Alchemy

2

Word of Iron

<5+> {9+}

- Augment
 - Range <24"> {18"} One Turn
-

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



Alchemy

3

Glory of Gold

8+

- Augment
- Range 18"

One Turn

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



Alchemy

4

Silver Spike

<6+> {9+}

- Hex
- Missile
- Damage
- Range <18"> {36"}

Instant

The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, **Magical Attacks**, **[Multiple Wounds (D3)]**, and **Area Attack (1x5)**.



Alchemy

5

Corruption of Tin

8+

- Hex
- Range 36" Permanent

The target suffers -1 Armour.



Alchemy

6

Molter Copper

7+

- Hex
- Missile
- Damage
- Range 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.



Alchemy

A

Alchemical Fire

- Hex
- Range 18"

One Turn

The target gains Flammable against Melee Attacks.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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