

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 (1×5)**.



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.

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CROWN OF THE



THE IX AGE
FANTASY BATTLES

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