Alchimia

1 Molter Copper

8+	Hex	
	Missile	
	Damage	Instant
	Replicable	
	Gamma 18"	

The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.

Alchimia

2 Corruzione dello stagno

8+	Hex	One Turn
	Gamma 36"	

The target suffers -1 Armour.

Alchimia

3 Living Steel

8+	Augment	One Turn
	Gamma 18"	

The target gains +1 to hit and Magical Attacks (Melee & Shooting).

Alchimia

4 Wall of Lead

8+	Ground	One Turn
	Gamma 24"	

Place a Wall Terrain Feature with dimensions 1×6″ on the target.
Remove the Terrain Feature when the spell ends.

Alchimia

5 Parola di ferro

5+ [9+]	Augment	One Turn
	Gamma 18"	

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

Alchimia

6 Sferzata di mercurio

7+	Hex	
	Missile	
	Damage	Instant
	Gamma 24"	

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.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES