Alchimia

1   Sferzata di mercurio

7+	Hex	Instant
---	Missile	
	Damage	
	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.

Alchimia

2   Parola di ferro

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

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

Alchimia

3   Gloria dell'oro

| 8+ | Augment | One Turn |
| --- | Gamma 18" | |

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

Alchimia

4   Silver Spike

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

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 | Permanent |
| --- | Gamma 36" | |

The target suffers -1 Armour.

Alchimia

6   Molter Copper

7+	Hex	Instant
---	Missile	
	Damage	
	Gamma 24"	

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 | One Turn |
| --- | Gamma 18" | |

The target gains Flammable against Melee Attacks.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES