Alchimia 1 Sferzata di mercurio Hex Hex 7+ Missile Damage Instant Gamma 24" Stant 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 Gamma 24" One Turn	Alchimia 3 Gloria dell'oro 8+ Augment Gamma 18" One Turn The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.	Alchimia 4 Silver Spike 4 Silver Spike (6+){9+} Hex 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"	Alchimia 6 Molter Copper Hex 7+ Missile Damage Gamma 24"	Alchimia UN Fuoco alchemico Hex One Turn Gamma 18"	
The target suffers -1 Armour.	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.	The target gains Flammable against Melee Attacks.	



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