




	Alchimia
1	Sferzata di mercurio
7+	Hex Missile Damage Gamma 24" Instant
<p>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.</p>	


	Alchimia
2	Parola di ferro
5+ [9+]	Augment Gamma 18" One Turn
<p>The target gains <+1> {+2} to its Armour.</p>	

	Alchimia
3	Gloria dell'oro
8+	Augment Gamma 18" One Turn
<p>The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.</p>	

	Alchimia
4	Silver Spike
<6+> {9+}	Hex Missile Damage Gamma <18"> {36"} Instant
<p>The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).</p>	

	Alchimia
5	Corruzione dello stagno
8+	Hex Gamma 36" Permanent
<p>The target suffers -1 Armour.</p>	

	Alchimia
6	Molter Copper
7+	Hex Missile Damage Gamma 24" Instant
<p>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.</p>	

	Alchimia
UN	Fuoco alchemico
	Hex Gamma 18" One Turn
<p>The target gains Flammable against Melee Attacks.</p>	

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