

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 &lt;+1&gt; {+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, <b>Magical Attacks</b>, <b>[Multiple Wounds (D3)]</b>, and <b>Area Attack (1x5)</b>.</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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CROWN OF THE



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