




	Alchimia		
0	Sferzata di mercurio		
8+	Hex Missile Damage Gamma 24"	Instant	
The target suffers D3+1 hits with Metalshifting.			


	Alchimia		
1	Parola di ferro		
6+ [9+]	Augment Gamma 24"	One Turn	
The target gains +1[+2] to its Armour Save.			


	Alchimia		
2	Rame fuso		
7+	Hex Missile Damage Gamma 24"	Instant	
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.			

	Alchimia		
3	Punta d'argento		
7+ [10+]	Hex Missile Damage Gamma 18" [36"]	Permanent	
The target suffers one hit with Strength 6, Armour Piercing (6), 8+ Multiple Wounds (D3), and Penetrating.			

	Alchimia		
4	Corruzione dello stagno		
8+ [11+]	Hex Gamma 24" [48"]	Instant	
The target suffers -1 to its Armour Save.			

	Alchimia		
5	Transmutation to Lead		
9+ [12+]	Hex Gamma 24" [48"]	One Turn	
The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit suffer -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.			

	Alchimia		
6	Gloria dell'oro		
10+	Augment Gamma 18"	One Turn	
The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).			

	Alchimia		
UN	Fuoco alchemico		
	Hex Gamma 18"	One Turn	
The target gains Flammable against Close Combat Attacks and Spells.			

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