




 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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