




 Alchimia	
1	Molter Copper
8+	Hex Missile Damage Replicable Gamma 18"
	Instant
<p>The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.</p>	

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

 Alchimia	
3	Living Steel
8+	Augment Gamma 18"
	One Turn
<p>The target gains +1 to hit and Magical Attacks (Melee & Shooting).</p>	

 Alchimia	
4	Wall of Lead
8+	Ground Gamma 24"
	One Turn
<p>Place a Wall Terrain Feature with dimensions 1x6" on the target. Remove the Terrain Feature when the spell ends.</p>	

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

 Alchimia	
6	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>	

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