

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>			

WIZARD KING SPELL
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