

<div>Alchemy</div> <div>1 Quicksilver Lash</div> <div>24" 7+ Hex, Missile, Instant Damage</div> <div>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.</div>	<div>Alchemy</div> <div>2 Word of Iron</div> <div><5+> {9+} <24"> {18"} Last one Augment Turn</div> <div>The target gains <+1> {+2} to its Armour.</div>	<div>Alchemy</div> <div>3 Glory of Gold</div> <div>18" 8+ Augment Last one Turn</div> <div>The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.</div>	<div>Alchemy</div> <div>4 Silver Spike</div> <div><18"> {36"} <6+> {9+} Hex, Missile, Instant Damage</div> <div>The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1×5).</div>
<div>Alchemy</div> <div>5 Corruption of Tin</div> <div>36" 8+ Hex Permanent</div> <div>The target suffers -1 Armour.</div>	<div>Alchemy</div> <div>6 Molter Copper</div> <div>24" 7+ Hex, Missile, Instant Damage</div> <div>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.</div>	<div>Alchemy</div> <div>A Alchemical Fire</div> <div>18" Hex Last one Turn</div> <div>The target gains Flammable against Melee Attacks.</div>	

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