Alchemy	Alchemy		Alchemy	
0 Corruption of Tin	0 Silver Spike		0 Molten Copper	
4+ Instant	6+	Instant	8+	Instant
Choose an enemy unit within 24" of the caster. The chosen unit suffers -1 Armour. The effects last until the start of your next Magic Phase.	Choose an enemy unit within 24" and Sight of the caster. Neither the caster may be Engaged in Combat. The chose hit with Strength 6 and AP 10. If all mounit have more than 1 HP in its Charact the chosen unit suffers 2 hits in	nor the target en unit suffers 1 odels in target teristics Profile,	Sight of the caster. Neither may be Engaged in Comba D3+1 hits with Strength >	thin 18" and within Line of er the caster nor the target at. The chosen unit suffers K+1 and AP 4, where X is en unit's Armour.

