




	<b>Alchemy</b>		
1	Quicksilver Lash		
7+	Hex Missile Damage Range 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>			


	<b>Alchemy</b>		
2	Word of Iron		
5+ [9+]	Augment Range 24"	One Turn	
<p>The target gains +1[+2] to its Armour.</p>			

	<b>Alchemy</b>		
3	Glory of Gold		
8+	Augment Range 18"	One Turn	
<p>The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.</p>			

	<b>Alchemy</b>		
4	Silver Spike		
(6+){9+}	Hex Missile Damage Range (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>			

	<b>Alchemy</b>		
5	Corruption of Tin		
8+	Hex Range 36"	Permanent	
<p>The target suffers -1 Armour.</p>			

	<b>Alchemy</b>		
6	Molter Copper		
7+	Hex Missile Damage Range 24"	Instant	
<p>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.</p>			

	<b>Alchemy</b>		
A	Alchemical Fire		
	Hex Range 18"	One Turn	
<p>The target gains Flammable against Melee Attacks.</p>			

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