

Alchemy		
0	Quicksilver Lash	
8+	24" Hex, Missile, Damage	Instant
The target suffers D3+1 hits with Metalshifting.		

Alchemy		
1	Word of Iron	
6+ [9+]	24" Augment	Last one Turn
The target gains +1[+2] to its Armour Save.		

Alchemy		
2	Molten Copper	
7+	24" Hex, Missile, Damage	Instant
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.		

Alchemy		
3	Silver Spike	
7+ [10+]	18" [36]" Hex, Missile, Damage	Permanent
The target suffers one hit with Strength 6, Armour Piercing (6), 8+ Multiple Wounds (D3), and Penetrating.		

Alchemy		
4	Corruption of Tin	
8+ [11+]	24" [48]" Hex	Instant
The target suffers -1 to its Armour Save.		

Alchemy		
5	Transmutation to Lead	
9+ [12+]	24" [48]" Hex	Last one Turn
The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit suffer -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.		

Alchemy		
6	Glory of Gold	
10+	18" Augment	Last one Turn
The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).		

Alchemy		
A	Alchemical Fire	
	18" Hex	Last one Turn
The target gains Flammable against Close Combat Attacks and Spells.		

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